

CIS 110: Introduction to Computer Programming

Lecture 15

Our Scanner eats files

(§ 6.1-6.2)

Outline

- Programming assertion recap
- The Scanner object and files
- Token-based file processing

Exam announcements

- Attempting to reschedule midterm #2 to 11/21 (Monday of Thanksgiving break)
 - Let me know asap if you will be out of town.
- Final time has been *confirmed* for 12/19, 6-8 PM
 - Let me know asap if you need to reschedule.

Programming assertions revisited

An extended example: mystery

```
public static int mystery(int n) {  
    int x = 0;  
    // Point A  
    if (n < 0) { return -1; }  
    while (n != 0) {  
        // Point B  
        int d = n % 10;  
        if (d % 2 == 1) {  
            x += d;  
        }  
        // Point C  
        n /= 10;  
    }  
    // Point D  
    return x;  
}
```

For each point, are the following always/sometimes/never true?

- 1) $n < 0$
- 2) $x \geq 0$
- 3) $d < 10$
- 4) $x < n$

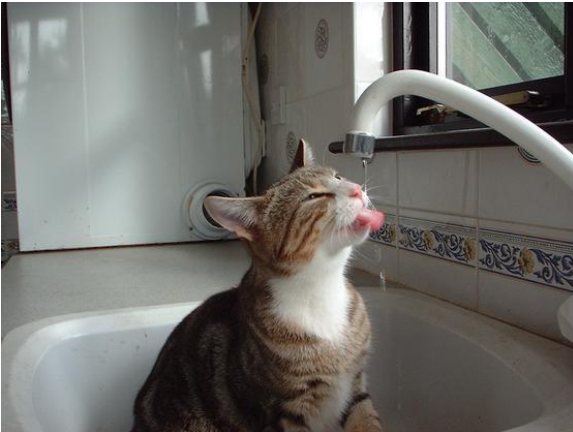
(See `AssertionProblem.java`.)

The Scanner object and files

Scanners revisited

- A Scanner is a *faucet* over some pipe of data.

Scanner



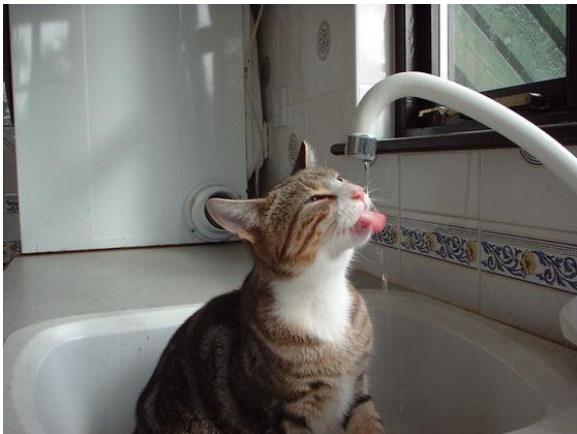
System.in



Empty pipes

- If the pipe is empty, the scanner first gets a line of input from the user, e.g., one call to `next()`.

Scanner



Hello world! 42\n

System.in



Consuming input from the pipe

- The call to `next()` then consumes the first *token* of input.

Scanner



Hello

world! 42\n

System.in

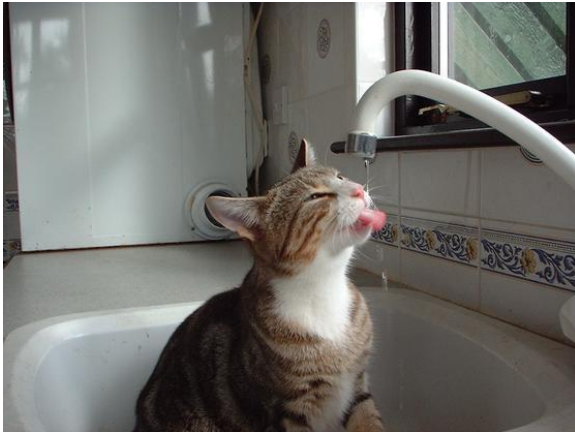


(*Token* = chunk of text separated by whitespace)

Consuming tokens

- When we consume a token, there's no way to "go back", only forward!

Scanner



42\n

System.in

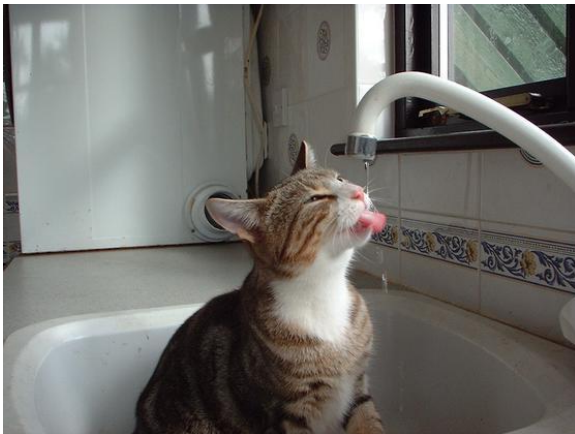


world!
Hello

Consuming tokens as different types

- We can consume a token *and* translate it to a particular type, e.g., `nextInt()`.

