

# Chapter 4 Mathematical Functions, Characters, and Strings

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# The Math Class

- Class constants:
  - PI
  - E
- Class methods:
  - Trigonometric Methods
  - Exponent Methods
  - Rounding Methods
  - min, max, abs, and random Methods

# Trigonometric Methods

- `sin(double a)`
- `cos(double a)`
- `tan(double a)`
- `acos(double a)`
- `asin(double a)`
- `atan(double a)`

Radians

`toRadians(90)`

Examples:

```
Math.sin(0) returns 0.0
```

```
Math.sin(Math.PI / 6)  
returns 0.5
```

```
Math.sin(Math.PI / 2)  
returns 1.0
```

```
Math.cos(0) returns 1.0
```

```
Math.cos(Math.PI / 6)  
returns 0.866
```

```
Math.cos(Math.PI / 2)  
returns 0
```

# Radians and Degrees

**TABLE 4.1** Trigonometric Methods in the Math Class

<i>Method</i>	<i>Description</i>
<code>sin(radians)</code>	Returns the trigonometric sine of an angle in radians.
<code>cos(radians)</code>	Returns the trigonometric cosine of an angle in radians.
<code>tan(radians)</code>	Returns the trigonometric tangent of an angle in radians.
<code>toRadians(degree)</code>	Returns the angle in radians for the angle in degrees.
<code>toDegrees(radians)</code>	Returns the angle in degrees for the angle in radians.
<code>asin(a)</code>	Returns the angle in radians for the inverse of sine.
<code>acos(a)</code>	Returns the angle in radians for the inverse of cosine.
<code>atan(a)</code>	Returns the angle in radians for the inverse of tangent.

# Exponent Methods

- **`exp(double a)`**  
Returns  $e$  raised to the power of  $a$ .
- **`log(double a)`**  
Returns the natural logarithm of  $a$ .
- **`log10(double a)`**  
Returns the 10-based logarithm of  $a$ .
- **`pow(double a, double b)`**  
Returns  $a$  raised to the power of  $b$ .
- **`sqrt(double a)`**  
Returns the square root of  $a$ .

## Examples:

```
Math.exp(1) returns 2.71
```

```
Math.log(2.71) returns 1.0
```

```
Math.pow(2, 3) returns 8.0
```

```
Math.pow(3, 2) returns 9.0
```

```
Math.pow(3.5, 2.5) returns  
22.91765
```

```
Math.sqrt(4) returns 2.0
```

```
Math.sqrt(10.5) returns 3.24
```

# Rounding Methods

- **double ceil(double x)**  
x rounded up to its nearest integer. This integer is returned as a double value.
- **double floor(double x)**  
x is rounded down to its nearest integer. This integer is returned as a double value.
- **double rint(double x)**  
x is rounded to its nearest integer. If x is equally close to two integers, the even one is returned as a double.
- **int round(float x)**  
Return (int)Math.floor(x+0.5).
- **long round(double x)**  
Return (long)Math.floor(x+0.5).

# Rounding Methods Examples

```
Math.ceil(2.1) returns 3.0
Math.ceil(2.0) returns 2.0
Math.ceil(-2.0) returns -2.0
Math.ceil(-2.1) returns -2.0
Math.floor(2.1) returns 2.0
Math.floor(2.0) returns 2.0
Math.floor(-2.0) returns -2.0
Math.floor(-2.1) returns -3.0
Math rint(2.1) returns 2.0
Math rint(2.0) returns 2.0
Math rint(-2.0) returns -2.0
Math rint(-2.1) returns -2.0
Math rint(2.5) returns 2.0
Math rint(-2.5) returns -2.0
Math.round(2.6f) returns 3
Math.round(2.0) returns 2
Math.round(-2.0f) returns -2
Math.round(-2.6) returns -3
```

# min, max, and abs

- `max(a, b)` and `min(a, b)`  
Returns the maximum or minimum of two parameters.
- `abs(a)`  
Returns the absolute value of the parameter.
- `random()`  
Returns a random double value in the range `[0.0, 1.0)`.

## Examples:

**`Math.max(2, 3)` returns 3**

**`Math.max(2.5, 3)` returns  
3.0**

**`Math.min(2.5, 3.6)`  
returns 2.5**

**`Math.abs(-2)` returns 2**

**`Math.abs(-2.1)` returns  
2.1**



# The random Method

Generates a random double value greater than or equal to 0.0 and less than 1.0 ( $0 \leq \text{Math.random()} < 1.0$ ).

