

# Inf1B

## Functions aka Static Methods

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adapting earlier versions by Perdita Stevens, Ewan Klein, Volker Seeker, et al.

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# Functions / Static Methods

# Why are functions so helpful?

Let's consider a program that helps children save pocket money towards a target.

# Why Functions

```
public class Duplication0 {  
    public static void main(String[] args) {  
        String boyFirstName = "Jock";  
        String boySecondName = "McIness";  
        String boyName = boyFirstName + " " + boySecondName;  
        int boyWeeklyPocketMoney = 2;  
        int boySavingsTarget = 10;  
        int boyWeeksToTarget = boySavingsTarget / boyWeeklyPocketMoney;  
        System.out.print(boyName + " needs to save for ");  
        System.out.println(boyWeeksToTarget + " weeks");  
  
        String girlFirstName = "Jane";  
        String girlSecondName = "Andrews";  
        String girlName = girlFirstName + " " + girlSecondName;  
        int girlWeeklyPocketMoney = 3;  
        int girlSavingsTarget = 9;  
        int girlWeeksToTarget = girlSavingsTarget / girlWeeklyPocketMoney;  
        System.out.print(girlName + " needs to save for ");  
        System.out.println(girlWeeksToTarget + " weeks");  
    }  
}
```

# Why Functions

## Output

```
$ java Duplication0
```

```
Jock McIness needs to save for 5 weeks
```

```
Jane Andrews needs to save for 3 weeks
```

# Why Functions

Lots of duplicate code in this implementation.

```
public class Duplication0 {  
    public static void main(String[] args) {  
        String boyFirstName = "Jock";  
        String boySecondName = "McIness";  
        String boyName = boyFirstName + " " + boySecondName;  
        int boyWeeklyPocketMoney = 2;  
        int boySavingsTarget = 10;  
        int boyWeeksToTarget = boySavingsTarget / boyWeeklyPocketMoney;  
        System.out.print(boyName + " needs to save for ");  
        System.out.println(boyWeeksToTarget + " weeks");  
  
        String girlFirstName = "Jane";  
        String girlSecondName = "Andrews";  
        String girlName = girlFirstName + " " + girlSecondName;  
        int girlWeeklyPocketMoney = 3;  
        int girlSavingsTarget = 9;  
        int girlWeeksToTarget = girlSavingsTarget / girlWeeklyPocketMoney;  
        System.out.print(girlName + " needs to save for ");  
        System.out.println(girlWeeksToTarget + " weeks");  
    }  
}
```

# Why Functions

```
public class Duplication1 {
```

```
    public static String joinNames(String n1, String n2){  
        return n1 + " " + n2;  
    }
```

extract new function

```
    public static void main(String[] args) {
```

```
        String boyName = joinNames("Jock", "McInnes");
```

```
        int boyWeeklyPocketMoney = 2;
```

```
        int boySavingsTarget = 10;
```

```
        int boyWeeksToTarget = boySavingsTarget / boyWeeklyPocketMoney;
```

```
        System.out.print(boyName + " needs to save for ");
```

```
        System.out.println(boyWeeksToTarget + " weeks");
```

call new function

```
        String girlName = joinNames("Jane", "Andrews");
```

```
        int girlWeeklyPocketMoney = 3;
```

```
        int girlSavingsTarget = 9;
```

```
        int girlWeeksToTarget = girlSavingsTarget / girlWeeklyPocketMoney;
```

```
        System.out.print(girlName + " needs to save for ");
```

```
        System.out.println(girlWeeksToTarget + " weeks");
```

```
    }
```

```
}
```

