CS 535 Object-Oriented Programming & Design
Fall Semester, 2003
Doc 5 Some Types and Control Structures

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References

Chapter 3, 5, 16

Smalltalk Best Practice Patterns, Kent Beck, page 180

Reading

(DevGuide) Pages 96-97, 311-318 (Up to Dates), 107-109

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Simple Basic Types

Boolean

d true
  Unique instance of True class

d false
  Unique instance of the False class

Smalltalk uses true and false for boolean values

Boolean operators (2 > 10) result in true or false

Integers (0, 1, etc) can not be used for boolean values

nil

Value of an uninitialized variable

Unique instance of the UndefinedObject class
Numbers

Integer
Float
Double
Fraction
Fixed-Point
**Integer**

Smalltalk supports Integers of arbitrary size

Available memory dictates integer range

- 536870912 to 536870911 (29 bits) are handled efficiently

Integers larger than 29 bits require multiple words

**Literal Forms**

1234  
1234567890123456789012345678901234567890123456

With base `<base>r<number>`

<table>
<thead>
<tr>
<th>Expression</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>16rFF</td>
<td>255</td>
</tr>
<tr>
<td>8r11</td>
<td>9</td>
</tr>
<tr>
<td>3r120</td>
<td>15</td>
</tr>
</tbody>
</table>

**Examples**

1 + 2  
-123 abs
Float

Floating-point precision numbers  
About 8 digits of accuracy  
Range ±10^38

Literal forms

<table>
<thead>
<tr>
<th>Expression</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>12.34</td>
<td>12.34</td>
</tr>
<tr>
<td>12.3e2</td>
<td>1230.0</td>
</tr>
<tr>
<td>3.14e-10</td>
<td>3.14e-10</td>
</tr>
</tbody>
</table>

Double

IEEE 64-bit floating-point numbers

About 14 or 15 digits of accuracy  
Range ±10^307

In scientific notation use d instead of e

<table>
<thead>
<tr>
<th>Expression</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>12.34d</td>
<td>12.34d</td>
</tr>
<tr>
<td>12.34d2</td>
<td>1234.0d</td>
</tr>
<tr>
<td>12.34 asDouble</td>
<td>12.340000152588d</td>
</tr>
</tbody>
</table>
Converting & Comparing Floating Point Numbers

Why does 12.34 asDouble result in 12.340000152588d?

12.34 is a decimal number

Most decimal numbers do not have exact binary representations

If you want a double start as a double

Exact comparisons of floating point numbers are dangerous

0.1 * 0.1 = 0.01 is false
Fixed-Point Numbers

Contain a fixed number of decimal places

Calculations are done using specified precision

Examples

\[\begin{align*}
10s3 \\
12.34s \\
12.34s5
\end{align*}\]

s indicates this is a fixed-point number
The integer after s indicates number of decimal places
If no integer after the s, then use precision of the number

<table>
<thead>
<tr>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.12s + 3.2s2</td>
<td>5.32s</td>
</tr>
<tr>
<td>2s3 / 3</td>
<td>0.667s</td>
</tr>
<tr>
<td>2.11s + 2.1s</td>
<td>4.21s</td>
</tr>
<tr>
<td>0.1s * 0.1s</td>
<td>0.0s</td>
</tr>
</tbody>
</table>
Fraction

Integer division results in a fraction

<table>
<thead>
<tr>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td>(1/2)</td>
</tr>
<tr>
<td>(1/2) + (1/3)</td>
<td>(5/6)</td>
</tr>
<tr>
<td>(2r11/16rAA) * 2</td>
<td>(3/85)</td>
</tr>
</tbody>
</table>

Converting Fractions to Floats

Operations with floats convert fractions to floats

The asFloat message converts a fraction to a float

<table>
<thead>
<tr>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2 asFloat</td>
<td>0.5</td>
</tr>
<tr>
<td>(1/2) + 1.5</td>
<td>2.0</td>
</tr>
<tr>
<td>(1.0/3)</td>
<td>0.333333333333333333333333333333333333333333</td>
</tr>
</tbody>
</table>
Converting Between Numbers

Important messages for any number
   asDouble
   asFloat
   asFixedPoint: precision
   asInteger
   asRational     "convert to fraction"

Examples

<table>
<thead>
<tr>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1/3) asDouble</td>
<td>0.33333333333333d</td>
</tr>
<tr>
<td>(1/3) asFloat</td>
<td>0.3333333</td>
</tr>
<tr>
<td>(1/3) asFixedPoint: 3</td>
<td>0.333s</td>
</tr>
<tr>
<td>(1/3) asRational</td>
<td>(1/3)</td>
</tr>
<tr>
<td>0.25 asRational</td>
<td>(1/4)</td>
</tr>
<tr>
<td>0.37 asRational</td>
<td>(284261/768273)</td>
</tr>
<tr>
<td>0.37s asRational</td>
<td>(37/100)</td>
</tr>
<tr>
<td>0.37d asRational</td>
<td>(37/100)</td>
</tr>
<tr>
<td>5 asFixedPoint: 3</td>
<td>5.000s</td>
</tr>
<tr>
<td>5.43 asInteger</td>
<td>5</td>
</tr>
<tr>
<td>5.43 asDouble</td>
<td>5.4299998283386d</td>
</tr>
<tr>
<td>5.432d asFixedPoint: 2</td>
<td>5.43s</td>
</tr>
<tr>
<td>5.437d asFixedPoint: 2</td>
<td>5.44s</td>
</tr>
</tbody>
</table>
Some Numerical Methods

