CS 112 Introduction to Programming
(Spring 2012)

Lecture #19: Creating Data Types
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Acknowledgements: some slides used in this class are taken directly or adapted from those accompanying the textbook: Introduction to Programming in Java: An Interdisciplinary Approach by Robert Sedgewick and Kevin Wayne (Copyright 2002-2010)
Data Types

Data type. Set of values and operations on those values.

Basic types.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Set of Values</th>
<th>Some Operations</th>
</tr>
</thead>
<tbody>
<tr>
<td>boolean</td>
<td>true, false</td>
<td>not, and, or, xor</td>
</tr>
<tr>
<td>int</td>
<td>(-2^{31} \text{ to } 2^{31} - 1)</td>
<td>add, subtract, multiply</td>
</tr>
<tr>
<td>String</td>
<td>sequence of Unicode characters</td>
<td>concatenate, compare</td>
</tr>
</tbody>
</table>

Last time. Write programs that use data types.
Today. Write programs to create our own data types.
Defining Data Types in Java

To define a data type, specify:
- Set of values.
- Operations defined on those values.

Java class. Defines a data type by specifying:
- Instance variables. (set of values)
- Methods. (operations defined on those values)
- Constructors. (create and initialize new objects)
Point Charge Data Type

**Goal.** Create a data type to manipulate point charges.

**Set of values.** Three real numbers. [position and electrical charge]

**Operations.**
- Create a new point charge at \((r_x, r_y)\) with electric charge \(q\).
- Determine electric potential \(V\) at \((x, y)\) due to point charge.
- Convert to string.

\[
V = k \frac{q}{r}
\]

\(r = \text{distance between } (x, y) \text{ and } (r_x, r_y)\)
\(k = \text{electrostatic constant} = 8.99 \times 10^9 \text{ N} \cdot \text{m}^2 / \text{C}^2\)
Point Charge Data Type

**Goal.** Create a data type to manipulate point charges.

**Set of values.** Three real numbers. [position and electrical charge]

**API.**

```java
public class Charge {
    Charge(double x0, double y0, double q0)
    double potentialAt(double x, double y)  // electric potential at (x, y) due to charge
    String toString()  // string representation
}
```
Charge Data Type: A Simple Client

Client program. Uses data type operations to calculate something.

```java
public static void main(String[] args) {
    double x = Double.parseDouble(args[0]);
    double y = Double.parseDouble(args[1]);
    Charge c1 = new Charge(.51, .63, 21.3);
    Charge c2 = new Charge(.13, .94, 81.9);
    double v1 = c1.potentialAt(x, y);
    double v2 = c2.potentialAt(x, y);
    StdOut.println(c1);
    StdOut.println(c2);
    StdOut.println(v1 + v2);
}
```

% java Charge .50 .50
21.3 at (0.51, 0.63)
81.9 at (0.13, 0.94)
2.74936907085912e12

automatically invokes the toString() method
Anatomy of Instance Variables

Instance variables. Specifies the set of values.
- Declare outside any method.
- Always use access modifier `private`.
- Use modifier `final` with instance variables that never change.

```java
public class Charge {
    private final double rx, ry;
    private final double q;
}
```
Anatomy of a Constructor

**Constructor.** Specifies what happens when you create a new object.

```
public Charge ( double x0, double y0, double q0 )
{
    rx = x0;
    ry = y0;
    q = q0;
}
```

**Calling a constructor.** Use `new` operator to create a new object.

```
Charge c1 = new Charge(.51, .63, 21.3);
Charge c2 = new Charge(.13, .94, 81.9);
```
Anatomy of an Instance Method

**Instance method.** Define operations on instance variables.

```java
public double potentialAt(double x, double y)
{
    double k = 8.99e09;
    double dx = x - rx;
    double dy = y - ry;
    return k * q / Math.sqrt(dx*dx + dy*dy);
}
```