# Why Functions

```
public class Duplication2 {  
  
    public static String joinNames(String n1, String n2){  
        return n1 + " " + n2;  
    }  
  
    public static int weeksToSavePocketMoney(int pocketMoney,  
                                             int savingsTarget){  
        return savingsTarget / pocketMoney;  
    }  
  
    public static void main(String[] args) {  
        String boyName = joinNames("Jock", "McInnes");  
        int boyWeeksToTarget = weeksToSavePocketMoney(2, 10);  
        System.out.print(boyName + " needs to save for ");  
        System.out.println(boyWeeksToTarget + " weeks");  
  
        String girlName = joinNames("Jane", "Andrews");  
        int girlWeeksToTarget = weeksToSavePocketMoney(3, 9);  
        System.out.print(girlName + " needs to save for ");  
        System.out.println(girlWeeksToTarget + " weeks");  
    }  
}
```

extract new function

call new function



# Why Functions

```
public class Duplication3 {  
  
    public static String joinNames(String n1, String n2){  
        return n1 + " " + n2;  
    }  
  
    public static int weeksToSavePocketMoney(int pocketMoney,  
                                             int savingsTarget){  
        return savingsTarget / pocketMoney;  
    }  
  
    public static void printWeeksToSave(String name, int target){  
        System.out.print(name + " needs to save for ");  
        System.out.println(target + " weeks");  
    }  
  
    public static void main(String[] args) {  
        String boyName = joinNames("Jock", "McInnes");  
        printWeeksToSave(boyName, weeksToSavePocketMoney(2, 10));  
        String girlName = joinNames("Jane", "Andrews");  
        printWeeksToSave(girlName, weeksToSavePocketMoney(3, 9));  
    }  
}
```

extract new function

call new function

## Benefit of breaking a program into well-named functions

- ▶ decomposition of a complex task into simpler steps.

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High-level motivation: readability and maintainability.

Get it right, keep it right.

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High-level motivation: readability and maintainability.

Get it right, keep it right.

Concrete advice:

Whenever you can clearly separate tasks within programs, you should do so.

Aim for methods of no more than 10-15 lines. A function should do only one thing and that thing well.



# Modularity via Functions

Easier to change code broken down into functions.

```
public class Duplication4 {  
  
    public static String joinNames(String n1, String n2){  
        String title;  
        if (n1 == "Jock") title = "Master";  
        else title = "Miss";  
        return title + " " + n1 + " " + n2;  
    }  
  
    public static int weeksToSavePocketMoney(int pocketMoney, int savingsTarget){  
        double sweeties = 0.25;  
        double reducedPocketMoney = pocketMoney * (1 - sweeties);  
        return (int) (savingsTarget / reducedPocketMoney);  
    }  
  
    public static void printWeeksToSave(String name, int target){  
        System.out.println();  
        System.out.println("*****");  
        System.out.println(name + " needs to save for " + target + " weeks");  
    }  
  
    public static void main(String[] args) {  
        String boyName = joinNames("Jock", "McInnes");  
        printWeeksToSave(boyName, weeksToSavePocketMoney(2, 10));  
  
        String girlName = joinNames("Jane", "Andrews");  
        printWeeksToSave(girlName, weeksToSavePocketMoney(3, 9));  
    }  
}
```

# Modularity via Functions

## Output

```
$ java Duplication4
```

```
*****
```

```
Master Jock McInnes needs to save for 6 weeks
```

```
*****
```

```
Miss Jane Andrews needs to save for 4 weeks
```

Wrapping code up in functions makes it much easier to localize modifications.

# Taking a Closer Look

Let's calculate the Euclidean distance between two points.

## Euclidean Distance between two Points

- ▶ Given some 'special' point  $p$ , how close are various other points to  $p$ ?
- ▶ Useful, for example, if trying to find the closest point to  $p$ .
- ▶ Use Euclidean distance — restricted to 2D case, where  $p = (p_0, p_1)$  etc.:

