

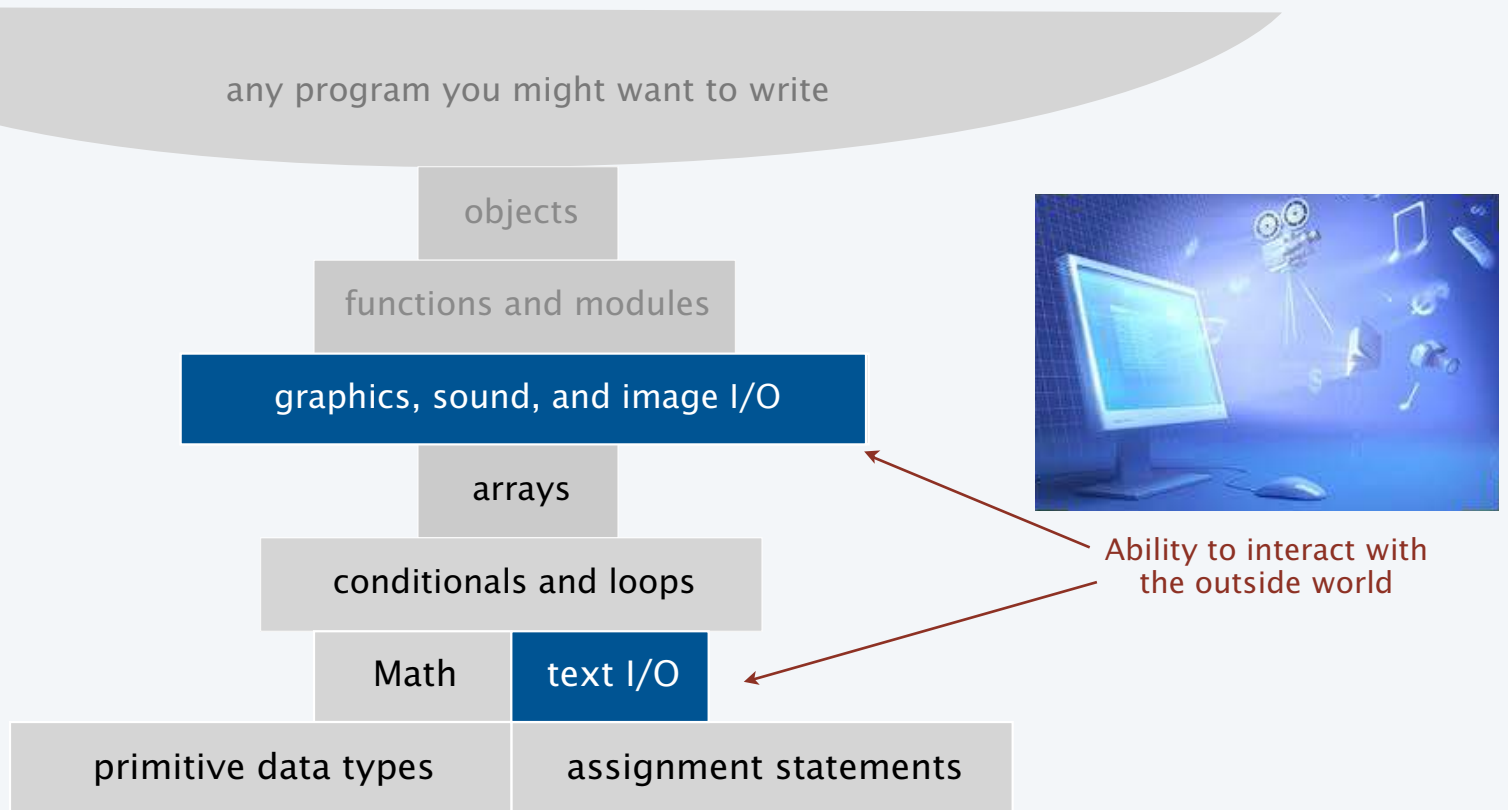
<http://introcs.cs.princeton.edu>

4. Input and Output

4. Input and Output

- **Standard input and output**
- Standard drawing
- Fractal drawings
- Animation

Basic building blocks for programming



Input and output

Goal: Write Java programs that interact with the outside world via *input* and *output* devices.

Typical
INPUT
devices



Keyboard



Trackpad



Storage



Network



Camera



Microphone

Typical
OUTPUT
devices



Display



Storage



Network



Printer



Speakers

Our approach.

- Define input and output *abstractions*.
- Use operating system (OS) functionality to connect our Java programs to actual devices.

Abstraction

plays an *essential* role in understanding computation.

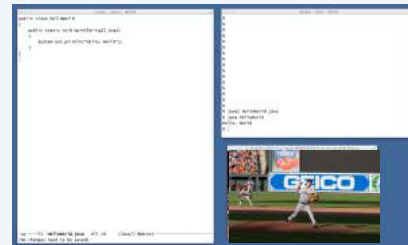
Interested in thinking more deeply about this concept?
Consider taking a philosophy course.



An *abstraction* is something that exists only as an idea.

Example: "Printing" is the idea of a program producing text as output.

Good abstractions *simplify* our view of the world, by *unifying* diverse real-world artifacts.



This lecture. Abstractions for delivering input to or receiving output from our programs.

Quick review

Terminal. An abstraction for providing input and output to a program.

The screenshot shows a Mac OS desktop with a Java IDE. The code editor displays the following Java code:

```
public class DrawCards
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);

        String[] rank = {"2", "3", "4", "5", "6", "7", "8", "9",
                       "10", "J", "Q", "K", "A"};
        String[] suit = {"♠", "♣", "♥", "♦"};
        String[] deck = new String[52];

        for (int i = 0; i < 13; i++)
            for (int j = 0; j < 4; j++)
                deck[i + 13*j] = rank[i] + suit[j];

        for (int i = 0; i < N; i++)
            System.out.print(deck[(int) (Math.random() * 52)]);
        System.out.println();
    }
}
```

The terminal window shows the following output:

```
% java DrawCards 5
K♠ J♣ A♠ 10♣ 5♠
% java DrawCards 10
7♠ 2♥ Q♣ A♠ Q♠ 2♦ Q♥ 6♦ 5♥ 10♦
% java DrawCards 20
8♠ 9♠ A♥ 2♠ K♣ 7♦ J♥ A♥ 6♠ 5♠ 8♥ Q♥ Q♣ J♠ 8♠ 7♠ 3♦ J♥ 10♥ 4♥
% 
```

A callout box highlights the input and output for the command `% java DrawCards 10`. The input is `10` and the output is `7♠ 2♥ Q♣ A♠ Q♠ 2♦ Q♥ 6♦ 5♥ 10♦`.