**Invoking an instance method.** Use dot operator to invoke a method.

```java
double v1 = c1.potentialAt(x, y);
double v2 = c2.potentialAt(x, y);
```
Anatomy of a Class

```java
public class Charge {
    private final double rx, ry;
    private final double q;

    public Charge(double x0, double y0, double q0) {
        rx = x0; ry = y0; q = q0;
    }

    public double potentialAt(double x, double y) {
        double k = 8.99e09;
        double dx = x - rx;
        double dy = y - ry;
        return k * q / Math.sqrt(dx*dx + dy*dy);
    }

    public String toString() {
        return q + " at " + "(" + rx + ", " + ry + ")";
    }

    public static void main(String[] args) {
        double x = Double.parseDouble(args[0]);
        double y = Double.parseDouble(args[1]);
        Charge c1 = new Charge(0.51, 0.63, 21.3);
        Charge c2 = new Charge(0.13, 0.94, 81.9);
        double v1 = c1.potentialAt(x, y);
        double v2 = c2.potentialAt(x, y);
        StdOut.printf("%.1e\n", (v1 + v2));
    }
}
```
Potential Visualization

Potential visualization. Read in N point charges from standard input; compute total potential at each point in unit square.

```% more charges.txt
9
.51 .63 -100
.50 .50  40
.50 .72  10
.33 .33   5
.20 .20 -10
.70 .70  10
.82 .72  20
.85 .23  30
.90 .12 -50
% java Potential < charges.txt
```
Potential Visualization

**Arrays of objects.** Allocate memory for the array with `new`; then allocate memory for each individual object with `new`.

```cpp
// read in the data
int N = StdIn.readInt();
Charge[] a = new Charge[N];
for (int i = 0; i < N; i++) {
    double x0 = StdIn.readDouble();
    double y0 = StdIn.readDouble();
    double q0 = StdIn.readDouble();
    a[i] = new Charge(x0, y0, q0);
}
```

% more charges.txt

9
.51 .63 -100
.50 .50  40
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.33 .33   5
.20 .20  -10
.70 .70  10
.82 .72   20
.85 .23   30
.90 .12  -50
Potential Visualization

```java
// plot the data
int SIZE = 512;
Picture pic = new Picture(SIZE, SIZE);
for (int i = 0; i < SIZE; i++) {
    for (int j = 0; j < SIZE; j++) {
        double V = 0.0;
        for (int k = 0; k < N; k++) {
            double x = 1.0 * i / SIZE;
            double y = 1.0 * j / SIZE;
            V += a[k].potentialAt(x, y);
        }
        Color color = getColor(V);
        pic.set(i, SIZE-1-j, color);
    }
}
pic.show();
```

\[ V = \sum_{k} \left( k \frac{q_k}{r_k} \right) \]

- compute color as a function of potential \( V \)
- (0, 0) is upper left
Turtle Graphics
Turtle Graphics

**Goal.** Create a data type to manipulate a turtle moving in the plane.

**Set of values.** Location and orientation of turtle.

**API.**

```java
public class Turtle

    Turtle(double x0, double y0, double a0)  // create a new turtle at (x₀, y₀) facing a₀
    // degrees counterclockwise from the x-axis

    void turnLeft(double delta)  // rotate delta degrees counterclockwise

    void goForward(double step)  // move distance step, drawing a line

    // draw a square
    Turtle turtle = new Turtle(0.0, 0.0, 0.0);
    turtle.goForward(1.0);
    turtle.turnLeft(90.0);
    turtle.goForward(1.0);
    turtle.turnLeft(90.0);
    turtle.goForward(1.0);
    turtle.turnLeft(90.0);
    turtle.goForward(1.0);
    turtle.turnLeft(90.0);
```

public class Turtle {
    private double x, y;   // turtle is at (x, y)
    private double angle;  // facing this direction

    public Turtle(double x0, double y0, double a0) {
        x = x0;
        y = y0;
        angle = a0;
    }