$$\text{dist}(p, q) = \sqrt{(p_0 - q_0)^2 + (p_1 - q_1)^2}$$

# Euclidean Distance between two Points

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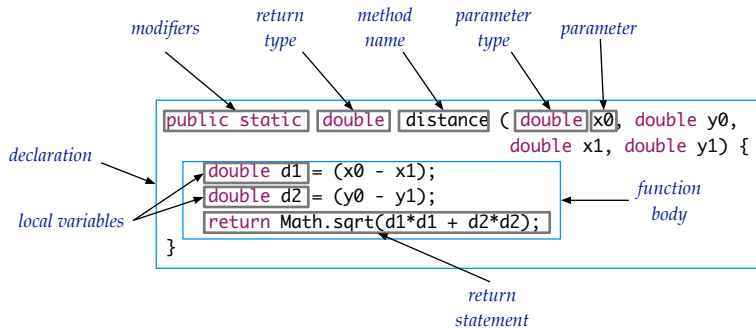
$$\text{dist}(p, q) = \sqrt{(p_0 - q_0)^2 + (p_1 - q_1)^2}$$

```
public static double distance(double x0, double y0,  
                             double x1, double y1) {  
    double d1 = x0 - x1;  
    double d2 = y0 - y1;  
    return Math.sqrt(d1*d1 + d2*d2);  
}
```

# Anatomy of a Java Function

```
public static double distance ( double x0, double y0,  
                                double x1, double y1) {  
    double d1 = (x0 - x1);  
    double d2 = (y0 - y1);  
    return Math.sqrt(d1*d1 + d2*d2);  
}
```

# Anatomy of a Java Function



# Calling a Function

## Literal arguments

```
double d = distance(3.0, 5.0, 14.25, 2.70);
```

## Variable arguments

```
double p0 = 3.0;
```

```
double p1 = 5.0;
```

```
double q0 = 14.25;
```

```
double q1 = 2.70;
```

```
double d = distance(p0, p1, q0, q1);
```



# Flow of Control with Functions

## Schematic Structure of Program

```
public class PointDistance {  
  
    public static double distance(double x0, double y0,  
                                   double x1, double y1) {  
        ...  
    }  
  
    public static void main(String[] args) {  
        ...  
  
        double dist = distance(p0, p1, q0, q1);  
  
        ...  
    }  
}
```

# Flow of Control with Functions

Functions provide a **new way** to control the flow of execution.

What happens when a function is called:

- ▶ Control transfers to the code in body of the function.
- ▶ Parameter variables are assigned the values given in the call.
- ▶ Function code is executed.
- ▶ Return value is assigned in place of the function call in the calling code.
- ▶ Control transfers back to the calling code.

# Pass by Value

- ▶ **Pass by Value:** parameter variables are assigned the values given by arguments to the call.
- ▶ The function only has access to the values of its arguments, not the arguments themselves.
- ▶ Consequently, changing the value of an argument in the body of the code has no effect on the calling code.

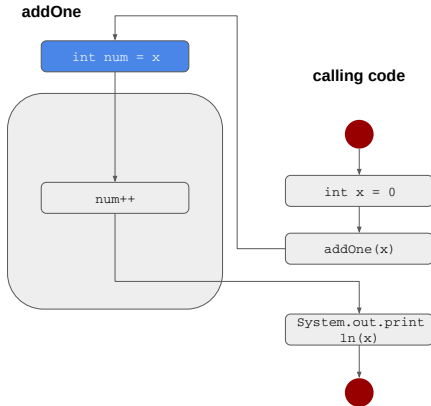
## Pass by Value

```
public class AddOne {  
    public static void addOne(int num) {  
        num++;  
    }  
    public static void main(String[] args) {  
        int x = 0;  
        addOne(x);  
        System.out.println(x);  
    }  
}
```

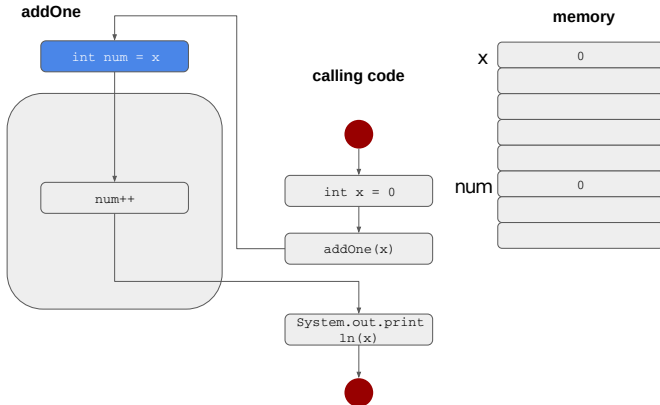
### Output

```
$ java AddOne  
0
```

# Pass by Value



# Pass by Value



# Signature

The **signature** of a Java function consists of its name and its parameter list (number and type of parameters, in order).