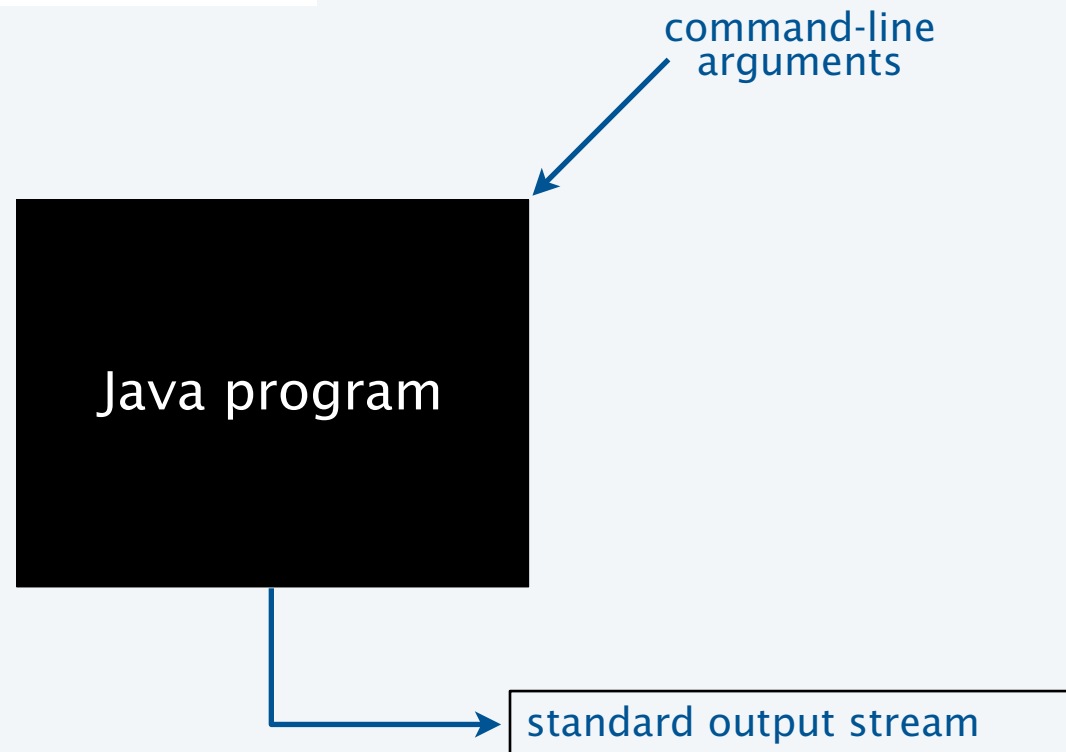
Input from command line

Output to standard output stream

Virtual VT-100 terminal

Input-output abstraction (so far)

A mental model of what a Java program does.



Review: command-line input

Command-line input. An abstraction for providing arguments (strings) to a program.

Basic properties

- Strings you type after the program name are available as `args[0]`, `args[1]`, ... at *run* time.
- Arguments are available when the program *begins* execution.
- Need to call system conversion methods to convert the strings to other types of data.

```
public class RandomInt
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        double r = Math.random();
        int t = (int) (r * N);
        System.out.println(t);
    }
}
```

```
% java RandomInt 6
3

% java RandomInt 10000
3184
```


Review: standard output

Infinity. An abstraction describing something having no limit.

Standard output stream. An abstraction for an infinite output sequence.

Basic properties

- Strings from `System.out.println()` are added to the end of the standard output stream.
- Standard output stream is sent to terminal application by default.

```
public class RandomSeq
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        for (int i = 0; i < N; i++)
            System.out.println(Math.random());
    }
}
```

```
% java RandomSeq 4
0.9320744627218469
0.4279508713950715
0.08994615071160994
0.6579792663546435
```

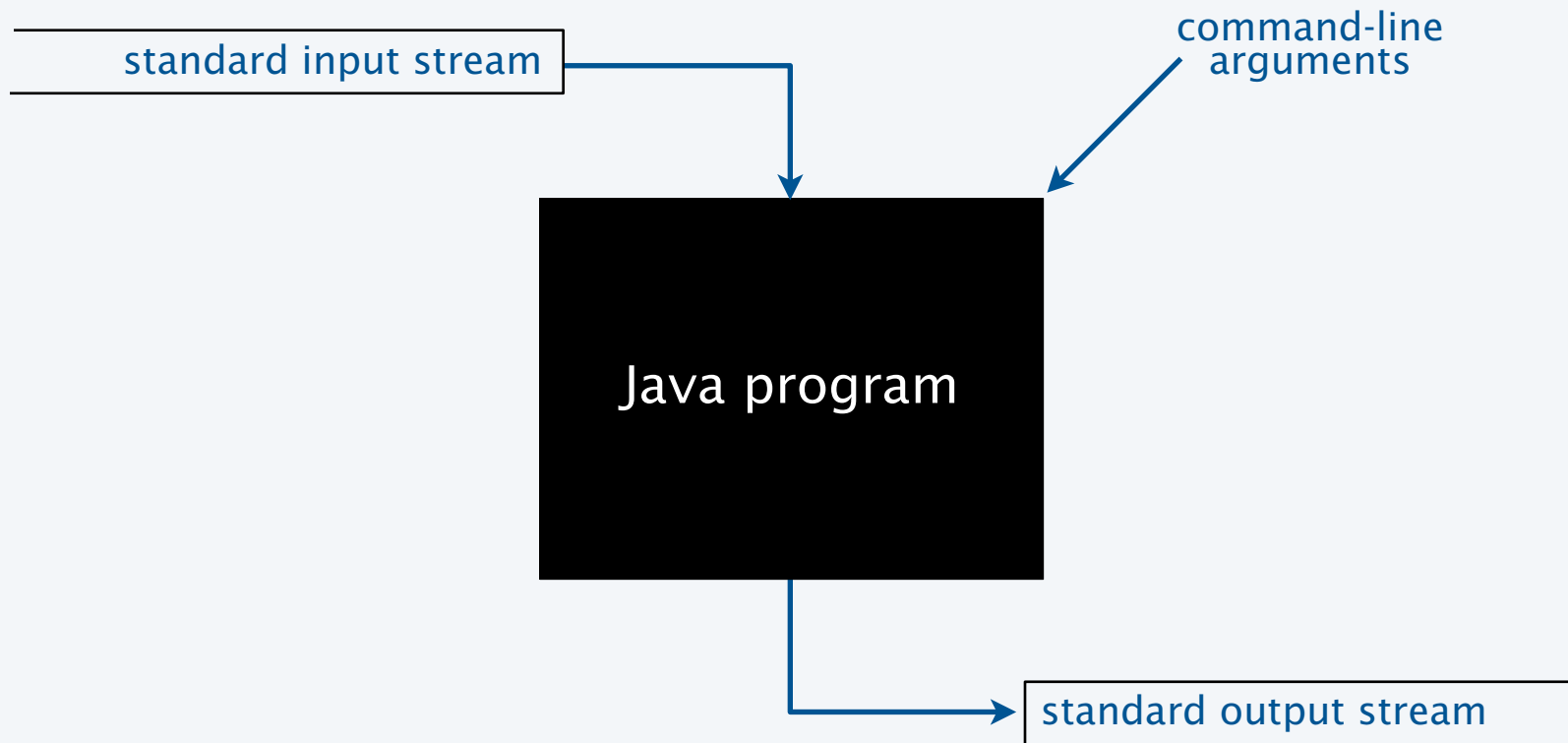
```
% java RandomSeq 100000
0.09474882292442943
0.2832974030384712
0.1833964252856476
0.2952177517730442
0.8035985765979008
0.7469424300071382
0.5835267075283997
0.3455279612587455
```

No limit on amount
of output →

...

Improved input-output abstraction

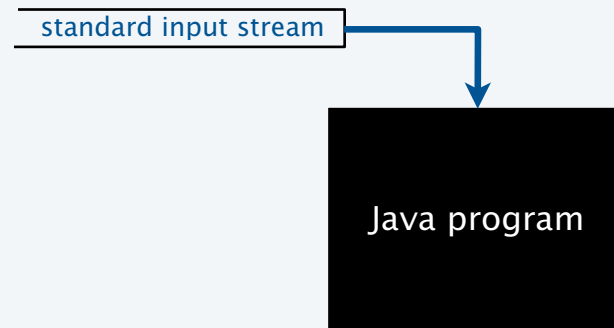
Add an infinite *input* stream.



Standard input

Infinity. An abstraction describing something having no limit.

Standard input stream. An abstraction for an infinite *input* sequence.



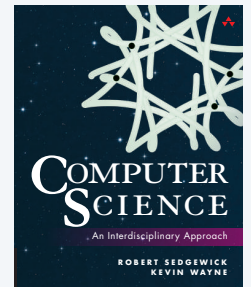
Advantages over command-line input

- Can provide new arguments *while* the program is executing.
- No limit on the amount of data we can input to a program.
- Conversion to primitive types is explicitly handled (stay tuned).