    public void turnLeft(double delta) {
        angle += delta;
    }

    public void goForward(double d) {
        double oldx = x;
        double oldy = y;
        x += d * Math.cos(Math.toRadians(angle));
        y += d * Math.sin(Math.toRadians(angle));
        StdDraw.line(oldx, oldy, x, y);
    }
}
public class Ngon {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double angle = 360.0 / N;
        double step = Math.sin(Math.toRadians(angle/2.0));
        Turtle turtle = new Turtle(0.5, 0, angle/2.0);
        for (int i = 0; i < N; i++) {
            turtle.goForward(step);
            turtle.turnLeft(angle);
        }
    }
}
Spira Mirabilis

```java
public class Spiral {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double decay = Double.parseDouble(args[1]);
        double angle = 360.0 / N;
        double step = Math.sin(Math.toRadians(angle/2.0));
        Turtle turtle = new Turtle(0.5, 0, angle/2.0);
        for (int i = 0; i < 10 * N; i++) {
            step /= decay;
            turtle.goForward(step);
            turtle.turnLeft(angle);
        }
    }
}
```
Spira Mirabilis in Nature
Complex Numbers
Complex Number Data Type

**Goal.** Create a data type to manipulate complex numbers.

**Set of values.** Two real numbers: real and imaginary parts.

**API.**

```java
public class Complex {
    Complex(double real, double imag)
    Complex plus(Complex b)
    Complex times(Complex b)
    double abs()
    String toString()
}
```

- `Complex(double real, double imag)`
- `Complex plus(Complex b)`
  - sum of this number and b
- `Complex times(Complex b)`
  - product of this number and b
- `double abs()`
  - magnitude
- `String toString()`
  - string representation

$a = 3 + 4i, \ b = -2 + 3i$
$a + b = 1 + 7i$
$a \times b = -18 + i$
$|a| = 5$
Applications of Complex Numbers

Relevance. A quintessential mathematical abstraction.

Applications.
- Fractals.
- Impedance in RLC circuits.
- Signal processing and Fourier analysis.
- Control theory and Laplace transforms.
- Quantum mechanics and Hilbert spaces.
- ...
Complex Number Data Type: A Simple Client

Client program. Uses data type operations to calculate something.

```java
public static void main(String[] args) {
    Complex a = new Complex(3.0, 4.0);
    Complex b = new Complex(-2.0, 3.0);
    Complex c = a.times(b);
    StdOut.println("a = " + a);
    StdOut.println("b = " + b);
    StdOut.println("c = " + c);
}
```

% java TestClient
a = 3.0 + 4.0i
b = -2.0 + 3.0i
c = -18.0 + 1.0i

result of c.toString()

Remark. Can't write c = a * b since no operator overloading in Java.
Complex Number Data Type: Implementation

```java
public class Complex {
    private final double re;
    private final double im;  // instance variables

    public Complex(double real, double imag) {
        re = real;
        im = imag;
    }  // constructor

    public String toString() { return re + " + " + im + "i"; }
    public double abs() { return Math.sqrt(re*re + im*im); }

    public Complex plus(Complex b) {
        double real = re + b.re;
        double imag = im + b.im;
        return new Complex(real, imag);  // creates a Complex object,
        and returns a reference to it
    }

    public Complex times(Complex b) {
        double real = re * b.re - im * b.im;
        double imag = re * b.im + im * b.re;
        return new Complex(real, imag);  // refers to b's instance variable
    }
}
```
**Mandelbrot Set**

**Mandelbrot set.** A set of complex numbers.

**Plot.** Plot \((x, y)\) black if \(z = x + y \, i\) is in the set, and white otherwise.

- No simple formula describes which complex numbers are in set.
- Instead, describe using an **algorithm**.
### Mandelbrot Set

**Mandelbrot set.** Is complex number $z_0$ in the set?
- Iterate $z_{t+1} = (z_t)^2 + z_0$.
- If $|z_t|$ diverges to infinity, then $z_0$ is not in set; otherwise $z_0$ is in set.