Examples:

```
(int) (Math.random() * 10)
```

Returns a random integer between 0 and 9.

```
50 + (int) (Math.random() * 50)
```

Returns a random integer between 50 and 99.

In general,

```
a + Math.random() * b
```

Returns a random number between a and a + b, excluding a + b.

# Character Data Type

Four hexadecimal digits.

```
char letter = 'A'; (ASCII)
```

```
char numChar = '4'; (ASCII)
```

```
char letter = '\u0041'; (Unicode)
```

```
char numChar = '\u0034'; (Unicode)
```

NOTE: The increment and decrement operators can also be used on char variables to get the next or preceding Unicode character. For example, the following statements display character b.

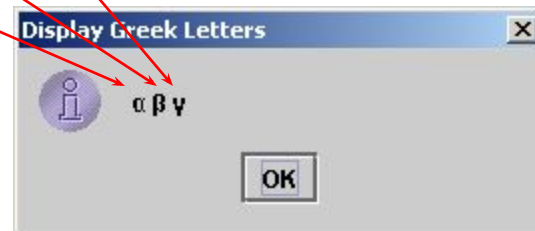
```
char ch = 'a';
```

```
System.out.println(++ch);
```

# Unicode Format

Java characters use *Unicode*, a 16-bit encoding scheme established by the Unicode Consortium to support the interchange, processing, and display of written texts in the world's diverse languages. Unicode takes two bytes, preceded by `\u`, expressed in four hexadecimal numbers that run from `\u0000` to `\uFFFF`. So, Unicode can represent  $65535 + 1$  characters.

Unicode `\u03b1` `\u03b2` `\u03b3` for three Greek letters



# ASCII Code for Commonly Used Characters

Characters	Code Value in Decimal	Unicode Value
'0' to '9'	48 to 57	\u0030 to \u0039
'A' to 'Z'	65 to 90	\u0041 to \u005A
'a' to 'z'	97 to 122	\u0061 to \u007A

# Escape Sequences for Special Characters

<i>Escape Sequence</i>	<i>Name</i>	<i>Unicode Code</i>	<i>Decimal Value</i>
<code>\b</code>	Backspace	<code>\u0008</code>	8
<code>\t</code>	Tab	<code>\u0009</code>	9
<code>\n</code>	Linefeed	<code>\u000A</code>	10
<code>\f</code>	Formfeed	<code>\u000C</code>	12
<code>\r</code>	Carriage Return	<code>\u000D</code>	13
<code>\\</code>	Backslash	<code>\u005C</code>	92
<code>\"</code>	Double Quote	<code>\u0022</code>	34

# Casting between char and Numeric Types

```
int i = 'a'; // Same as int i = (int) 'a';
```

```
char c = 97; // Same as char c = (char) 97;
```

# Comparing and Testing Characters

```
if (ch >= 'A' && ch <= 'Z')
```

```
    System.out.println(ch + " is an uppercase letter");
```

```
else if (ch >= 'a' && ch <= 'z')
```

```
    System.out.println(ch + " is a lowercase letter");
```

```
else if (ch >= '0' && ch <= '9')
```

```
    System.out.println(ch + " is a numeric character");
```

# Methods in the Character Class

Method	Description
<code>isDigit(ch)</code>	Returns true if the specified character is a digit.
<code>isLetter(ch)</code>	Returns true if the specified character is a letter.
<code>isLetterOfDigit(ch)</code>	Returns true if the specified character is a letter or digit.
<code>isLowerCase(ch)</code>	Returns true if the specified character is a lowercase letter.
<code>isUpperCase(ch)</code>	Returns true if the specified character is an uppercase letter.
<code>toLowerCase(ch)</code>	Returns the lowercase of the specified character.
<code>toUpperCase(ch)</code>	Returns the uppercase of the specified character.



# The String Type

The char type only represents one character. To represent a string of characters, use the data type called String. For example,

```
String message = "Welcome to Java";
```

String is actually a predefined class in the Java library just like the System class and Scanner class. The String type is not a primitive type. It is known as a *reference type*. Any Java class can be used as a reference type for a variable. Reference data types will be thoroughly discussed in Chapter 9, “Objects and Classes.” For the time being, you just need to know how to declare a String variable, how to assign a string to the variable, how to concatenate strings, and to perform simple operations for strings.

