

## Crowding

Do not to take this course please drop it as soon as possible to the benefit of others (the add/drop deadline is 18:45 September if you wish to avoid a fee).

Stanley will not hold us all, which is why there are both online lectures. Lecture seating is on a first-come-first-served basis. Definitely not ideal, but we hope that after the first lecture those of you who prefer in-person lectures will be able to get in.

## Course Organization I

to illustrate.

Important: exercise of programming principles as well as the details go there. Generally we will give you homework assignments to do.

Projects are important, but it's reasonably easy to get full credit: do your best and *turn it in!* You should get points for just a reasonable effort into it.

Projects are *really* important! Expect to learn a lot. Projects are a big part of the course (that's for later courses).

## Pandemic Considerations

It's everyone's responsibility to look out each other.

Especially, in particular, this means adhering to certain infection control practices mandated by the University.

This includes wearing masks indoors, as well as staying home when you're sick.

We will enforce the mask mandate; if anyone refuses, I can and will simply end the day's lecture, and you'll all have to rely on the slides for the material.

## Welcome to CS61B!

For the rather extensive information on sections, Covid-19 protocols, labs, initial assignments, and the presemester survey, see the 2021 CS61B Piazza site.

Today. In (or preferably before) lab this week, get a computer account from <https://inst.eecs.berkeley.edu/webacct>. You can connect remotely to one of the instructional servers (ashby.cs, derby.cs, cedar.cs, cory.eecs, etc.)

The course homepage (<https://inst.eecs.berkeley.edu/cs61b/fa21>) is the central distribution site for assignments, lecture slides, course materials, and much else.

Lectures will be recorded and screencast. The recordings should be available in the bCourses Media Gallery sometime after the lecture.

## Texts

There are no readers currently on-line (see the website).

There are no printed versions, but might want to print out notes for exams (since we don't allow computers in tests).

The primary text for the first part of the course only is *Head First Java*. It's not a textbook but has the necessary material.

## Course Organization II

This is the second part of the course. Programming takes place in a lab environment:

Installing, debugging, compilation, archiving versions.

For the lab, I keep it simple: Emacs + gjdb + make + git, (documentation in one of the readers and on-line). But we'll look at other tools in lab.

Staying on top: better to stay on top than to cram.

Projects, 50%; HW, 10%

See you all!

## Programming, not Java

ern *programming*, not Java (or Unix, or Windows, or...)  
principles span many languages  
connections.  
+y vs. (+ x y)) is superficial.  
hon, and Scheme have a lot in common.  
u use GUIs, text interfaces, or embedded systems, im-  
s are the same.

## Acronyms of Wisdom

DBC

RTFM

## Commentary

```
l first program.  
  N. Hilfinger */  
ello {  
  greeting. ARGS is ignored. */  
tic void main(String[] args) {  
m.out.println("Hello, world!");
```

nts can either start with `'/'` and go to the end of the  
n Python), or they can extend over any number of lines,  
y `/*` and `*/`.

he `'/'` comments, except for things that are supposed  
ed, and our style checks will flag them.

multiline kind of comment includes those that start with  
re called *documentation comments* or *doc comments*.

on comments are just comments, having no effect, but  
; interpret them as providing documentation for the  
ollow them. They're generally a good idea and our style  
re them.

## Academic Dishonesty

vidence of academic dishonesty seems to have increased  
rs.  
t, this is our fault: the minimum GPA threshold policy  
brs puts people under a lot of stress,  
s, we can't afford to tolerate cheating. The Course Info  
urse homepage contains our policy on cheating and the  
impose; please read them.  
p with the course and starting assignments early, you  
ny perceived need to cheat.  
urse is not curved, so you are not disadvantaged by  
's dishonesty.

## For next time

Chapter 1 of *Head First Java*, plus §1.1-1.9 of the on-line  
*Reference*, available on the class website.  
erview of most of Java's features.  
oking at examples on Friday.  
mber the questions that come up when you read some-  
gn:  
s? We might have made a mistake.  
to ask at the start of lectures, by email, or by Piazza.

## Quick Tour through the First Program

ould write

```
al first program  
o, world")
```

```
al first program.  
  N. Hilfinger */  
ello {  
  greeting. ARGS is ignored. */  
tic void main(String[] args) {  
m.out.println("Hello, world!");
```

## Methods (Functions)

```
l first program.
 N. Hilfinger */
ello {
 greeting. ARGS is ignored. */
tic void main(String[] args) {
 m.out.println("Hello, world!");
```

Methods in Java contain more information than those in Python. They specify the *types* of values *returned* by the function and the *parameters* to the functions.

The `main` method has no possible values; the `main` function here returns `void`. The type `String` is like Python's `str`. The trailing `[]` indicates an array. Arrays are like Python lists, except that their size is fixed when they are created.

The `main` method takes a list of strings and returns nothing.

Methods named "main" and defined like the example above are special. They get called when one runs a Java program (in other words, the `main` function is essentially anonymous).

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## Access

```
l first program.
 N. Hilfinger */
ello {
 greeting. ARGS is ignored. */
tic void main(String[] args) {
 .out.println("Hello, world!");
```

Access in Java has *access permissions* indicating what the code may mention it.

`public` classes, methods, and variables may be referred to elsewhere in the program.

References refer to them as *exported* from their class (for variables) or package (for classes).

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## Classes

```
l first program.
 N. Hilfinger */
ello {
 greeting. ARGS is ignored. */
tic void main(String[] args) {
 m.out.println("Hello, world!");
```

Classes and variables in Java are contained in some *class*.

Classes are like Python's classes, but with (of course) numerous differences.

In turn, they belong to some *package*. The `Hello` class belongs to the *java.lang* package.

We'll discuss packages later.

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## Selection

```
l first program.
 N. Hilfinger */
ello {
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tic void main(String[] args) {
 .out.println("Hello, world!");
```

$\mathcal{E}.N$  means "the thing named  $N$  that is in or that applies to the object identified (or computed) by  $\mathcal{E}$ ."

`System.out` means "the variable named 'out' that is found in the class 'System'."

`System.out.println` means "the method named 'println' that is found in the class 'System.out' to the object referenced by the value of variable 'System.out'."

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## Access

```
l first program.
 N. Hilfinger */
ello {
 greeting. ARGS is ignored. */
tic void main(String[] args) {
 .out.println("Hello, world!");
```

Classes and variables are "one-of" things.

A method is just like an ordinary Python function (outside of the fact that it is defined inside of a function in a Python class that is annotated `@staticmethod`).

A variable is like a Python variable defined outside of any class, but it is selected from a class, as opposed to from a class.

Local variables (in functions) or instance variables are as in Python.

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