

Introductory Java 4

J4

Arrays, Operators, Expressions
Statements, Blocks, Random

Java Arrays

Arrays hold a fixed number of values of a given type that can be accessed by an index

- Declaring:

```
int[] values;
```

- Initializing:

```
values = new int[8]; // 8-element array
```

- Accessing:

```
int x = values[3]; // the 4th element
```

- Getting the length:

```
values.length
```

Multi-Dimensional Arrays

Multidimensional Arrays in Java = Arrays of Arrays

- Declaring:

```
int[][] sudoku;
```

- Initializing:

```
sudoku = new int[9][9]; // 9-by-9-element array
```

- Accessing:

```
int x = sudoku[3][6]; // the 7th int in the 4th array
```

- NOTE: inner array sizes may differ

```
sudoku[3] = new int[5]; // not a sudoku anymore
```



Java Operators

- Arithmetic + - * / %
- Assignment = += -= *= /= %=
- Unary + - ++ -- !
- Equality == !=
- Relational > >= < <=
- Logical && ||
- **instanceof**
- Bitwise ~ & ^ | << >> >>>



Expressions

- A unit of code that evaluates to a **single value**

- Variables

```
x currentGear
```

- Literals

```
0 "hello" true
```

- Combinations of Expressions

```
scanners[x + 5].nextInt()
```

- Operators
- Method Invocations (J7)
- Array Accesses
- Conditional Expressions (J5)
- Object Creation (O1)

Statements

Higher-level units of code
for sequence, selection, and iteration

- **Expression Statements**
(expression terminating with ‘;’)
- **Declaration Statements** (e.g. `int x;`)
- **Control Flow Statements**
- **Blocks**
(zero or more statements between balanced braces ‘{’ and ‘}’)

The Random Class

The `Random` class provides a pseudo-random number generator:

```
Random rand = new Random();
```

You can optionally provide a seed (for determinism):

```
Random rand = new Random(12345);
```

You can then generate random numbers of different types:

```
int i = rand.nextInt(10); // number in 0-9
```