<table>
<thead>
<tr>
<th>$t$</th>
<th>$Z_t$</th>
<th>$t$</th>
<th>$Z_t$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>$-1/2 + 0i$</td>
<td>0</td>
<td>$1 + i$</td>
</tr>
<tr>
<td>1</td>
<td>$-1/4 + 0i$</td>
<td>1</td>
<td>$1 + 3i$</td>
</tr>
<tr>
<td>2</td>
<td>$-7/16 + 0i$</td>
<td>2</td>
<td>$-7 + 7i$</td>
</tr>
<tr>
<td>3</td>
<td>$-79/256 + 0i$</td>
<td>3</td>
<td>$1 - 97i$</td>
</tr>
<tr>
<td>4</td>
<td>$-26527/65536 + 0i$</td>
<td>4</td>
<td>$-9407 - 193i$</td>
</tr>
<tr>
<td>5</td>
<td>$-1443801919/4294967296 + 0i$</td>
<td>5</td>
<td>$88454401 + 3631103i$</td>
</tr>
</tbody>
</table>

$z = -1/2$ is in Mandelbrot set

$z = 1 + i$ not in Mandelbrot set
Plotting the Mandelbrot Set

Practical issues.
- Cannot plot infinitely many points.
- Cannot iterate infinitely many times.

Approximate solution.
- Sample from an $N$-by-$N$ grid of points in the plane.
- Fact: if $|z_t| > 2$ for any $t$, then $z$ not in Mandelbrot set.
- Pseudo-fact: if $|z_{255}| \leq 2$ then $z$ "likely" in Mandelbrot set.
Mandelbrot function with complex numbers.
- Is $z_0$ in the Mandelbrot set?
- Returns white (definitely no) or black (probably yes).

```java
public static Color mand(Complex z0) {
    Complex z = z0;
    for (int t = 0; t < 255; t++) {
        if (z.abs() > 2.0) return StdDraw.WHITE;
        z = z.times(z);
        z = z.plus(z0);
    }
    return StdDraw.BLACK;
}
```

More dramatic picture: replace `StdDraw.WHITE` with grayscale or color.

new Color(255-t, 255-t, 255-t)
Plot the Mandelbrot set in gray scale.

```java
public static void main(String[] args) {
    double xc = Double.parseDouble(args[0]);
    double yc = Double.parseDouble(args[1]);
    double size = Double.parseDouble(args[2]);
    int N = 512;
    Picture pic = new Picture(N, N);

    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
            double x0 = xc - size/2 + size*i/N;
            double y0 = yc - size/2 + size*j/N;
            Complex z0 = new Complex(x0, y0);
            Color color = mand(z0);
            pic.set(i, N-1-j, color);
        }
    }
    pic.show();
}
```
Mandelbrot Set

% java Mandelbrot -.5 0 2

% java Mandelbrot .1045 -.637 .01
Mandelbrot Set

% java ColorMandelbrot -.5 0 2 < mandel.txt
Mandelbrot Set Music Video

http://www.jonathancoulton.com/songdetails/Mandelbrot Set
Applications of Data Types

Data type. Set of values and collection of operations on those values.

Simulating the physical world.
- Java objects model real-world objects.
- Not always easy to make model reflect reality.
- Ex: charged particle, molecule, COS 126 student, ....

