#### Java By Abstraction: Chapter 3

#### Using APIs (Application Programming Interfaces)

Some examples and/or figures were borrowed (with permission) from slides prepared by Prof. H. Roumani

## **API** Layout

Packages	Details
	The Class section
Classes	The Field section
Classes	The Constructor section
	The Method section

#### **API - Fields**

#### **Field Summary**

static double **PI** 

The double value that is closer than any other to *pi*, the ratio of the circumference of a circle to its diameter.

#### **Field Detail**

PI

public static final double **PI** 

The double value that is closer than any other to pi, the ratio of the circumference of a circle to its diameter.

See Also: Constant Field Values

### **API - Methods**

#### **Method Summary**

**Method Summarv** 

Math class in java.lang package

•		
static double	<b>abs</b> (double a)	
	Returns the absolute value of a double value.	
static int	<b>abs</b> (int a)	
	Returns the absolute value of an int value.	
static double	<b>pow</b> (double a, double b)	
	Returns the value of the first argument raised to the	
	power of the second argument.	

Scanner class in java.util package

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double	nextDouble()		
	Scans the next token of the input as an double.		
int	nextInt()		
	Scans the next token of the input as an int.		
String	nextLine()		
	Advances this scanner past the current line and		
	returns the input that was skipped.		
long	nextLong()		
	Scans the next token of the input as an long.		

## **Passing Parameters**

- Syntax
  - In API: methodName(paramType param)
  - In Code: *methodName(identifierOrLiteral)*
- Example
  - In API: print(String s)
  - In Code:

String prompt = "Enter value: ";
System.out.print(prompt); // OR
System.out.print("Enter value: ");

## **Passing Parameters**

- Similar to assignment statement
  - Parameter type evaluated
  - Promoted (if necessary)
  - Resulting value passed to method
- Technique referred to as **pass-by-value**

## **Overloading Methods**

- Method signature
  - Method name + parameter types
  - Must be unique within a class regardless of return type
- Overloaded methods
  - Same name, but take different parameters
- Example
  - Math.abs(double a)
  - Math.abs(long a)

## Input Validation

- Upon encountering invalid input, you could
  - Terminate the program and display a message
  - Explain the problem and have user re-enter input
  - Trigger an appropriate runtime error crash
- For simplicity's sake, let's simply crash
  - type.lib.ToolBox.crash(boolean b, String s)
- Example
  - ToolBox.crash(amount < 0, "A negative amount!");

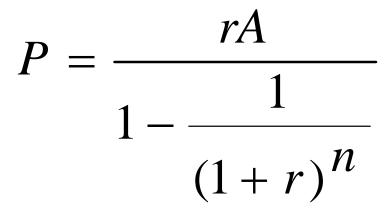
#### **Development Process**

- Task Analysis
- Algorithm Design
- Code Implementation
- Program Testing and Debugging

### **Task Analysis**

- Input
  - amount: the present value
  - rate: the interest rate (% per annum)
- Output
  - The monthly payment formatted to two decimal places with a thousands separator
- Throws
  - Exception if amount < 0
  - Exception if rate <= 0
  - Exception if rate >= 100

#### **Algorithm Design**



**P** is the monthly payment, **r** is the monthly interest rate, **A** is the mortgage amount, and **n** is the number of months.

### **Code Implementation**

• (To be demonstrated in class)

# **Program Testing and Debugging**

- Pick example inputs for the program
- Use a calculator to determine expected results
- Compare expected results with actual ones
- Identify any sources of error in the program
  - Debug using print statements to output variable values
- Correct any errors
- Retest program