## Example signature

```
max(int x, int y)
```

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## Example signature

```
max(int x, int y)
```

However, it's often convenient to use the term more loosely to refer to the head of the function definition:

## Example head of definition

```
public static int max(int x, int y)
```



# Return

- ▶ Return type of a function is stated in the header of the function declaration.
- ▶ A function declared `void` doesn't return a value.
- ▶ Any function with a non-`void` return type *rtype* must contain a statement of the form

`return returnValue;`

where the data type of `returnValue` matches the type *rtype*.

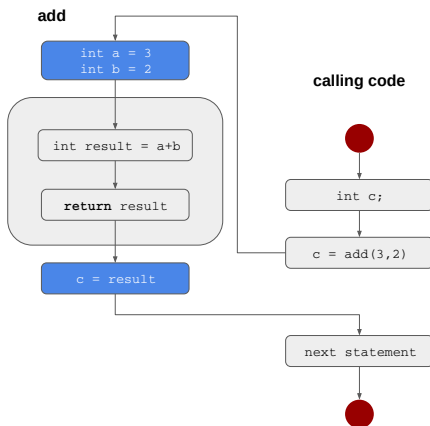
## Return

```
public class AddReturn {  
    public static int add(int a, int b) {  
        int result = a + b;  
        return result;  
    }  
    public static void main(String[] args) {  
        int c = 0;  
        c = add(3, 2);  
        System.out.println(c);  
    }  
}
```

## Output

```
$ java AddReturn  
5
```

# Pass by Value



## Pass by Value: Arrays

Array types are **reference types**, so things work a bit differently with arrays as arguments:

- ▶ the array itself (and its length) cannot be changed;
- ▶ but its elements **can** be changed.
- ▶ So changing the value of the element of an array is a side-effect of the function.

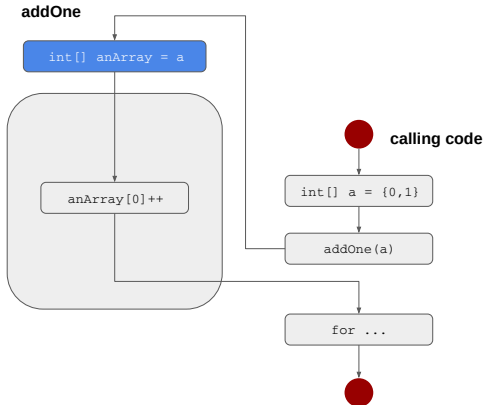
## Pass by Value: Arrays

```
public class AddOne {  
    public static void addOne(int[] anArray) {  
        anArray[0]++;  
    }  
    public static void main(String[] args) {  
        int[] a = { 0, 1 };  
        addOne(a);  
        for (int i = 0; i < a.length; i++) {  
            System.out.println(a[i]);  
        }  
    }  
}
```

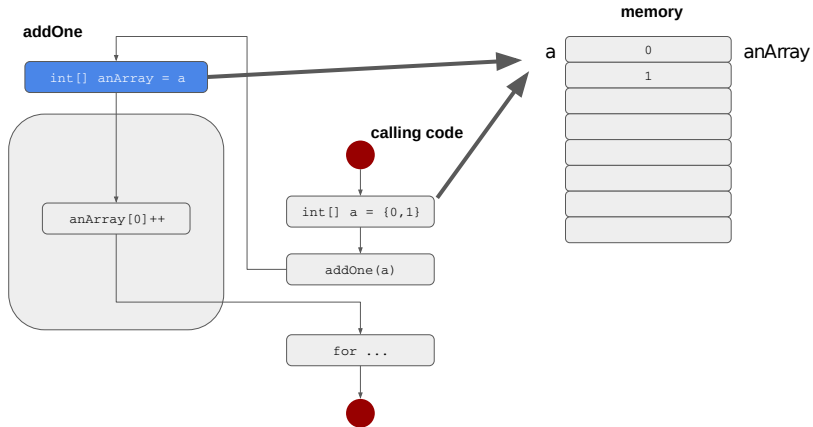
### Output

```
$ java AddOne  
1  
1
```

# Pass by Value: Arrays - Reference Types



# Pass by Value: Arrays - Reference Types



# Cubes

Choose the correct instruction(s) to be placed in the body of the function such that the function will return the cube of a number.