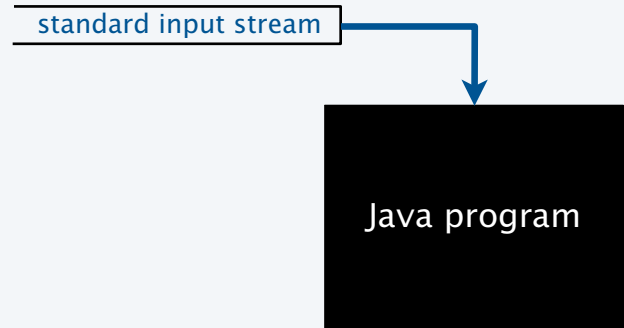
StdIn library

Developed for this course, but broadly useful

- Implement abstractions invented for UNIX in the 1970s.
- Available for download at booksite.
- Included in introcs software you downloaded at the beginning of the course.



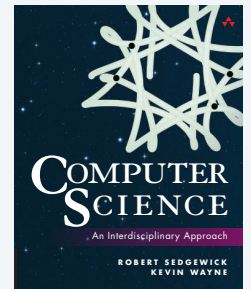
<code>public class StdIn</code>	
<code>boolean isEmpty()</code>	<i>true iff no more values</i>
<code>int readInt()</code>	<i>read a value of type int</i>
<code>double readDouble()</code>	<i>read a value of type double</i>
<code>long readLong()</code>	<i>read a value of type long</i>
<code>boolean readBoolean()</code>	<i>read a value of type boolean</i>
<code>char readChar()</code>	<i>read a value of type char</i>
<code>String readString()</code>	<i>read a value of type String</i>
<code>String readAll()</code>	<i>read the rest of the text</i>



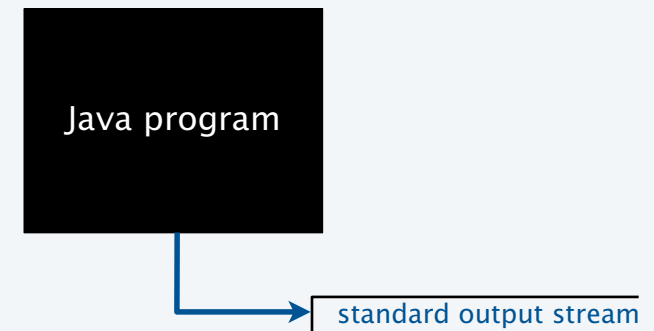
StdOut library

Developed for this course, but broadly useful

- Implement abstractions invented for UNIX in the 1970s.
- Available for download at booksite.
- Included in intprocs software you downloaded at the beginning of the course.



<code>public class StdOut</code>	
<code>void print(String s)</code>	<i>put s on the output stream</i>
<code>void println()</code>	<i>put a newline on the output stream</i>
<code>void println(String s)</code>	<i>put s, then a newline on the stream</i>
<code>void printf(String f, ...)</code>	<i>formatted output</i>



Q. These are the same as `System.out`. Why not just use `System.out`?

A. We provide a consistent set of simple I/O abstractions in one place.

A. We can make output *independent* of system, language, and locale.

← use StdOut
from now on

StdIn/StdOut warmup

Interactive input

- Prompt user to type inputs on standard input stream.
- Mix input stream with output stream.

```
public class AddTwo
{
    public static void main(String[] args)
    {
        StdOut.print("Type the first integer: ");
        int x = StdIn.readInt();
        StdOut.print("Type the second integer: ");
        int y = StdIn.readInt();
        int sum = x + y;
        StdOut.println("Their sum is " + sum);
    }
}
```

```
% java AddTwo
Type the first integer: 1
Type the second integer: 2
Their sum is 3
```

StdIn application: average the numbers on the standard input stream

Average

- Read a stream of numbers.
- Compute their average.

Q. How do I specify the end of the stream?

A. <Ctrl-d> (standard for decades).

A. <Ctrl-z> (Windows).

Key points

- No limit on the size of the input stream.
- Input and output can be interleaved.

```
public class Average
{
    public static void main(String[] args)
    {
        double sum = 0.0; // cumulative total
        int n = 0; // number of values
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            sum = sum + x;
            n++;
        }
        StdOut.println(sum / n);
    }
}
```

```
% java Average
10.0 5.0 6.0
3.0 7.0 32.0
<Ctrl-d>
10.5
```

Summary: prototypical applications of standard output and standard input

StdOut: Generate a stream of random numbers

```
public class RandomSeq
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        for (int i = 0; i < N; i++)
            StdOut.println(Math.random());
    }
}
```

StdIn: Compute the average of a stream of numbers

```
public class Average
{
    public static void main(String[] args)
    {
        double sum = 0.0; // cumulative total
        int n = 0; // number of values
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            sum = sum + x;
            n++;
        }
        StdOut.println(sum / n);
    }
}
```

Both streams are *infinite* (no limit on their size).

Q. Do I always have to type in my input data and print my output?

A. No! Keep data and results in *files* on your computer, or use *piping* to connect programs.

Redirection: keep data in files on your computer

Redirect standard output to a file

```
% java RandomSeq 1000000 > data.txt
```

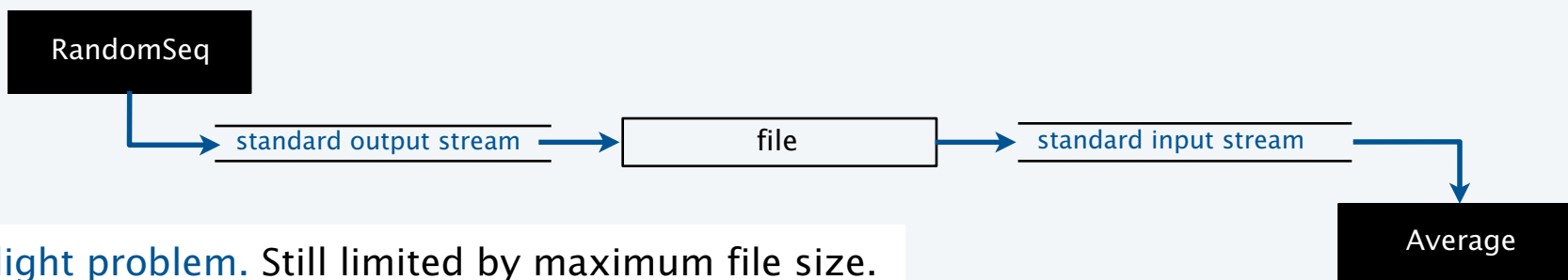
"redirect standard output to"

```
% more data.txt  
0.09474882292442943  
0.2832974030384712  
0.1833964252856476  
0.2952177517730442  
0.8035985765979008  
0.7469424300071382  
0.5835267075283997  
0.3455279612587455  
...
```

Redirect from a file to standard input

```
% java Average < data.txt  
0.4947655567740991
```

"take standard input from"



Slight problem. Still limited by maximum file size.

Piping: entirely avoid saving data

Q. There's no room for a huge file on my computer. Now what?

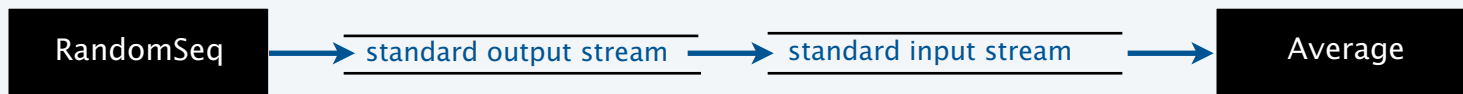
A. No problem! Use *piping*.

Piping. Connect standard output of one program to standard input of another.

```
% java RandomSeq 1000000 | java Average
0.4997970473016028

% java RandomSeq 1000000 | java Average
0.5002071875644842
```

set up a pipe



Critical point. No limit *within programs* on the amount of data they can handle.

It is the job of the *system* to collect data on standard output and provide it to standard input.

Streaming algorithms

Early computing

- Amount of available memory was much smaller than amount of data to be processed.
- *But* dramatic increases happened every year.
- Redirection and piping enabled programs to handle much more data than computers could store.