Arithmetic

* + - / // \ \ abs negated quo: reciprocal rem:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Expression</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>division</td>
<td>4/2</td>
<td>2</td>
</tr>
<tr>
<td>integer division</td>
<td>5//2</td>
<td>2</td>
</tr>
<tr>
<td>modulo</td>
<td>5\2</td>
<td>1</td>
</tr>
<tr>
<td>-3 abs</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>5 negated</td>
<td>-5</td>
<td></td>
</tr>
</tbody>
</table>

Rounding

4.2 ceiling          | 5          |
4.2 floor            | 4          |
3.1523 roundTo: 0.01 | 3.15       |
4.2 truncated        | 4          |

Testing

3.2 even             | false      |
-3 sign              | -1         |

odd, isZero, negative, positive, strictlyPositive

Others

arcCos, arcSin, arcTan, cos, exp,
floorLog:, ln, log, log:, raisedTo:,
sin, sqrt, squared, tan
Characters

Various ways to reference a single character

<table>
<thead>
<tr>
<th>aChar</th>
</tr>
</thead>
<tbody>
<tr>
<td>aChar := $a.</td>
</tr>
<tr>
<td>aChar := $5.</td>
</tr>
<tr>
<td>aChar := Character tab.</td>
</tr>
<tr>
<td>aChar := Character value: 65.</td>
</tr>
<tr>
<td>aChar := 65 asCharacter.</td>
</tr>
<tr>
<td>aChar := 'cat' at: 1. &quot;indexing starts at 1&quot;</td>
</tr>
</tbody>
</table>

Character class provides class methods for white space characters

<table>
<thead>
<tr>
<th>backspace</th>
<th>cr</th>
<th>del</th>
</tr>
</thead>
<tbody>
<tr>
<td>esc</td>
<td>space</td>
<td>leftArrow</td>
</tr>
<tr>
<td>If</td>
<td>del</td>
<td>newPage</td>
</tr>
<tr>
<td>tab</td>
<td>e</td>
<td></td>
</tr>
</tbody>
</table>

Some Character Operations

<table>
<thead>
<tr>
<th>asciiValue</th>
<th>digitValue</th>
<th>&lt;</th>
<th>=</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;</td>
<td>isDigit</td>
<td>isLetter</td>
<td>isLowercase</td>
</tr>
<tr>
<td>isSeparator</td>
<td>isUppercase</td>
<td>isVowel</td>
<td>asCharacter</td>
</tr>
<tr>
<td>asInteger</td>
<td>asLowercase</td>
<td>asSymbol</td>
<td>asUppercase</td>
</tr>
</tbody>
</table>

$a isVowel returns true
What about Strings?

Smalltalk does have strings. Some important string methods use blocks. So we will first cover blocks. We will get back to strings.
Control Messages

If

Format (4 versions)

(boolean expression) ifTrue: trueBlock

(boolean expression) ifFalse: falseBlock

(boolean expression) ifFalse: falseBlock ifTrue: trueBlock

(boolean expression) ifTrue: trueBlock ifFalse: falseBlock

Examples

difference := (x > y)
    ifTrue: [ x - y]
    ifFalse: [ y - x]

a < 1 ifTrue: [Transcript show: 'hi mom' ]

x sin < 0.5 ifTrue:
    [y := x cos.
     z := y + 12.
     w := z cos]
### Logical Operations

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Or</td>
<td></td>
</tr>
<tr>
<td>And</td>
<td></td>
</tr>
<tr>
<td>Exclusive OR</td>
<td>xor:</td>
</tr>
<tr>
<td>Negation</td>
<td>not</td>
</tr>
</tbody>
</table>

### Lazy Logical Operations

<table>
<thead>
<tr>
<th>Message</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Or</td>
<td>or: orBlock</td>
</tr>
<tr>
<td>And</td>
<td>and: andBlock</td>
</tr>
</tbody>
</table>

The orBlock is evaluated only if the receiver of or: is false.

The andBlock is evaluated only if the receiver of and: is true.
Performance Note

To improve performance the compiler inlines some messages.

Since it does not make sense to send ifTrue: to anything but true and false, ifTrue: and ifFalse: messages are inlined. So they look like messages and they seem to act like messages, they do have the overhead of messages. One does not realize this unless one tries to modify the ifTrue: ifFalse: methods in the True and False classes. The changes would not have any effect.
Can I send ifTrue: to a non-Boolean?