# Cubes

Choose the correct instruction(s) to be placed in the body of the function such that the function will return the cube of a number.

```
public static int cube (int x) {  
    // what goes in here?  
}
```

1. ~~int i = x \* x \* x;~~  
~~int x = x \* x \* x;~~  
return x;
2. ~~return x \* x \* x;~~  
~~x = x \* x \* x;~~  
return x;

# Cubes

Choose the correct instruction(s) to be placed in the body of the function such that the function will return the cube of a number.

```
public static int cube (int x) {  
    return x*x*x;  
}
```

1. ~~int i = x \* x \* x;~~  
2. ~~int x = x \* x \* x;~~

~~return x;~~

3. return x \* x \* x;

4. x = x \* x \* x;  
return x;

# What does this print?

```
public static void swap(int a, int b) {  
    int tmp;  
    tmp = a;  
    a = b;  
    b = tmp;  
    System.out.println(a + "□" + b);  
}  
  
public static void main(String[] args) {  
    int a = 2;  
    int b = 5;  
    System.out.println(a + "□" + b);  
    swap(a,b);  
    System.out.println(a + "□" + b);  
}
```

## What does this print?

```
public static void swap(int a, int b) {  
    int tmp;  
    tmp = a;  
    a = b;  
    b = tmp;  
    System.out.println(a + " " + b);  
}  
  
public static void main(String[] args) {  
    int a = 2;  
    int b = 5;  
    System.out.println(a + " " + b);  
    swap(a,b);  
    System.out.println(a + " " + b);  
}
```

### Output

2 5

5 2

2 5

Only copies of the calling code's a and b are swapped in the function.

# What does this print?

```
public static void swap(int[] a) {  
    int tmp;  
    tmp = a[0];  
    a[0] = a[1];  
    a[1] = tmp;  
    System.out.println(a[0] + "□" + a[1]);  
}  
  
public static void main(String[] args) {  
    int[] a = {2, 5};  
    System.out.println(a[0] + "□" + a[1]);  
    swap(a);  
    System.out.println(a[0] + "□" + a[1]);  
}
```

# What does this print?

```
public static void swap(int[] a) {  
    int tmp;  
    tmp = a[0];  
    a[0] = a[1];  
    a[1] = tmp;  
    System.out.println(a[0] + "□" + a[1]);  
}  
  
public static void main(String[] args) {  
    int[] a = {2, 5};  
    System.out.println(a[0] + "□" + a[1]);  
    swap(a);  
    System.out.println(a[0] + "□" + a[1]);  
}
```

## Output

2 5

5 2

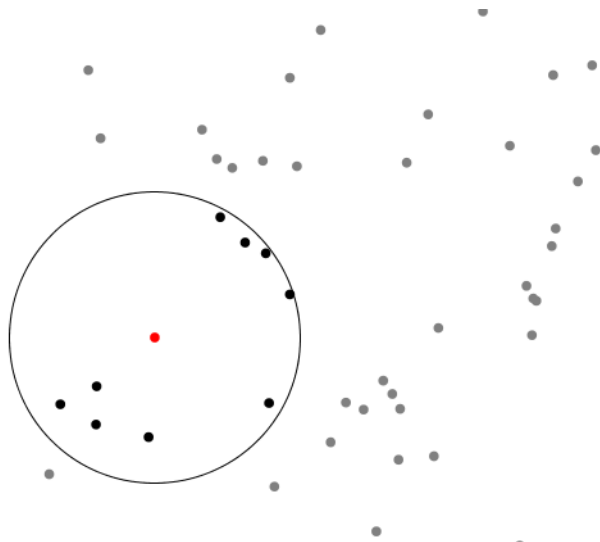
5 2

A reference to the calling codes array is copied and the original data is changed.