Modern computing

- Amount of available memory *is* much smaller than amount of data to be processed.
- Dramatic increases *still* happen every year.
- *Streaming algorithms* enable our programs to handle much more data than our computers can store.



Lesson. Avoid limits *within your program* whenever possible.



COMPUTER SCIENCE
SE D G E W I C K / W A Y N E
PART I: PROGRAMMING IN JAVA

Image sources

<http://www.digitalreins.com/wp-content/uploads/2013/05/Binary-code.jpg>

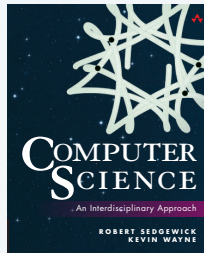
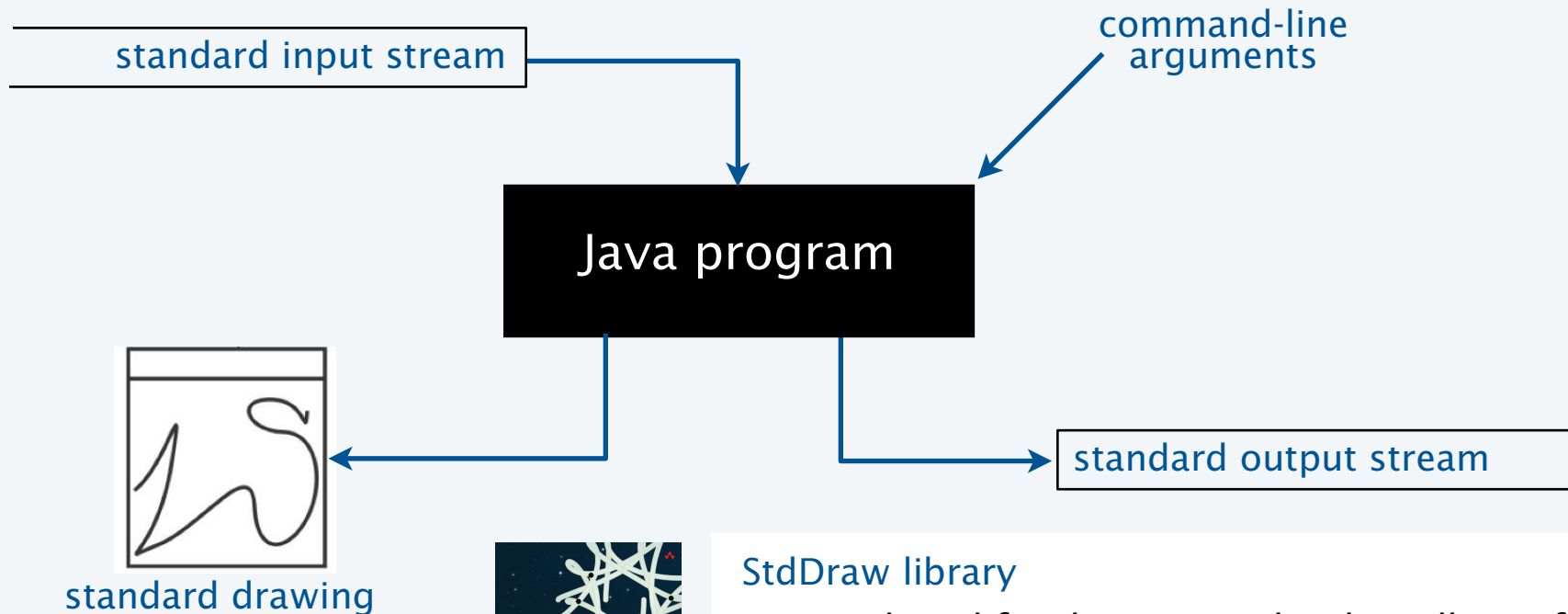
http://en.wikipedia.org/wiki/Punched_tape#mediaviewer/File:Harwell-dekatron-witch-10.jpg

4. Input and Output

- Standard input and output
- **Standard drawing**
- Fractal drawings
- Animation

Further improvements to our I/O abstraction

Add the ability to create a *drawing*.

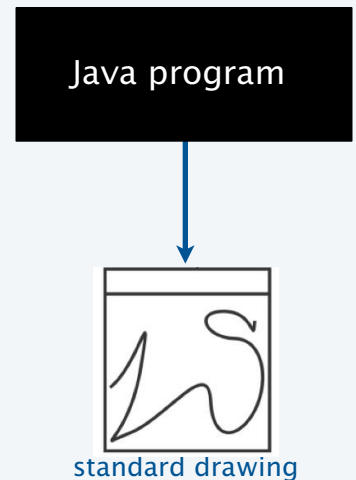


StdDraw library

- Developed for this course, but broadly useful.
- Available for download at [booksite](#).
- Included in `intros` software.

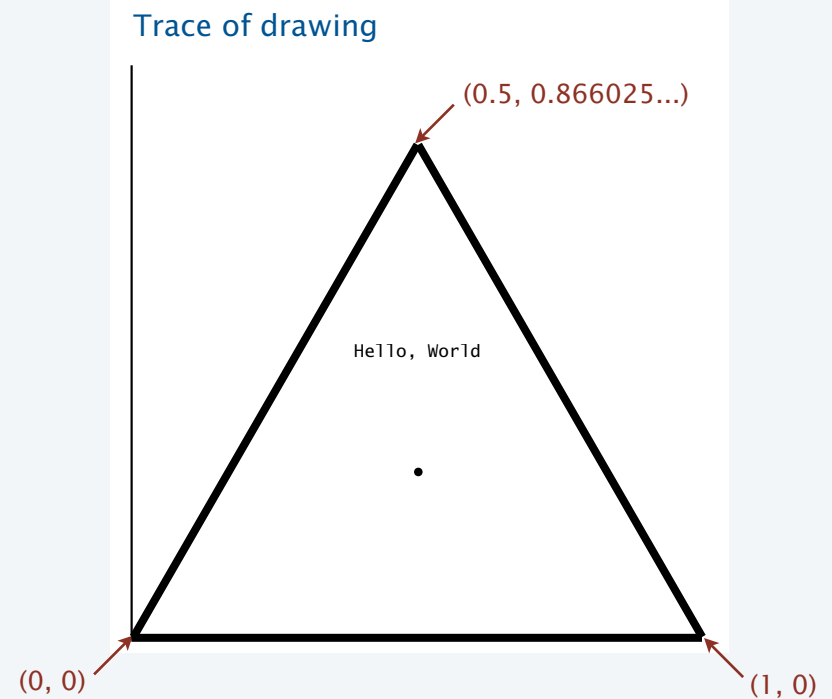
StdDraw library

<code>public class StdDraw</code>	
<code>void line(double x0, double y0, double x1, double y1)</code>	
<code>void point(double x, double y)</code>	
<code>void text(double x, double y, String s)</code>	
<code>void circle(double x, double y, double r)</code>	← also filledCircle(), filledSquare(), and filledPolygon()
<code>void square(double x, double y, double r)</code>	
<code>void polygon(double x, double y, double r)</code>	
<code>void picture(double x, double y, String filename)</code>	<i>place .gif, .jpg or .png file</i>
<code>void setPenRadius(double r)</code>	
<code>void setPenColor(Color c)</code>	
<code>void setXscale(double x0, double x1)</code>	<i>reset x range to [x0, x1)</i>
<code>void setYscale(double y0, double y1)</code>	<i>reset y range to [y0, y1)</i>
<code>void show(int dt)</code>	<i>show all; pause dt millisecs</i>



