

ECET 3810

W8: Casting, Scope, Access Specifiers, and Variable Types

Casting --> temporarily changes the type

Two Types: implicit (implied) and explicit (stated)

Rule of Thumb: implicit casting can occur, if precision is not lost

```
float pi = 3.1415926;
```

```
int i = pi;    // requires an explicit cast
```

```
int i = (int)pi;
```

What about?

```
int i = (int)(pi/2);
```

```
// yes, this will work. (pi/2) is an implicit cast; 2 becomes 2.00...
```

```
Balloon myBalloon = new Balloon("green", 10,10);  
:  
// myBalloon can be recast as an object, because it is an object  
aMethod((Object)myBalloon)  
  
:  
:  
public void aMethod(Object o)  
{  
    //do something  
}
```

```
Balloon myBalloon2 = new Balloon("yellow", 20,30);  
String str = "a string";
```

```
Object[ ] obj = {(Object)myBalloon2, (Object)str};  
anotherMethod(obj);
```

```
private void anotherMethod(Object[ ] o)  
{  
    :  
    // here we use two concepts: selecting array elements and casting  
    String s = (String)o[1];  
    Balloon b = (Balloon)o[0];  
}
```

Scope specifies the range of influence of a variable, method, or parameter

The scope of a method is the entire class

The scope of a variable depends on where it is located: variables not contained within a method are global to the entire class, whereas variables contained within a method are local to that method

```
public class MyClass
{
    private int i,j; //i and j are global variables
    :
    private void aMethod( )
    {
        :
        int k = i*j; //k is a local variable
    }
}
```

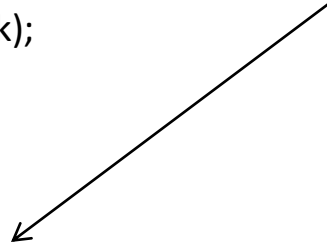
```
public class MyClass
{
    private static int i,j; //i and j are global variables

    public static void main(String[] args)
    {
        i = 3;
        j = 2;
        aMethod();
    }

    private static void aMethod()
    {
        int k = i*j; //k is a local variable
        System.out.println(k);
    }

    private static void anotherMethod()
    {
        System.out.println(k);
    }
}
```

“k” is undefined in anotherMethod



Can an access modifier broaden or narrow the scope? Yes.

```
public class MyClass
{
    private static int i,j,k; //i and j are global variables

:
    private static void aMethod( )
    {

        k = i*j; //k is now global
        System.out.println(k);
    }
}
```

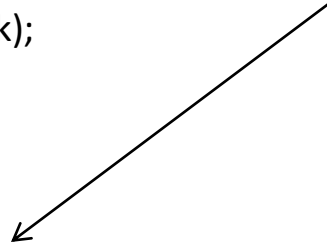
- public class MyClass
- {
- private static int i,j,k; //i and j are global variables

- public static void main(String[] args)
- {
- i = 3;
- j = 2;
- aMethod();
- }

- private static void aMethod()
- {
- k = i*j; //k is a global variable
- System.out.println(k);
- }

- private static void anotherMethod()
- {
- System.out.println(k);
- }
- }

“k” is global, and can be seen within anotherMethod



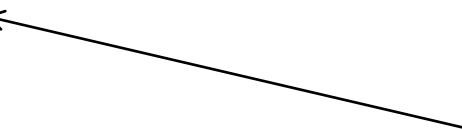
```
public class MyClass
{
    private static int i,j,k; //i and j are global variables

    public static void main(String[] args)
    {
        i = 3;
        j = 2;
        aMethod(i,j);
    }

    // parameters a and b are local to aMethod
    private static void aMethod(int a, int b)
    {
        k = a*b; //k is a local variable
        System.out.println(k);
    }

    private static void anotherMethod()
    {
        System.out.println(k);
    }
}
```

**Parameters are local
to their method**



Access Specifier: private, public, protected, and friendly (default)

private – scope restricted to current class in which it's contained

public – scope open to all classes

protected – scope available within the current class, to subclasses, or classes not even in the same package, but not to classes outside of the member's inheritance tree.

friendly – “package” scope open to all classes in the current package

Variable types:

<http://journals.ecs.soton.ac.uk/java/tutorial/java/nutsandbolts/vars.html>

Java keywords:

<http://java.sun.com/docs/glossary.html>