# Breaking Down Code as a Development Strategy

Let's find the nearest neighbour to a central point.

## Find Nearest Neighbour to a Central Point



Sequence of x-y point coordinates as arguments to program



# Solution

```
class NearestNeighbourBad {
    public static void main(String[] args) {
        int N = args.length;
        if (N % 2 != 0) N--; // ignore final arg if odd number
        double[] points = new double[N];
        for(int i = 0; i < N; i++)
            points[i] = Double.parseDouble(args[i]);
        double[] centre = { points[0], points[1] }; // first point is our
            centre
        System.out.printf("Centre lies at (%5.2f, %5.2f)\n", centre[0],
            centre[1]);
        double[] neighbours = new double[points.length - 2];
        for(int i = 2; i < points.length; i++) // all except the first are
            neighbours
            neighbours[i - 2] = points[i];
        double[] dists = new double[neighbours.length / 2];
        for(int i = 0; i < neighbours.length; i += 2) { // step over two at
            a time to get x and y
            double d1 = centre[0] - neighbours[i];
            double d2 = centre[1] - neighbours[i + 1];
            dists[i / 2] = Math.sqrt(d1*d1 + d2*d2);
        }
        for(int i = 0; i < dists.length; i++)
            System.out.printf("Distance to (%5.2f, %5.2f) is %5.2f\n",
                neighbours[(i*2)], neighbours[(i*2) + 1], dists[
                    i]);
        double min = dists[0];
        for(int i = 1; i < dists.length; i++)
            if (dists[i] < min) min = dists[i];
        System.out.printf("Minimum distance to centre is %5.2f\n", min);
    }
}
```

Easy, Right?

Easy, Right?

Don't worry. Breaking this  
down into functions will make  
this much easier!

What do we need to do?

# What do we need to do?

- ▶ parse arguments

## What do we need to do?

- ▶ parse arguments
- ▶ get centre

# What do we need to do?

- ▶ parse arguments
- ▶ get centre
- ▶ print centre

# What do we need to do?

- ▶ parse arguments
- ▶ get centre
- ▶ print centre
- ▶ get neighbours



# What do we need to do?

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# What do we need to do?

- ▶ parse arguments
- ▶ get centre
- ▶ print centre
- ▶ get neighbours
- ▶ calculate distances
- ▶ print distances
- ▶ calculate minimum
- ▶ print minimum

Let's think about what we need for those steps.

The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `get centre`
- ▶ `print centre`
- ▶ `get neighbours`
- ▶ `calculate distances`
- ▶ `print distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

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The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`
- ▶ `get neighbours`
- ▶ `calculate distances`
- ▶ `print distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

Let's think about what we need for those steps.

The flow of the data



# What do we need to do?

- ▶ `points ← parse arguments ← arguments`
- ▶ `centre ← get centre ← points`
- ▶ `print centre ← centre`
- ▶ `get neighbours`
- ▶ `calculate distances`
- ▶ `print distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

Let's think about what we need for those steps.

The flow of the data

## What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `calculate distances`
- ▶ `print distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

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The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `distances`  $\leftarrow$  `calculate distances`  $\leftarrow$  `centre`, `neighbours`
- ▶ `print distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

Let's think about what we need for those steps.

The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `distances`  $\leftarrow$  `calculate distances`  $\leftarrow$  `centre, neighbours`
- ▶ `print distances`  $\leftarrow$  `distances`
- ▶ `calculate minimum`
- ▶ `print minimum`

Let's think about what we need for those steps.

The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `distances`  $\leftarrow$  `calculate distances`  $\leftarrow$  `centre`, `neighbours`
- ▶ `print distances`  $\leftarrow$  `distances`
- ▶ `minimum`  $\leftarrow$  `calculate minimum`  $\leftarrow$  `distances`
- ▶ `print minimum`

Let's think about what we need for those steps.