Extending the Java language.
- Java doesn't have a data type for every possible application.
- Data types enable us to add our own abstractions.
- Ex: complex, vector, polynomial, matrix, ....
3.2 Extra Slides
Example: Bouncing Ball in Unit Square

**Bouncing ball.** Model a bouncing ball moving in the unit square with constant velocity.
Example: Bouncing Ball in Unit Square

```java
public class Ball {
    private double rx, ry;
    private double vx, vy;
    private double radius;

    public Ball() {
        rx = ry = 0.5;
        vx = 0.015 - Math.random() * 0.03;
        vy = 0.015 - Math.random() * 0.03;
        radius = 0.01 + Math.random() * 0.01;
    }

    public void move() {
        if ((rx + vx > 1.0) || (rx + vx < 0.0)) vx = -vx;
        if ((ry + vy > 1.0) || (ry + vy < 0.0)) vy = -vy;
        rx = rx + vx;
        ry = ry + vy;
    }

    public void draw() {
        StdDraw.fillCircle(rx, ry, radius);
    }
}
```
Object References

Object reference.
  - Allow client to manipulate an object as a single entity.
  - Essentially a machine address (pointer).

```java
Ball b1 = new Ball();
b1.move();
b1.move();

Ball b2 = new Ball();
b2.move();

b2 = b1;
b2.move();
```

<table>
<thead>
<tr>
<th>addr</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>C0</td>
<td>0</td>
</tr>
<tr>
<td>C1</td>
<td>0</td>
</tr>
<tr>
<td>C2</td>
<td>0</td>
</tr>
<tr>
<td>C3</td>
<td>0</td>
</tr>
<tr>
<td>C4</td>
<td>0</td>
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<tr>
<td>C5</td>
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<td>C7</td>
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<tr>
<td>C8</td>
<td>0</td>
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<tr>
<td>C9</td>
<td>0</td>
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<tr>
<td>CA</td>
<td>0</td>
</tr>
<tr>
<td>CB</td>
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</tr>
<tr>
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<td>0</td>
</tr>
</tbody>
</table>

main memory (64-bit machine)
Object References

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```java
Ball b1 = new Ball();
b1.move();
b1.move();

Ball b2 = new Ball();
b2.move();

b2 = b1;
b2.move();
```

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<thead>
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<th>addr</th>
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<tbody>
<tr>
<td>C0</td>
<td>0.50</td>
</tr>
<tr>
<td>C1</td>
<td>0.50</td>
</tr>
<tr>
<td>C2</td>
<td>0.05</td>
</tr>
<tr>
<td>C3</td>
<td>0.01</td>
</tr>
<tr>
<td>C4</td>
<td>0.03</td>
</tr>
<tr>
<td>C5</td>
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<tr>
<td>C6</td>
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registers  main memory (64-bit machine)
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b1.move();
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<td>0.55</td>
</tr>
<tr>
<td>C1</td>
<td>0.51</td>
</tr>
<tr>
<td>C2</td>
<td>0.05</td>
</tr>
<tr>
<td>C3</td>
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</tr>
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<td>0.52</td>
</tr>
<tr>
<td>C2</td>
<td>0.05</td>
</tr>
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main memory (64-bit machine)

registers
Object References

Object reference.
- Allow client to manipulate an object as a single entity.
- Essentially a machine address (pointer).

```java
Ball b1 = new Ball();
b1.move();
b1.move();

Ball b2 = new Ball();
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b2 = b1;
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```

<table>
<thead>
<tr>
<th>addr</th>
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<tbody>
<tr>
<td>C0</td>
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Data stored in C7 – CB for abstract bit recycler.

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```

Moving `b2` also moves `b1` since they are aliases that reference the same object.
Creating Many Objects

Each object is a data type value.
- Use `new` to invoke constructor and create each one.
- Ex: create N bouncing balls and animate them.

```java
public class BouncingBalls {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        Ball balls[] = new Ball[N];
        for (int i = 0; i < N; i++)
            balls[i] = new Ball();

        while (true) {
            StdDraw.clear();
            for (int i = 0; i < N; i++) {
                balls[i].move();
                balls[i].draw();
            }
            StdDraw.show(20);
        }
    }
}
```
50 Bouncing Balls

**Color.** Associate a color with each ball; paint background black.

```java
% java BouncingBalls 50
```

**Scientific variations.** Account for gravity, spin, collisions, drag, ...