Smalltalk compilers do not check for type usage

Type usage is check at runtime

If you send a message to an object that it does not implement a runtime error results

So if you execute the following you get a runtime error not a compile error:

```
5 ifTrue: [1 + 3 ]
```

Type Checking & Binding Time

A number of people believe that large programs can not be written in languages without typing, preferable strong type checking. They believe that without the compiler checking type usage programmers will make too many type usage errors. This will slow the development of programs and result in too many errors. Smalltalk is strongly typed. It is just that types are checked at run time. Programmers using Smalltalk, Lisp, Perl, APL, Python or Ruby (to name a few) tend to believe that type usage slows program development. Mixing these two groups of people in newsgroups results in many flame wars. These flame wars are a waste of emotional energy. Try Smalltalk and see for yourself. You might find that for you type checking at compile time is very important. If so then you know it by experience rather than repeating what you were told in a course. You might find that you do just fine without compile time type checking.
A Style Issue

Both of the following have the same effect

Which to use?

difference := (x > y)
  ifTrue: [ x - y]
  ifFalse: [ y - x]

(x > y)
  ifTrue: [difference := x - y]
  ifFalse: [difference := y - x]

Smalltalkers use and prefer the first version\(^1\).

The main goal of the above statements is to assign a value to difference. The first statement makes this clear. The second statement makes you work to see the both paths of the computation assign a value to difference.

---

\(^1\) See Smalltalk Best Practice Patterns, Kent Beck, Conditional Expression Pattern, page 180.
isNil

isNil
Answers true if receiver is nil otherwise answers false

Common Usage

x isNil
  ifTrue: [ do something]
  ifFalse: [ do something else]

Shortcuts

ifNil:ifNotNil:
ifNotNil:ifNil:
ifNil:
 ifNil: [ do something]
 ifNotNil: [ do something else]
Blocks

- A deferred sequence of actions – a function without a name
- Can have 0 or more arguments
- Executed when sent the message 'value'

Similar to
- Lisp Lambda- Expression
- C function
- Anonymous functions

General Format

```
[:variable1 :variable2 … :variableN |
  | blockTemporary1 blockTemporary2 … blockTemporaryK |
  expression1.
  expression2.
  …]
```

Zero Argument Block

| block x |
x := 5.
block := [Transcript show: x printString].
x := 10.
block value

Prints 10 in the Transcript window

| block x |
x := 5.
block := [:argument | Transcript show: (x + argument) printString].
x := 10.
block value: 4

Prints 14 in the Transcript window
Blocks and Return Values

Blocks return the value of the last executed statement in the block

\[
\begin{align*}
| \text{block} \ x | \\
\text{block} & := [ :a \ :b \ |
\text{c} | \\
& \quad \text{c} := a + b. \\
& \quad \text{c} + 5].
\end{align*}
\]

\( x := \text{block value: 1 value: 2}. \)

\( x \) has the value 8
Blocks and Arguments

\[2 + 3 + 4 + 5\] value
\[x | x + 3 + 4 + 5\] value: 2
\[x : y | x + y + 4 + 5\] value: 2 value: 3
\[x : y : z | x + y + z + 5\] value: 2 value: 3 value: 4
\[x : y : z : w | x + y + z + w\] value: 2 value: 3 value: 4 value: 5

Using the value: keyword message up to 4 arguments can be sent to a block.

\[a : b : c : d : e | a + b + c + d + e\] valueWithArguments: #( 1 2 3 4 5)
\[a : b | a + b\] valueWithArguments: #( 1 2 )

With the keyword message valueWithArguments: 1 or more arguments can be sent to a block

The argument to valueWithArguments: must be an array

#( 1 2 3) creates an array.

More on arrays soon.
Where is the Value Message?

In the message:

difference := (x > y)
   ifTrue: [ x - y]
   ifFalse: [ y - x]

where is value sent to the blocks?

In the False class we have:

ifTrue: trueAlternativeBlock ifFalse: falseAlternativeBlock
   ^falseAlternativeBlock value

In the True class we have:

ifTrue: trueAlternativeBlock ifFalse: falseAlternativeBlock
   ^trueAlternativeBlock value

The value message is send to the correct block in the True or False class depending on the value of (x > y)
Basic Loops

Format

aBlockTest whileTrue
aBlockTest whileTrue: aBlockBody
aBlockTest whileFalse
aBlockTest whileFalse: aBlockBody

The last expression in aBlockTest must evaluate to a boolean

Examples

|x y difference|
x := 8.
y := 6.
difference := 0.
[x > y] whileTrue:
  [difference := difference + 1.
   y := y + 1].
^difference

| count |
count := 0.
[count := count + 1.
count < 100] whileTrue.
Transcript clear; show: count printString

Note that with the whileTrue: message we can perform the loop check before we enter the loop, like a while statement in C/C++/Java. The whileTrue message acts like the do while statement in Java.
More Loops

Format
anInteger timesRepeat: aBodyBlock

startInteger to: endInteger do: blockWithArgument

start to: end by: increment do: blockWithArgument

Transcript
open;
clear.
3 timesRepeat:
[Transcript
   cr;
   show: 'Testing!'].

1 to: 3 do:
 [ :n |
   Transcript
   cr;
   show: n printString;
   tab;
   show: n squared printString].

9 to: 1 by: -2 do:
 [ :n | 
   Transcript
   cr;
   show: n printString].