# Simple Methods for String Objects

Method	Description
<code>length()</code>	Returns the number of characters in this string.
<code>charAt(index)</code>	Returns the character at the specified index from this string.
<code>concat(s1)</code>	Returns a new string that concatenates this string with string <code>s1</code> .
<code>toUpperCase()</code>	Returns a new string with all letters in uppercase.
<code>toLowerCase()</code>	Returns a new string with all letters in lowercase.
<code>trim()</code>	Returns a new string with whitespace characters trimmed on both sides.

# Simple Methods for String Objects

Strings are objects in Java. The methods in the preceding table can only be invoked from a specific string instance. For this reason, these methods are called *instance methods*. A non-instance method is called a *static method*. A static method can be invoked without using an object. All the methods defined in the **Math** class are static methods. They are not tied to a specific object instance. The syntax to invoke an instance method is

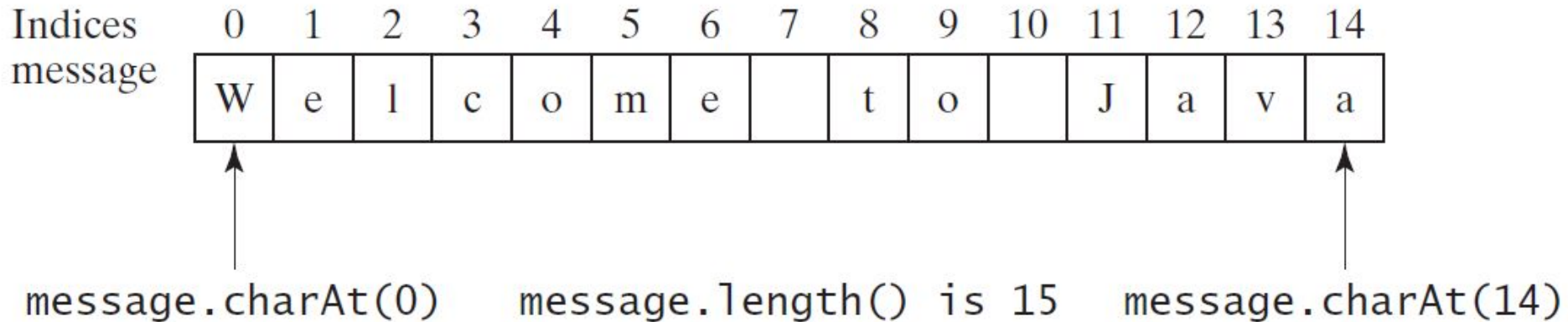
**referenceVariable.methodName(arguments).**

# Getting String Length

```
String message = "Welcome to Java";
```

```
System.out.println("The length of " + message + " is "  
+ message.length());
```

# Getting Characters from a String



`String message = "Welcome to Java";`

`System.out.println("The first character in message is "`  
`+ message.charAt(0));`

# Converting Strings

"Welcome".toLowerCase() returns a new string, welcome.

"Welcome".toUpperCase() returns a new string,  
WELCOME.

" Welcome ".trim() returns a new string, Welcome.

# String Concatenation

```
String s3 = s1.concat(s2); or String s3 = s1 + s2;
```

```
// Three strings are concatenated
```

```
String message = "Welcome " + "to " + "Java";
```

```
// String Chapter is concatenated with number 2
```

```
String s = "Chapter" + 2; // s becomes Chapter2
```

```
// String Supplement is concatenated with character B
```

```
String s1 = "Supplement" + 'B'; // s1 becomes SupplementB
```

# Reading a String from the Console

```
Scanner input = new Scanner(System.in);  
System.out.print("Enter three words separated by spaces: ");  
String s1 = input.next();  
String s2 = input.next();  
String s3 = input.next();  
System.out.println("s1 is " + s1);  
System.out.println("s2 is " + s2);  
System.out.println("s3 is " + s3);
```



# Reading a Character from the Console

```
Scanner input = new Scanner(System.in);  
System.out.print("Enter a character: ");  
String s = input.nextLine();  
char ch = s.charAt(0);  
System.out.println("The character entered is " + ch);
```

# Comparing Strings

Method	Description
<code>equals(s1)</code>	Returns true if this string is equal to string <code>s1</code> .
<code>equalsIgnoreCase(s1)</code>	Returns true if this string is equal to string <code>s1</code> ; it is case insensitive.
<code>compareTo(s1)</code>	Returns an integer greater than 0, equal to 0, or less than 0 to indicate whether this string is greater than, equal to, or less than <code>s1</code> .
<code>compareToIgnoreCase(s1)</code>	Same as <code>compareTo</code> except that the comparison is case insensitive.
<code>startsWith(prefix)</code>	Returns true if this string starts with the specified prefix.
<code>endsWith(suffix)</code>	Returns true if this string ends with the specified suffix.