“Hello, World” for StdDraw

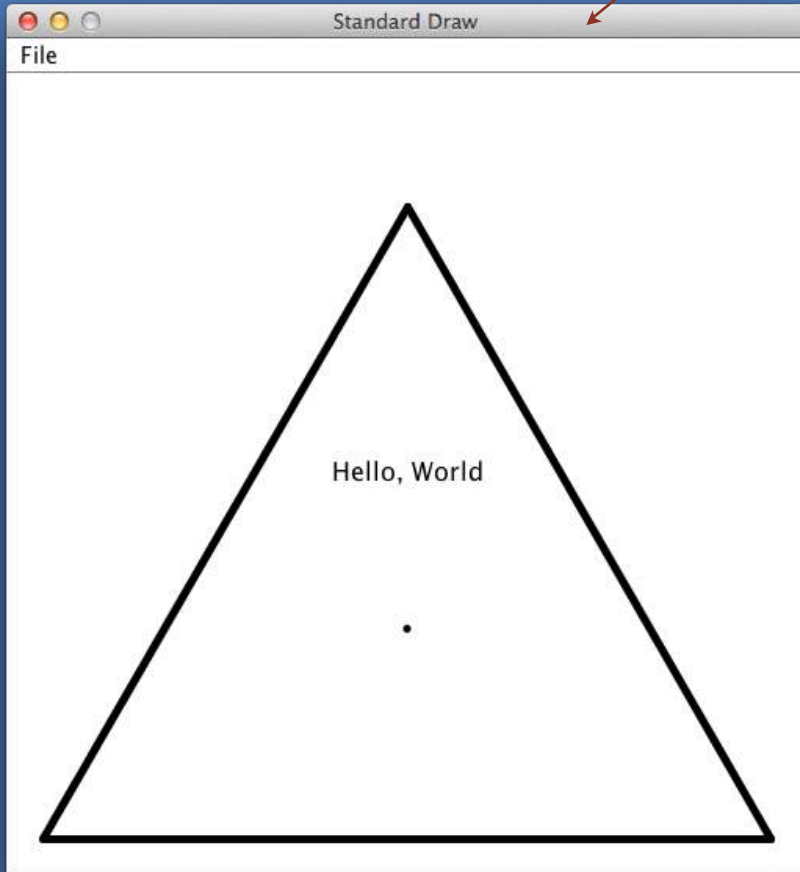
```
public class Triangle
{
    public static void main(String[] args)
    {
        double c = Math.sqrt(3.0) / 2.0;
        StdDraw.setPenRadius(0.01);
        StdDraw.line(0.0, 0.0, 1.0, 0.0);
        StdDraw.line(1.0, 0.0, 0.5, c);
        StdDraw.line(0.5, c, 0.0, 0.0);
        StdDraw.point(0.5, c/3.0);
        StdDraw.text(0.5, 0.5, "Hello, World");
    }
}
```



“Hello, World” for StdDraw

→ window for standard drawing

→ virtual terminal for editor



```
public class Triangle
{
    public static void main(String[] args)
    {
        double c = Math.sqrt(3.0) / 2.0;
        StdDraw.setPenRadius(0.01);
        StdDraw.line(0.0, 0.0, 1.0, 0.0);
        StdDraw.line(1.0, 0.0, 0.5, c);
        StdDraw.line(0.5, c, 0.0, 0.0);
        StdDraw.point(0.5, c/3.0);
        StdDraw.text(0.5, 0.5, "Hello, World");
    }
}
```

```
%
% javac Triangle.java
% java Triangle
```

→ virtual terminal for OS commands

StdDraw application: data visualization

```
public class PlotFilter
{
    public static void main(String[] args)
    {
        double xmin = StdIn.readDouble();
        double ymin = StdIn.readDouble();
        double xmax = StdIn.readDouble();
        double ymax = StdIn.readDouble();
        StdDraw.setXscale(xmin, xmax);
        StdDraw.setYscale(ymin, ymax);
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            double y = StdIn.readDouble();
            StdDraw.point(x, y);
        }
    }
}
```

read coords of
bounding box

rescale

read and
plot a point

bounding box coords

```
% more < USA.txt
669905.0 247205.0 1244962.0 490000.0
1097038.8890 245552.7780
1103961.1110 247133.3330
1104677.7780 247205.5560
...
% java PlotFilter < USA.txt
```

sequence
of point
coordinates
(13,509 cities)



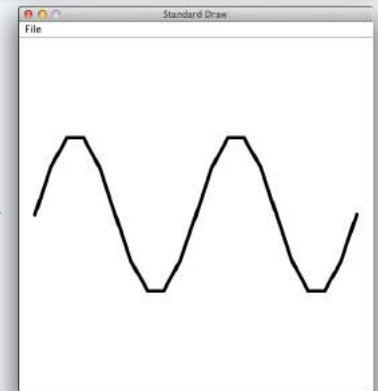
StdDraw application: plotting a function

Goal. Plot $y = \sin(4x) + \sin(20x)$ in the interval $(0, \pi)$.

Method. Take N samples, regularly spaced.

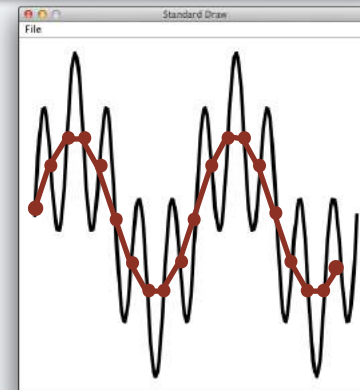
```
public class PlotFunctionEx
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        double[] x = new double[N+1];
        double[] y = new double[N+1];
        for (int i = 0; i <= N; i++)
        {
            x[i] = Math.PI * i / N;
            y[i] = Math.sin(4*x[i]) + Math.sin(20*x[i]);
        }
        StdDraw.setXscale(0, Math.PI);
        StdDraw.setYscale(-2.0, +2.0);
        for (int i = 0; i < N; i++)
            StdDraw.line(x[i], y[i], x[i+1], y[i+1]);
    }
}
```

```
% java PlotFunctionEx 20
```



Lesson 1: Plotting is easy. →

```
% java PlotFunctionEx 200
```



← Lesson 2: Take a sufficiently large sample—otherwise you might miss something!



COMPUTER SCIENCE
S E D G E W I C K / W A Y N E
PART I: PROGRAMMING IN JAVA

CS.4.B.IO.Drawing

4. Input and Output

- Standard input and output
- Standard drawing
- **Fractal drawings**
- Animation

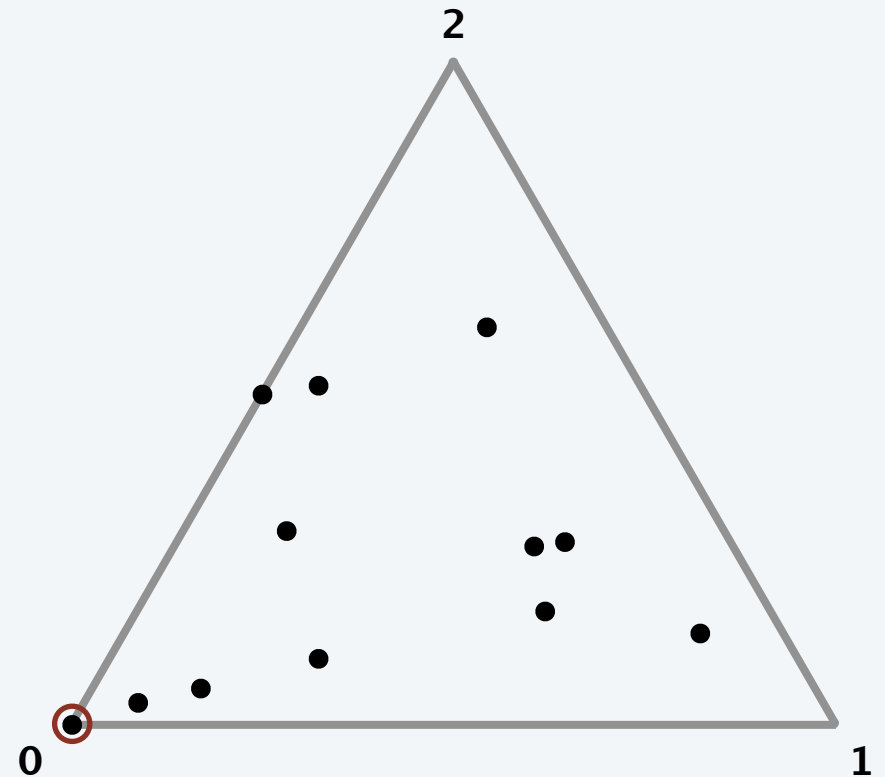
StdDraw application: a random game

Draw an equilateral triangle, number the vertices 0, 1, 2 and make 0 the *current point*.