The flow of the data

# What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `distances`  $\leftarrow$  `calculate distances`  $\leftarrow$  `centre`, `neighbours`
- ▶ `print distances`  $\leftarrow$  `distances`
- ▶ `minimum`  $\leftarrow$  `calculate minimum`  $\leftarrow$  `distances`
- ▶ `print minimum`  $\leftarrow$  `minimum`

Let's think about what we need for those steps.

The flow of the data

## What do we need to do?

- ▶ `points`  $\leftarrow$  `parse arguments`  $\leftarrow$  `arguments`
- ▶ `centre`  $\leftarrow$  `get centre`  $\leftarrow$  `points`
- ▶ `print centre`  $\leftarrow$  `centre`
- ▶ `neighbours`  $\leftarrow$  `get neighbours`  $\leftarrow$  `points`
- ▶ `distances`  $\leftarrow$  `calculate distances`  $\leftarrow$  `centre, neighbours`
- ▶ `print distances`  $\leftarrow$  `distances`
- ▶ `minimum`  $\leftarrow$  `calculate minimum`  $\leftarrow$  `distances`
- ▶ `print minimum`  $\leftarrow$  `minimum`

Let's think about what we need for those steps.

The flow of the data

That is it!

# Main Function for Nearest Neighbour

```
public static void main(String[] args) {  
    double[] points = parseArguments(args);  
    double[] centre = getCentre(points);  
    printCentre(centre);  
    double[] neighbours = getNeighbours(points);  
    double[] distances = calcDistances(centre,  
        neighbours);  
    printDistances(distances, neighbours);  
    double minimum = calcMinimum(distances);  
    printMinimum(minimum);  
}
```



## Main Function for Nearest Neighbour

```
public static void main(String[] args) {  
    double[] points = parseArguments(args);  
    double[] centre = getCentre(points);  
    printCentre(centre);  
    double[] neighbours = getNeighbours(points);  
    double[] distances = calcDistances(centre,  
        neighbours);  
    printDistances(distances, neighbours);  
    double minimum = calcMinimum(distances);  
    printMinimum(minimum);  
}
```

This is simply what we just developed plus some types and brackets.

All that is left to do is write some simple functions.

# Function Signatures / Headers

```
class NearestNeighbour {  
    public static double[] parseArguments(String[] args) {...}  
    public static double[] getCentre(double[] points) {...}  
    public static void printCentre(double[] centre) {...}  
    public static double[] getNeighbours(double[] points) {...}  
    public static double distance(double x0, double y0,  
                                   double x1, double y1) {...}  
    public static double[] calcDistances(double[] centre,  
                                           double[] neighbours) {...}  
    public static void printDistances(double[] dists,  
                                       double[] neighbours) {...}  
    public static double calcMinimum(double[] dists) {...}  
    public static void printMinimum(double min) {...}  
  
    public static void main(String[] args) {  
        double[] points = parseArguments(args);  
        double[] centre = getCentre(points);  
        printCentre(centre);  
        double[] neighbours = getNeighbours(points);  
        double[] distances = calcDistances(centre, neighbours);  
        printDistances(distances, neighbours);  
        double minimum = calcMinimum(distances);  
        printMinimum(minimum);  
    }  
}
```

# Arguments

```
public static double[] parseArguments(String[] args) {  
    int n = args.length;  
    if (n % 2 != 0) n--; // ignore final arg if odd no  
    double[] p = new double[n];  
  
    for (int i = 0; i < n; i++) {  
        p[i] = Double.parseDouble(args[i]);  
    }  
    return p;  
}  
  
public static void main(String[] args) {  
    double[] points = parseArguments(args);  
    ...  
}
```

# Centre

```
public static double[] getCentre(double[] points) {  
    // first point is our centre  
    double[] c = { points[0], points[1] };  
    return c;  
}  
  
public static void printCentre(double[] centre) {  
    System.out.printf("Centre lies at (%5.2f, %5.2f)\n",  
                      centre[0], centre[1]);  
}  
  
public static void main(String[] args) {  
    ...  
    double[] centre = getCentre(points);  
    printCentre(centre);  
    ...  
}
```