OrderTwoCities

Run

```
import java.util.Scanner;

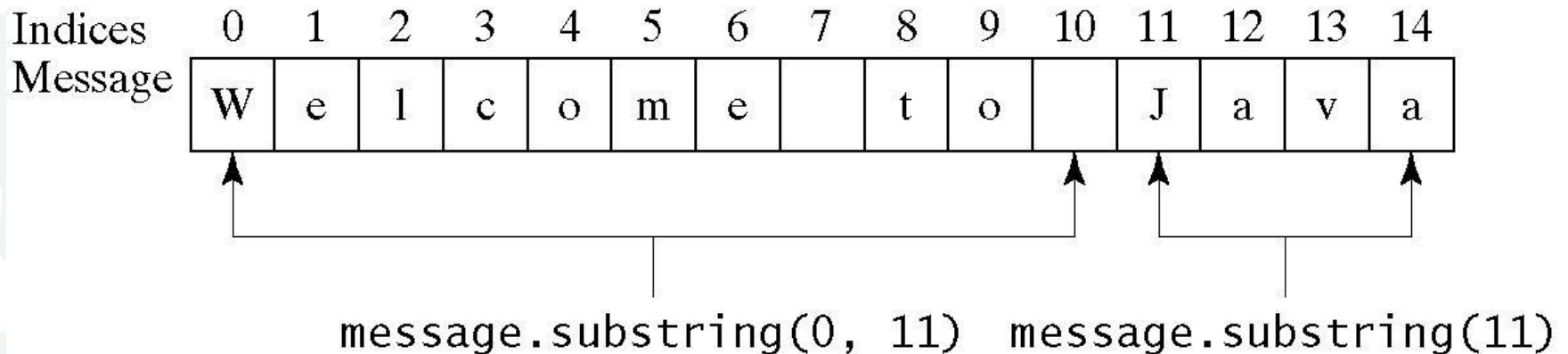
public class OrderTwoCities {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);

        // Prompt the user to enter two cities
        System.out.print("Enter the first city: ");
        String city1 = input.nextLine();
        System.out.print("Enter the second city: ");
        String city2 = input.nextLine();

        if (city1.compareTo(city2) < 0)
            System.out.println("The cities in alphabetical order are " +
                city1 + " " + city2);
        else
            System.out.println("The cities in alphabetical order are " +
                city2 + " " + city1);
    }
}
```

# Obtaining Substrings

Method	Description
<code>substring(beginIndex)</code>	Returns this string's substring that begins with the character at the specified <code>beginIndex</code> and extends to the end of the string, as shown in Figure 4.2.
<code>substring(beginIndex, endIndex)</code>	Returns this string's substring that begins at the specified <code>beginIndex</code> and extends to the character at index <code>endIndex - 1</code> , as shown in Figure 9.6. Note that the character at <code>endIndex</code> is not part of the substring.