- Pick a vertex at random.
- Draw a point halfway between that vertex and the current point.
- Repeat.

vertex	ID	probability	new x	new y
(0, 0)	0	1/3	.5x	.5y
(1, 0)	1	1/3	.5x + .5	.5y
(.5, $\sqrt{3}/2$)	2	1/3	.5x + .25	.5y + .433

0	1	2	3	4	5	6	7	8	9	10
2	1	2	0	1	0	0	0	2	1	1



StdDraw application: a random game

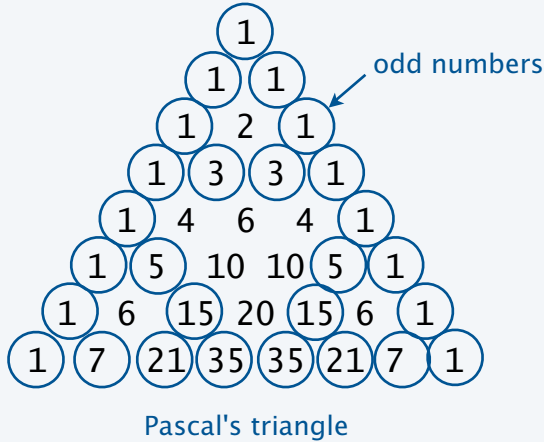
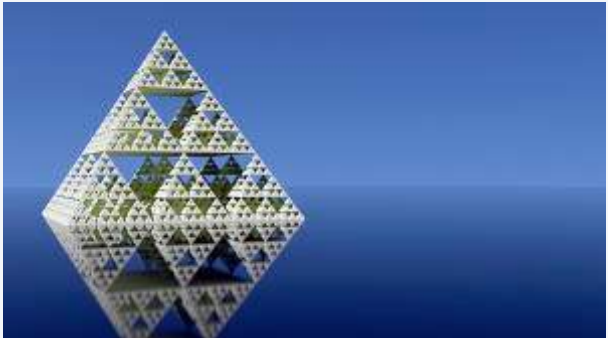
```
public class Chaos
{
    public static void main(String[] args)
    {
        int trials = Integer.parseInt(args[0]);

        double c = Math.sqrt(3.0) / 2.0;
        double[] cx = { 0.000, 1.000, 0.500 };
        double[] cy = { 0.000, 0.000, c };

        StdDraw.setPenRadius(0.01);
        double x = 0.0, y = 0.0;
        for (int t = 0; t < trials; t++)
        {
            int r = (int) (Math.random() * 3);
            x = (x + cx[r]) / 2.0;
            y = (y + cy[r]) / 2.0;
            StdDraw.point(x, y);
        }
    }
}
```

```
% java Chaos 10000
```

Sierpinski triangles in the wild



Iterated function systems

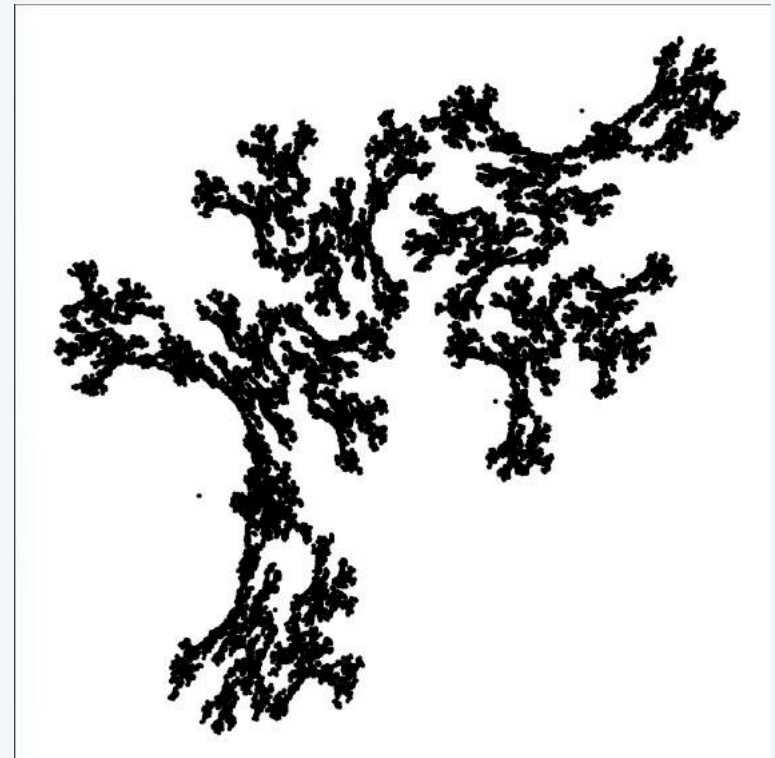
What happens when we change the rules?

<i>probability</i>	<i>new x</i>	<i>new y</i>
40%	$.31x - .53y + .89$	$-.46x - .29y + 1.10$
15%	$.31x - .08y + .22$	$.15x - .45y + .34$
45%	$.55y + .01$	$.69x - .20y + .38$

`IFS.java` (Program 2.2.3) is a *data-driven* program that takes the coefficients from *standard input*.

```
% more coral.txt
3
  0.40  0.15  0.45
3 3
  0.307692 -0.531469  0.8863493
  0.307692 -0.076923  0.2166292
  0.000000  0.545455  0.0106363
3 3
-0.461538 -0.293706  1.0962865
  0.153846 -0.447552  0.3383760
  0.692308 -0.195804  0.3808254
```

```
% java IFS 10000 < coral.txt
```



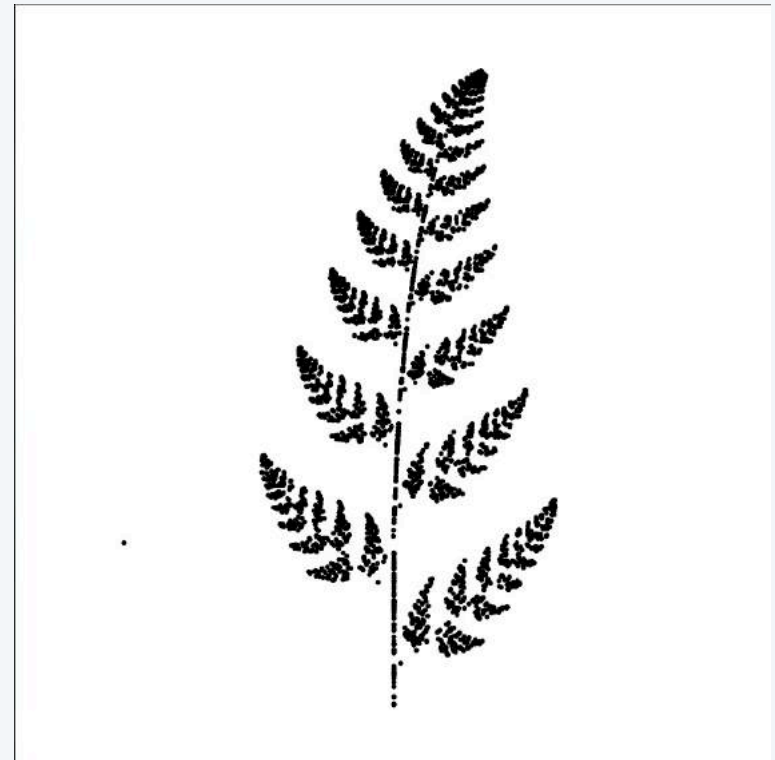
Iterated function systems

Another example of changing the rules

<i>probability</i>	<i>new x</i>	<i>new y</i>
2%	0.5	.27y
15%	$-.14x + .26y + .57$	$.25x + .22y - .04$
13%	$.17x - .21y + .41$	$.22x + .18y + .09$
70%	$.78x + .03y + .11$	$-.03x + .74y + .27$

```
% more barnsley.txt
4
.02 .15 .13 .70
4 3
.000 .000 .500
-.139 .263 .570
.170 -.215 .408
.781 .034 .1075
4 3
.000 .270 .000
.246 .224 -.036
.222 .176 .0893
-.032 .739 .270
```

```
% java IFS 10000 < barnsley.txt
```



Iterated function systems

Simple iterative computations yield patterns that are remarkably similar to those found in the natural world.

