

## Foundations of programming (continued)

### *Functional abstraction, self-defined methods*

Phenomenon to deal with: repetition of **identical or almost identical code fragments** – especially if these fragments are quite long.

Problems:

(1) Changes in the code **have to be repeated for each occurrence** of the code fragment.

(2) Code cannot occur in itself – **recursive algorithms cannot be coded directly**.

Solution: **methods** (in OO-languages) and **procedures and functions** (in non-OO languages).

Methods can be used like **extensions** of the language.

Example: compute maximum of two integers

```
int max(int p1, int p2)
{
    return (p1>p2 ? p1 : p2);
}
```

Use of the method:

```
int a, b;

int x;

x = max(a,b);
```

Example: compute the factorial of an integer

Reminder: "factorial"  $n! = n * (n-1) * \dots * 3 * 2 * 1$ .

Recursion: Compute factorial

```
int fac(int i)
{
    if (i<=1)
    {
        return 1;
    }
    else
    {
        return i*fac(i-1);
    }
}
```

For this problem, **nobody would use recursion!** A simple while-loop would suffice. Recursion can be unnecessarily **inefficient**.

## Example (prog\_ex03.rgg): Usage of compound data structures (*arrays*)

```
/* Computation of the sum of elements of
an integer array. */

protected void init()
{
    int result = 0;
    int[] p = { 4, 3, 3, 5, 15 };
        /* initialization of an array */

    int i = 0;
    while (i < p.length)
    {
        result += p[i];
        i = i+1;
    }
    println("The sum is: " + result);
}
```

## The same as an extra method:

Example: compute the sum of the elements of an array:

```
int computeSum(int[] p)
{
    // This variable accumulates the result.
    int r = 0;

    // This variables points to the different positions in (p),
    // starting at 0 and running to the end.
    int i = 0;

    // Run with (i) through (p), accumulating the sum of elements in
    // (r).
    while(i < p.length)
    {
        r = r + p[i];
        i = i + 1;
    }

    // Return result.
    return r;
}
```

Questions regarding `computeSum`: Details are important!

Does it work for empty `p`?

Is `<` the right comparison in the condition of the `while` clause, or would `<=` be right?

Should `i` start with another value than 0?

How could a solution look like in which `i` runs through `p` in the opposite direction?

General structure of method declaration (incomplete version)

```
<type> <methodName> ( <parameterlist, empty for no parameters> )  
{  
    <method body, including ``return <expression>``>  
}
```

**Method interface:** type of return value, name of method, and types and names of parameters.

**Method body:** code fragment performing the work.

**return statement:** Execution **leaves the method** and **returns the value of the expression** as result.

Problems solved:

(1) Similar code **does not have to be repeated** – where it is needed, it is just **invoked** or **called** with the proper parameters. Changes only have to be done **once**.

(2) Recursion can be **coded directly**.

Further consequences:

(3) Functionality of code fragments can be **documented by giving a symbolic name** to a code fragment.

(4) Code fragments **are usable without that all the details are known** – only knowledge about the **interface** and the **I/O-behavior** is necessary. Consequence: Implementation can be changed.

*Method call:*

e.g. `x = max(a, b);`

Effects:

- control flow jumps from the place where the method is called to the place where the method is defined
- the method is executed
- the control flow jumps back to the place where the method was called and the return value is assigned to **x**.

## Control structures of Java

control structures:

language concepts designed to control the flow of operations

– typical for the imperative programming paradigm

particularly: *branching* of the programme; *loops*.

Variants of branching:

```
if (<condition>)  
{  
    <Code for fulfilled condition>  
}
```

(if the condition is false, nothing happens)

```
if (<condition>)  
{  
    <Code for fulfilled condition>  
}  
else  
{  
    <Code for unfulfilled condition>  
}
```

Nesting of `if...else` possible:

```
if(<cond1>
{
    <Code for fulfilled <cond1>>
}
else if(<cond2>)
{
    <Code for non-fulfilled <cond1>, but fulfilled <cond2>>
}
else
{
    <Code to be executed if NO condition is fulfilled>
}
```

Example application: Finding the solutions of a quadratic equation ("pq-formula")

`prog_ex04.rgg`

```
/* Computation of the solutions of a quadratic
   equation, using a self-defined method */

public double[] solve_quadratic(double p,
                                double q)
{
    double x = -p/2, y = x*x - q;
    double[] result;

    if (y < 0)
    {
        // term under the square root is
        // negative. No solution.
        result = new double[0];
    }
}
```

```

else
    if (y < 1e-20)
    {
        // term under the square root is zero.
        // One solution.
        result = new double[1];
        result[0] = x;
    }
    else
    {
        // term under the square root is
        // positive. Two solutions.
        double z = Math.sqrt(y);
        result = new double[2];
        result[0] = x + z;
        result[1] = x - z;
    }
return result;
}

```

```

module A(double p, double q) extends Sphere(3);

```

```

protected void init()
{
    [
    Axiom ==> A(0, 0);
    ]
    println("Click on object for input (p,q)!");
}

```

```

public void calculate()
{
    double[] res;
    double p, q;

    [
    a:A ==> { p = a[p]; q = a[q]; };
    ]
}

```



```

res = solve_quadratic(p, q);

if (res.length == 0)
    println("There is no solution.");
if (res.length == 1)
    println("Single solution: " + res[0]);
if (res.length == 2)
    {
    println("First solution: " + res[1]);
    println("Second solution: " + res[0]);
    }
}

```

## *Loops:*

We have already introduced the **while** loop.

The **for** loop:

```

for(<Initialization>;<Condition>;<Increment>)
{
    <Code to be repeated>
}

```

Similar to:

```

<Initialization>;
while(<Condition>)
{
    <Code to be repeated>
    <Increment>
}

```

## Application example:

```
static public int computeSum(int[] p)
{
    int result = 0;

    for(int i=0; i<p.length; ++i)
    {
        result += p[i];
    }

    return result;
}
```