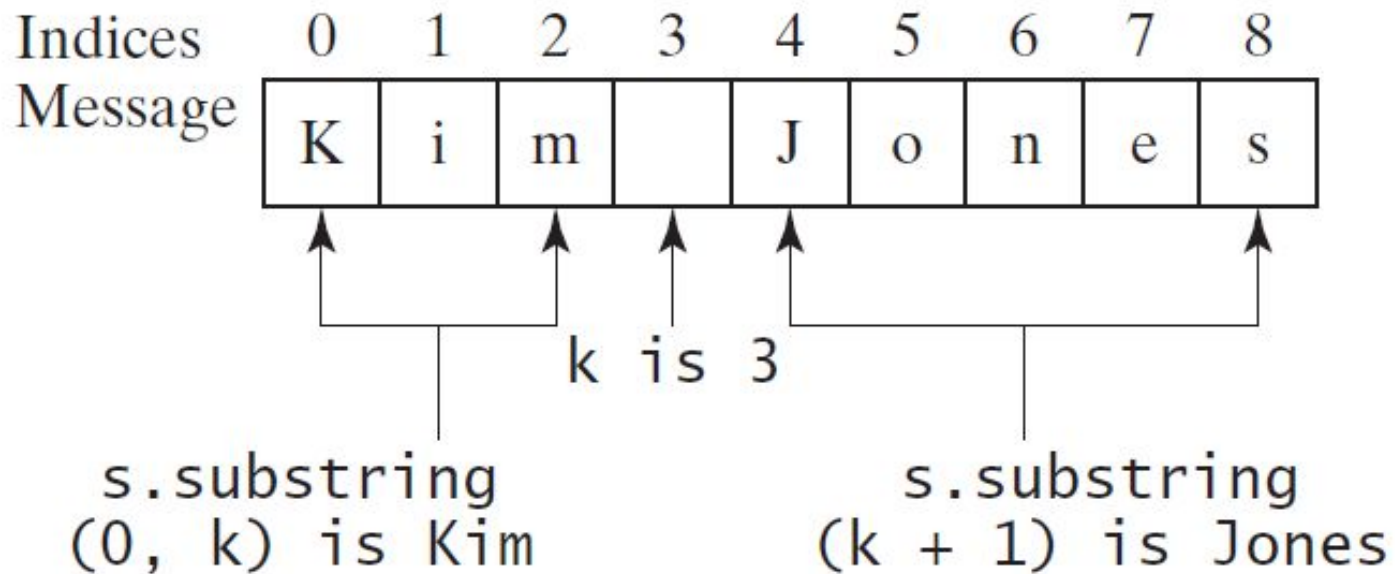


# Finding a Character or a Substring in a String

Method	Description
<code>indexOf(ch)</code>	Returns the index of the first occurrence of <b>ch</b> in the string. Returns - <b>1</b> if not matched.
<code>indexOf(ch, fromIndex)</code>	Returns the index of the first occurrence of <b>ch</b> after <b>fromIndex</b> in the string. Returns - <b>1</b> if not matched.
<code>indexOf(s)</code>	Returns the index of the first occurrence of string <b>s</b> in this string. Returns - <b>1</b> if not matched.
<code>indexOf(s, fromIndex)</code>	Returns the index of the first occurrence of string <b>s</b> in this string after <b>fromIndex</b> . Returns - <b>1</b> if not matched.
<code>lastIndexOf(ch)</code>	Returns the index of the last occurrence of <b>ch</b> in the string. Returns - <b>1</b> if not matched.
<code>lastIndexOf(ch, fromIndex)</code>	Returns the index of the last occurrence of <b>ch</b> before <b>fromIndex</b> in this string. Returns - <b>1</b> if not matched.
<code>lastIndexOf(s)</code>	Returns the index of the last occurrence of string <b>s</b> . Returns - <b>1</b> if not matched.
<code>lastIndexOf(s, fromIndex)</code>	Returns the index of the last occurrence of string <b>s</b> before <b>fromIndex</b> . Returns - <b>1</b> if not matched.

# Finding a Character or a Substring in a String

```
int k = s.indexOf(' ');
String firstName = s.substring(0, k);
String lastName = s.substring(k + 1);
```



# Conversion between Strings and Numbers

```
int intValue = Integer.parseInt(intString);
```

```
double doubleValue = Double.parseDouble(doubleString);
```

```
String s = number + "";
```

# Case Study: Converting a Hexadecimal Digit to a Decimal Value

Write a program that converts a hexadecimal digit into a decimal value.

```

char ch = Character.toUpperCase(hexString.charAt(0));
if ('A' <= ch && ch <= 'F') {
    int value = ch - 'A' + 10;
    System.out.println("The decimal value for hex digit " +
        ch + " is " + value);
}
else if (Character.isDigit(ch)) {
    System.out.println("The decimal value for hex digit " +
        ch + " is " + ch);
}
  
```

Run

HexDigit2Dec



# Formatting Output

Use the printf statement.

```
System.out.printf(format, items);
```

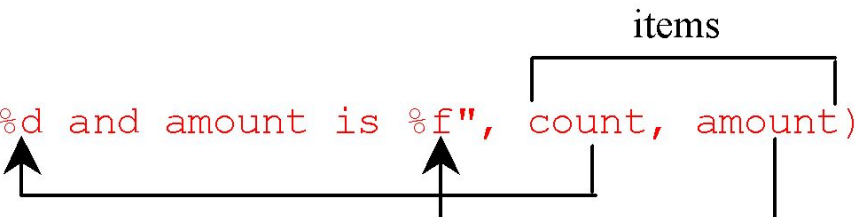
Where format is a string that may consist of substrings and format specifiers. A format specifier specifies how an item should be displayed. An item may be a numeric value, character, boolean value, or a string. Each specifier begins with a percent sign.