Q. What does computation tell us about nature?

Q. What does nature tell us about computation?

20th century sciences. Formulas.

21st century sciences. Algorithms?

Note. You have seen many practical applications of integrated function systems, in movies and games.



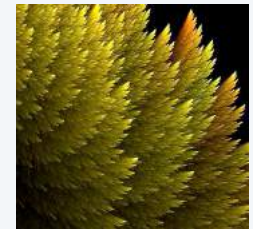
an IFS fern



a real fern



a real plant



an IFS plant



COMPUTER SCIENCE
S E D G E W I C K / W A Y N E
PART I: PROGRAMMING IN JAVA

Image sources

<http://paulbourke.net/fractals/gasket/cokegasket.gif>

<http://www.buzzfeed.com/atmccann/11-awesome-math-foods#39wokfk>

<http://sheilakh.deviantart.com/art/The-Legend-of-Sierpinski-308953447>

http://commons.wikimedia.org/wiki/File:Lady_Fern_fronde_-_normal_appearance.jpg

http://img3.wikia.nocookie.net/__cb20100707172110/jamescameronsavatar/images/e/e1/Avatar_concept_art-3.jpg

4. Input and Output

- Standard input and output
- Standard drawing
- Fractal drawings
- **Animation**

Animation

To create **animation** with StdDraw.

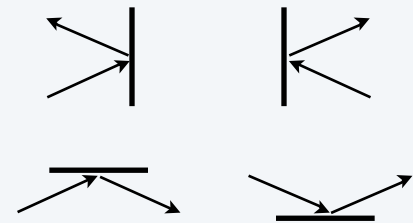
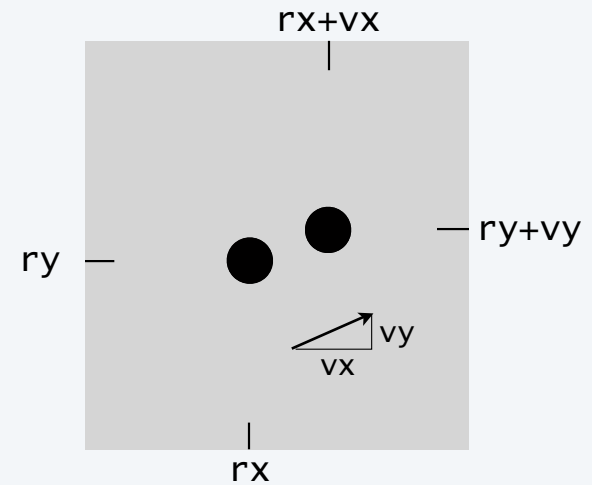
Repeat the following:

- Clear the screen.
- Move the object.
- Draw the object.
- Display and pause briefly.

When display time is much greater than the screen-clear time, we have the illusion of motion.

Bouncing ball.

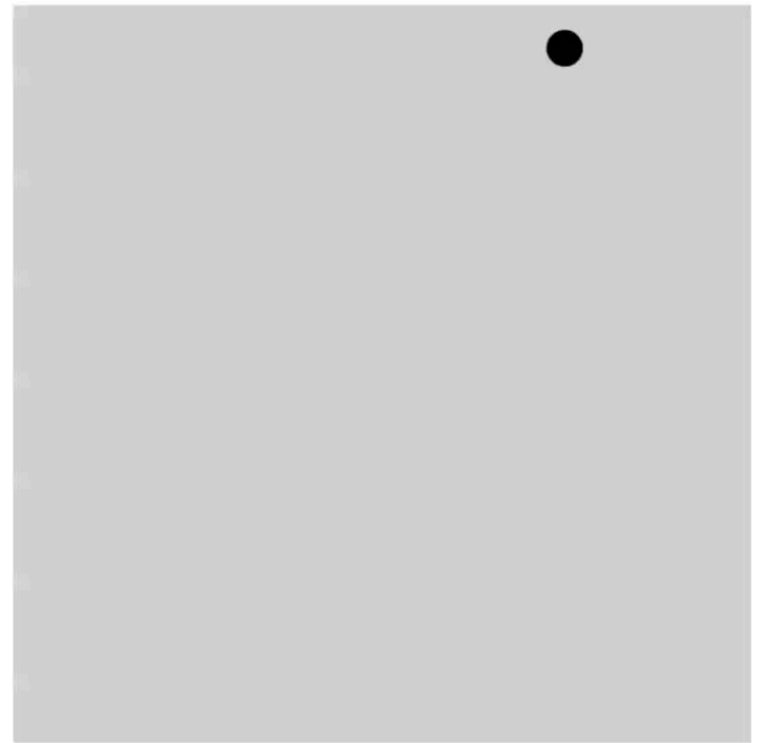
- Ball has position (rx, ry) and constant velocity (vx, vy) .
- To *move* the ball, update position to $(rx+vx, ry+vy)$.
- If the ball hits a *vertical* wall, set vx to $-vx$.
- If the ball hits a *horizontal* wall, set vy to $-vy$.



Bouncing ball

```
public class BouncingBall
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double radius = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.LIGHT_GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + radius > 1.0) vx = -vx;
            if (Math.abs(ry + vy) + radius > 1.0) vy = -vy;
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.filledCircle(rx, ry, radius);
            StdDraw.show(20);
        }
    }
}
```

```
% java BouncingBall
```



Pop quiz on animation

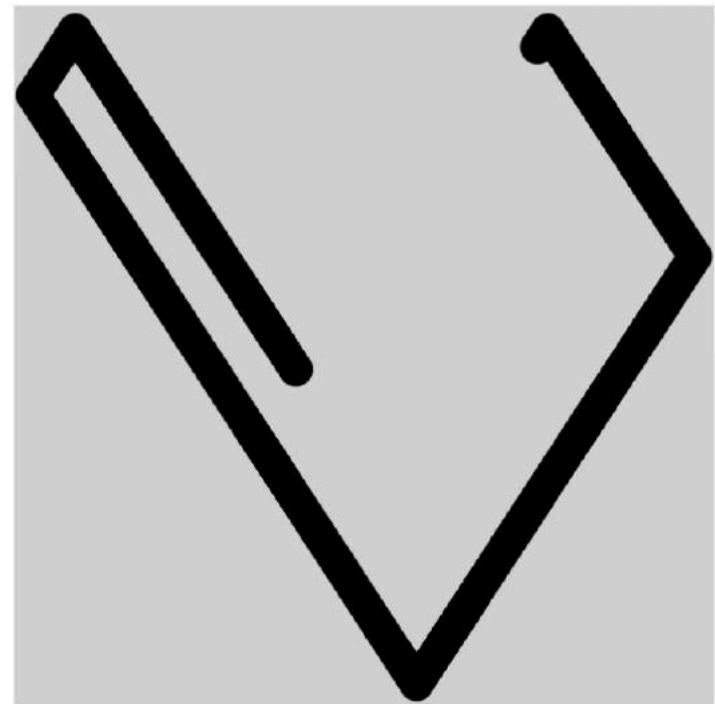
Q. What happens if we move *clear the screen* out of the loop?

```
public class BouncingBall
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double radius = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.LIGHT_GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + radius > 1.0) vx = -vx;
            if (Math.abs(ry + vy) + radius > 1.0) vy = -vy;
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.filledCircle(rx, ry, radius);
            StdDraw.show(20);
        }
    }
}
```