# Neighbours

```
public static double[] getNeighbours(double[]
    points) {
    double[] n = new double[points.length - 2];
    // all except the first are neighbours
    for (int i = 2; i < points.length; i++) {
        n[i - 2] = points[i];
    }
    return n;
}

public static void main(String[] args) {
    ...
    double[] neighbours = getNeighbours(points);
    ...
}
```

# Distance Calculation

```
public static double distance(double x0, double y0,
                             double x1, double y1) {
    double d1 = x0 - x1;
    double d2 = y0 - y1;
    return Math.sqrt(d1*d1 + d2*d2);
}

public static double[] calcDistances(double[] centre, double[]
    neighbours) {
    double[] dists = new double[neighbours.length / 2];
    // step over two at a time to get x and y
    for(int i = 0; i < neighbours.length; i += 2) {
        dists[i / 2] = distance(centre[0], centre[1],
                               neighbours[i], neighbours[i + 1]);
    }
    return dists;
}

public static void main(String[] args) {
    ...
    double[] distances = calcDistances(centre, neighbours);
    ...
}
```

# Distance Print

```
public static void printDistances(double[] dists, double[] neighbours) {  
    for (int i = 0; i < dists.length; i++) {  
        System.out.printf("Distance to (%5.2f, %5.2f) is %5.2f\n",  
                           neighbours[(i*2)],  
                           neighbours[(i*2) + 1],  
                           dists[i]);  
    }  
}  
  
public static void main(String[] args) {  
    ...  
    printDistances(distances, neighbours);  
    ...  
}
```



# Minimum

```
public static double calcMinimum(double[] dists) {
    double min = dists[0];
    for(int i = 1; i < dists.length; i++)
        if (dists[i] < min) min = dists[i];
    return min;
}

public static void printMinimum(double min) {
    System.out.printf("Minimum distance to " +
        "centre is %5.2f\n", min);
}

public static void main(String[] args) {
    ...
    double minimum = calcMinimum(distances);
    printMinimum(minimum);
}
```

# Benefit of breaking a program into **well-named** functions

- ▶ decomposition of a complex task into simpler steps.
- ▶ hiding implementation details from the callers of a function
- ▶ reducing duplication of code within a program – Write Once, write DRY code where you **D**on't **R**epeat **Y**ourself
- ▶ enabling reuse of code across multiple programs.

High-level motivation: **readability** and **maintainability**.

Get it right, keep it right.

Concrete advice:

Whenever you can clearly separate tasks within programs, you should do so.

Aim for methods of no more than 10-15 lines. A function should do only one thing and that thing well.

## Summary: Using Functions / Static Methods

### Java functions:

- ▶ Take zero or more input arguments.
- ▶ Return at most **one** output value.
- ▶ Can have **side effects**; e.g., send output to the terminal.

## Summary: Using Functions / Static Methods

Structuring your code with methods has the following benefits:

- ▶ encourages good coding practices by emphasizing discrete, reusable methods;
- ▶ encourages self-documenting code through good organization;
- ▶ when descriptive names are used, high-level methods can read more like a narrative, reducing the need for comments;
- ▶ reduces code duplication.

## Summary: Using Functions / Static Methods

- ▶ What about recursive functions?
  - ▶ Basic concepts same as in Haskell.
  - ▶ One exercise (factorial) in week four's labsheets.
- ▶ Refactoring improves the structure of code without changing the functionality of the application.

# Reading

The order of topics in the Java Tutorial is different from the order of these slides, so at this point there isn't an ideal match: the following reading anticipates some things we'll cover later.

## Java Tutorial

(Re)read pp33-37; then read pp87-99.

i.e., read the first part of Chapter 2 *Object-Oriented Programming Concepts* carefully now, but stop at *Inheritance*; and read the first part of Chapter 4 *Classes and Objects*, stopping at *Objects*.