# Frequently-Used Specifiers

Specifier	Output	Example
<code>%b</code>	a boolean value	true or false
<code>%c</code>	a character	'a'
<code>%d</code>	a decimal integer	200
<code>%f</code>	a floating-point number	45.460000
<code>%e</code>	a number in standard scientific notation	4.556000e+01
<code>%s</code>	a string	"Java is cool"

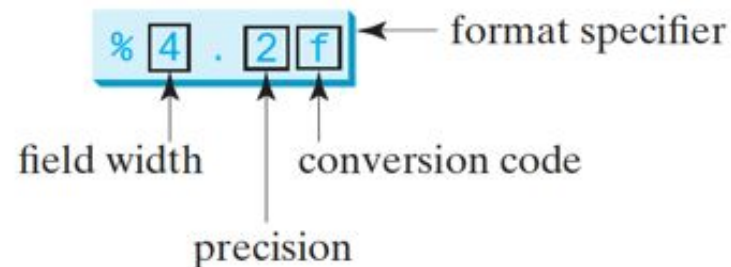
```
int count = 5;
double amount = 45.56;
System.out.printf("count is %d and amount is %f", count, amount);

display          count is 5 and amount is 45.560000
```



# Formatting Data types

```
double amount = 12618.98;
double interestRate = 0.0013;
double interest = amount * interestRate;
System.out.printf("Interest is $%.2f",
    interest);
```



<i>Format Specifier</i>	<i>Output</i>	<i>Example</i>
<b>%b</b>	A Boolean value	True or false
<b>%c</b>	A character	'a'
<b>%d</b>	A decimal integer	200
<b>%f</b>	A floating-point number	45.460000
<b>%e</b>	A number in standard scientific notation	4.556000e+01
<b>%s</b>	A string	"Java is cool"

# Formatting: widths

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<i>Example</i>	<i>Output</i>
<b>%5c</b>	Output the character and add four spaces before the character item, because the width is 5.
<b>%6b</b>	Output the Boolean value and add one space before the false value and two spaces before the true value.
<b>%5d</b>	Output the integer item with width 5. If the number of digits in the item is $< 5$ , add spaces before the number. If the number of digits in the item is $> 5$ , the width is automatically increased.
<b>%10.2f</b>	Output the floating-point item with width 10 including a decimal point and two digits after the point. Thus, there are seven digits allocated before the decimal point. If the number of digits before the decimal point in the item is $< 7$ , add spaces before the number. If the number of digits before the decimal point in the item is $> 7$ , the width is automatically increased.
<b>%10.2e</b>	Output the floating-point item with width 10 including a decimal point, two digits after the point and the exponent part. If the displayed number in scientific notation has width $< 10$ , add spaces before the number.
<b>%12s</b>	Output the string with width 12 characters. If the string item has fewer than 12 characters, add spaces before the string. If the string item has more than 12 characters, the width is automatically increased.

# Formatting: comma, zeros

You can display a number with comma separators by adding a comma in front of a number specifier. For example, the following code

```
System.out.printf("%,8d %,10.1f\n", 12345678, 12345678.263);
```

displays

```
12,345,678 12,345,678.3
```

You can pad a number with leading zeros rather than spaces by adding a **0** in front of number specifier. For example, the following code

```
System.out.printf("%08d %08.1f\n", 1234, 5.63);
```

displays

```
00001234 000005.6
```

# Formatting: Justification

By default, the output is right justified. You can put the minus sign (-) in the format specifier to specify that the item is left justified in the output within the specified field. For example, the following statements

```
System.out.printf("%8d%8s%8.1f\n", 1234, "Java", 5.63);
System.out.printf("%-8d%-8s%-8.1f \n", 1234, "Java", 5.63);
```

display