Scanner



\n

System.in

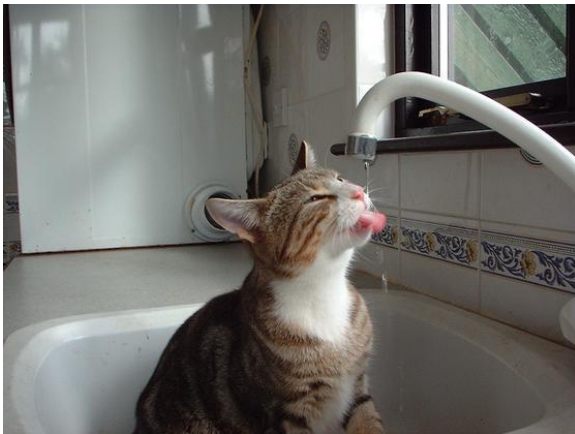


```
42
world!
Hello
```

Consuming the rest of a line

- We can consume the rest of a line with `nextLine()`.

Scanner



`\n`

System.in



```
\n
42
world!
Hello
```

Plugging in different data sources

- A Scanner can accept many kinds of data sources such as Files instead!

Scanner



File



```
Scanner file =  
    new Scanner(new File("data.txt"));
```

The File object

- A File object represents a *file or directory on disk*.
 - Exists in the `java.io` package.

```
File file = new File("data.txt");
System.out.println("canRead? " + file.canRead());
System.out.println("exists? " + file.exists());
// Renames the file to the given file's name.
file.renameTo(new File("foo.txt"));
// Deletes the file from disk if it exists.
file.delete();
```

File



An exceptional problem

```
public static void main(String[] args) {  
    Scanner file = new Scanner(new File("data.txt"));  
}
```

- The following code fails to compile. Why?
 - "unreported exception
java.io.FileNotFoundException; must be
caught or declared to be thrown"
- Example of a *checked exception* in Java.

Checked and unchecked exceptions

- Java distinguishes between two sorts of exceptions.
 - *Unchecked exceptions* represent program bugs
 - *Checked exceptions* represent badness outside of the program's control.

Unchecked exceptions

IndexOutOfBoundsException
IllegalArgumentException
StackOverflowError

Checked exceptions

FileNotFoundException

Dealing with checked exceptions

- Two solutions:
 - *Annotate the enclosing method with a throws clause.*
 - *Use a try-catch block.*

```
public static void main(String[] args)
    throws FileNotFoundException {
Scanner file =
    new Scanner(new File("data.txt"));
}
```

```
try {
    Scanner file = new Scanner(
        new File("data.txt"));
} catch (FileNotFoundException ex) {
    ex.printStackTrace();
}
```

Which do we use!?

Checked exceptions: a holy war

- Big debate if checked exceptions are "worth it".
- General advice: use try-catch when you can do something meaningful with the exception.
 - Give a good error message, re-throw, etc.
- For this class: we'll use *throws clauses*.

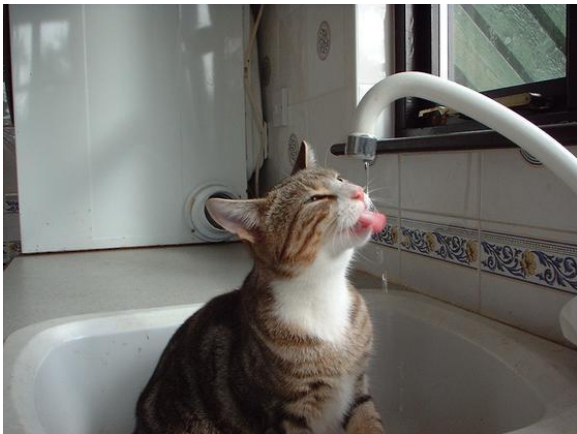
```
public static void main(String[] args)
    throws FileNotFoundException {
    Scanner file =
        new Scanner(new File("data.txt"));
}
```

Token-based processing

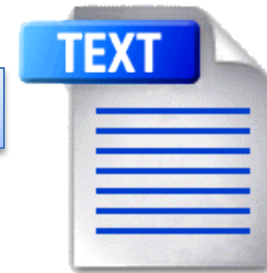
Abstraction at its finest

- The methods of the Scanner we've learned so far apply when we use a File instead!