Pop quiz on animation

Q. What happens if we move *clear the screen* out of the loop?

```
public class BouncingBall
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double radius = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        StdDraw.setPenColor(StdDraw.LIGHT_GRAY);
        StdDraw.filledSquare(0.0, 0.0, 1.0);
        while(true)
        {
            if (Math.abs(rx + vx) + radius > 1.0) vx = -vx;
            if (Math.abs(ry + vy) + radius > 1.0) vy = -vy;
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.filledCircle(rx, ry, radius);
            StdDraw.show(20);
        }
    }
}
```

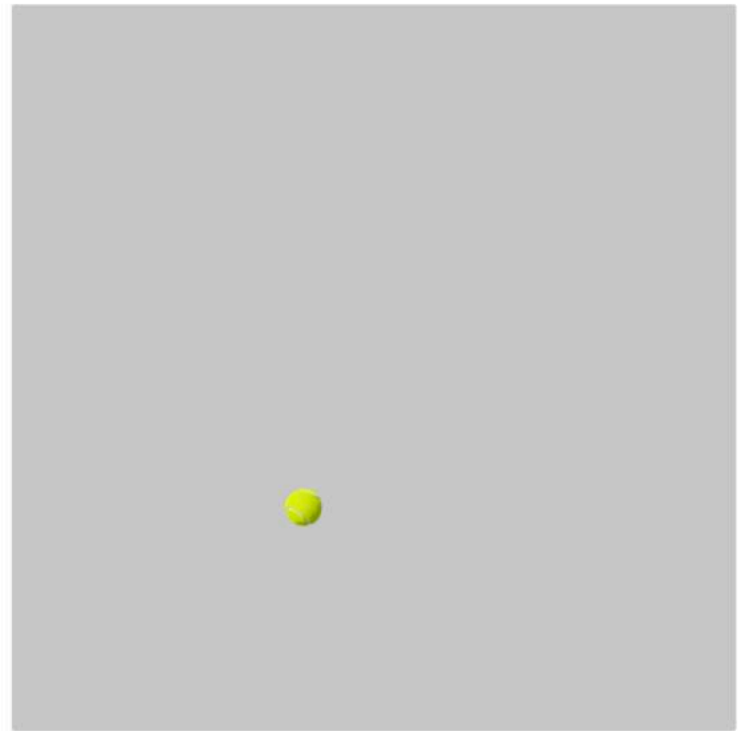


A. We see the ball's entire path.

Deluxe bouncing ball

```
public class BouncingBallDeluxe
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double radius = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.LIGHT_GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + radius > 1.0)
            { StdAudio.play("pipebang.wav"); vx = -vx; }
            if (Math.abs(ry + vy) + radius > 1.0)
            { StdAudio.play("pipebang.wav"); vy = -vy; }
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.picture(rx, ry, "TennisBall.png");
            StdDraw.show(20);
        }
    }
}
```

```
% java BouncingBallDeluxe
```

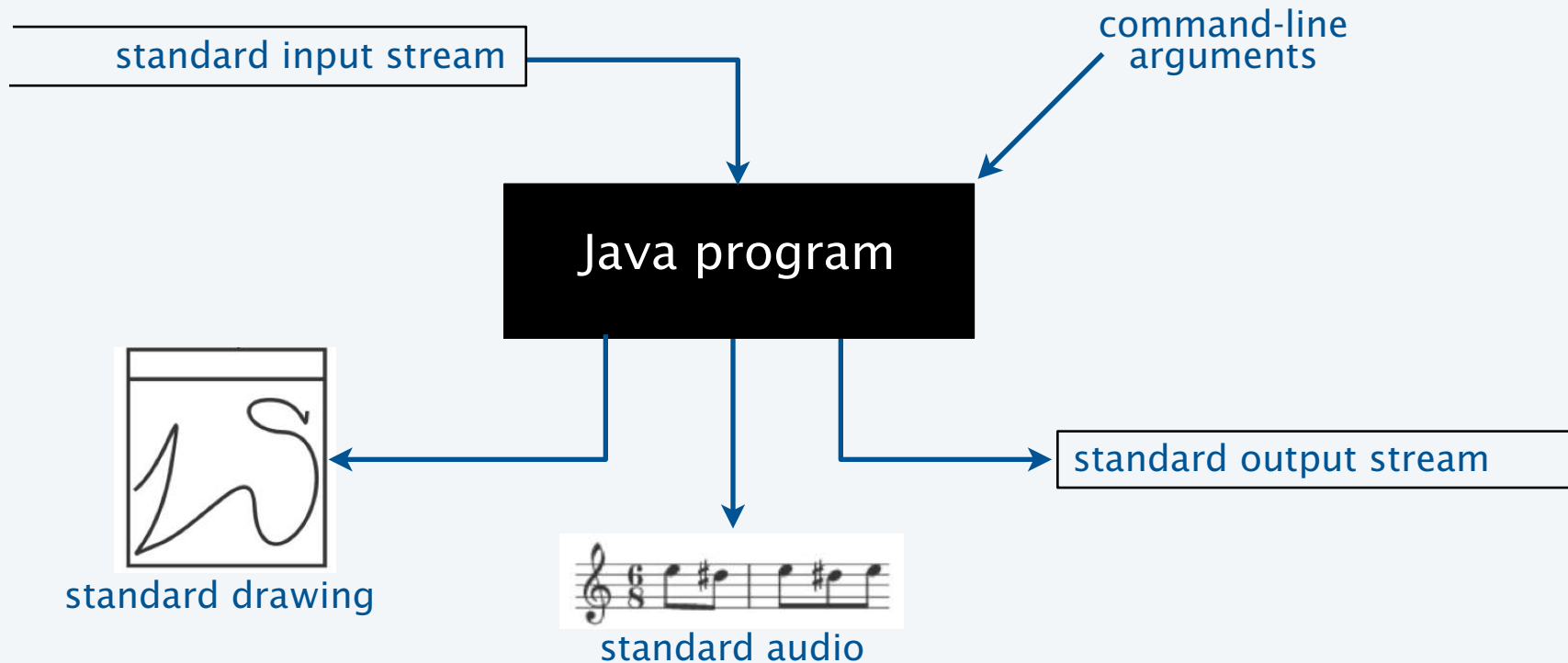
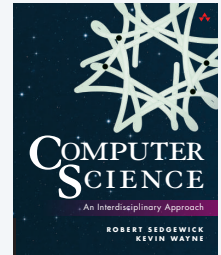


Stay tuned to next lecture for full description of StdAudio.

A set of I/O abstractions for Java

Developed for this course, but broadly useful

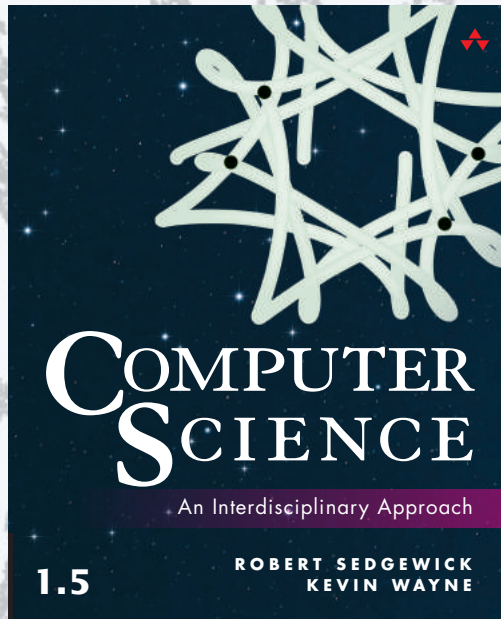
- StdIn, StdOut, StdDraw, and StdAudio.
- Available for download at booksite (and included in introcs software).





COMPUTER SCIENCE
S E D G E W I C K / W A Y N E
PART I: PROGRAMMING IN JAVA

CS.4.D.IO.Animation



<http://introcs.cs.princeton.edu>

4. Input and Output