

# CMSC 131

Fall 2018



## Commenting

- Recall: Two styles for comments
- What is the purpose?
- Where do we put them?
  - At the top of every class
  - Above every method
    - Defines "contract"
    - Pre- and Post-conditions
  - Frequently when declaring a variable
  - Throughout code, in places where clarifications are helpful
- How many comments should we write?
- We will be grading for comments starting with project #4

## Floating Point Calculations

Example: FloatingPoints.java compareDoubles, squareRoot

- What went wrong here?
- Under what circumstances does "roundoff error" occur?
- Why does my calculator appear to be better at this?

How can we "fix" this? tolerance in our calculation

Pro Tips:

- Don't use == to compare result of calculation with theoretical result
- Use integers whenever possible (e.g. representing money)

#### Java Packages

- What's a package and why is this useful?
- Declaring the package for a class
- Accessing members of other classes
  - Within the current package
  - From a distant package
    - Using "fully-qualified name"
    - Using import
- Import with wildcard
  - Avoid this (naming collisions)
- Java.lang is special

### Java Libraries

- What are they and why do we care?
- Where is the documentation?
- Let's study the API for a couple common classes:
  - String
  - Math