Scanner



File



```
Scanner file =  
    new Scanner(new File("data.txt"));
```

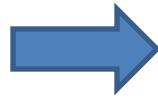
File processing example: FileSum

```
import java.util.*;
// Necessary since FileNotFoundException is also in java.io.
import java.io.*;

public class FileSum {
    public static void main(String[] args)
        throws FileNotFoundException {
        Scanner file = new Scanner(new File("data.txt"));
        double sum = 0.0;
        while(file.hasNextDouble()) {
            double d = file.nextDouble();
            System.out.println("Adding up " + d + "...");
            sum += d;
        }
        System.out.println("Total = " + sum);
    }
}
```

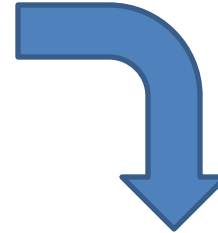
A file is just a long-ass string

data.txt



```
3.4  7.1  4.3
5.9  1.1  2.5

3.6           -1.2
```



We can think of a file as a sequence of characters by replacing newlines with '\n'

```
3.4  7.1  4.3\n5.9  1.1  2.5\n\n3.6           -1.2\n
```

```
while(file.hasNextDouble()) {
    double d = file.nextDouble();
}
```

Input cursor

```
3.4 7.1 4.3\n 5.9 1.1 2.5\n\n\n3.6          -1.2\n
```



Input cursor

The input cursor is our *current position* in the file, initially at the beginning.

data.txt



```
while(file.hasNextDouble()) {  
    double d = file.nextDouble();  
}
```

Input cursor and input consumption

3.4 7.1 4.3\n 5.9 1.1 2.5\n\n\n3.6 -1.2\n



Input cursor

On each call to `nextDouble`, we consume the next double and advance the input just past the token.

data.txt



```
while(file.hasNextDouble()) {  
    double d = file.nextDouble();  
}
```


Jumping that whitespace

3.4 7.1 4.3\n 5.9 1.1 2.5\n\n\n3.6 -1.2\n



Input cursor

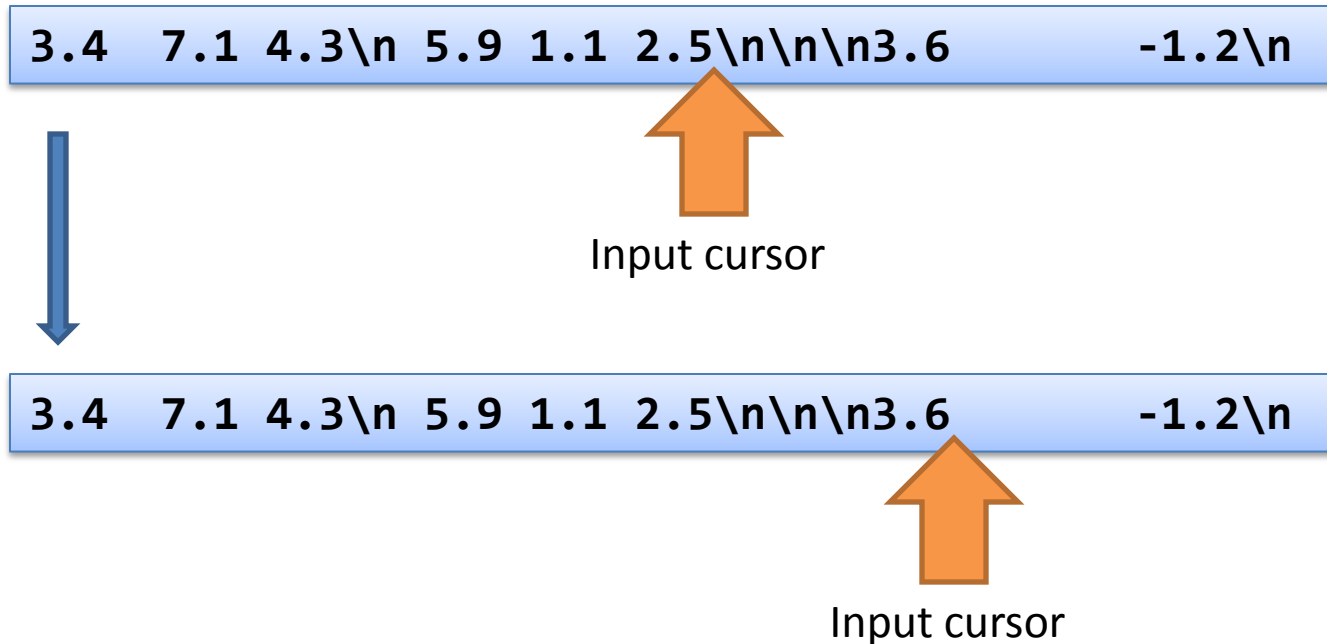
Calls to `nextX()`
skip whitespace to
the next token.

data.txt



```
while(file.hasNextDouble()) {  
    double d = file.nextDouble();  
}
```

Newlines are whitespace




```
while(file.hasNextDouble()) {  
    double d = file.nextDouble();  
}
```

hasNextX looks ahead

3.4 7.1 4.3\n 5.9 1.1 2.5\n\n\n3.6 -1.2\n

hasNextDouble()
now returns false!


Input cursor

data.txt



```
while(file.hasNextDouble()) {  
    double d = file.nextDouble();  
}
```

Mixing up types

- We can mix different nextX functions as necessary.

Jerry 21 13.7 true

`file.next();`

`file.nextInt();`

`file.nextDouble();`

`file.nextBooelean();`

But we get
NoSuchElementException
if we're wrong!