# From Scheme to Java

So far, we've translated data definitions:

```
; A snake is
;  (make-snake sym num sym)
(define-struct snake (name weight food))
```

⇒

```
class Snake {
  String name;
  double weight;
  String food;
  Snake(String name, double weight, String food) {
    this.name = name;
    this.weight = weight;
    this.food = food;
  }
}
```

# Functions in Scheme

```
; A snake is
;  (make-snake sym num sym)
(define-struct snake (name weight food))

; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake-lighter? s n)
  (< (snake-weight s) n))

(snake-lighter? (make-snake 'Slinky 10 'rats) 10)
"should be" false
(snake-lighter? (make-snake 'Slimey 5 'grass) 10)
"should be" false
```

# Functions in Java

```
class Snake {
  String name;
  double weight;
  String food;
  Snake(String name, double weight, String food) {
    this.name = name;
    this.weight = weight;
    this.food = food;
  }

  // Determines whether it's < n lbs
  boolean isLighter(double n) {
    return this.weight < n;
  }
}

new Snake("Slinky", 10, "rats").isLighter(10)
"should be" false
```

# Functions in Java

```
class Snake {
  String name;
  double weight;
  String food;
  Snake(String name, double weight, String food) {
    this.name = name;
    this.weight =
    this.food = f
  }

  // Determines
  boolean isLighter(double n) {
    return this.weight < n;
  }
}

new Snake("Slinky", 10, "rats").isLighter(10)
"should be" false
```

A function becomes a ***method*** that is in the **`class`**

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake-lighter? s n)
  (< (snake-weight s) n))
```

Java:

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether
(define (snake-light
  (< (snake-weight s
```

Java:

```
// Determines wheth
boolean isLighter(double n) {
  return this.weight < n;
}
```

A method in **Snake** has an implicit **Snake this** argument

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-light                    > bool
;  Determines                     lbs
(define (snak
  (< (snake-w
```

Java:

```
// Determines                    n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

All other arguments are explicit, and the type is next to the name, as in `double n`

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake-lighter? s n)
  (< (snake-weight s) n))
```

Java:

The result type is **boolean**

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
                  < n lbs
```

Java:

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

Since the method takes a **Snake** and **double** and produces a **boolean**, the contract is **Snake double -> boolean** and we don't write it as a comment

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake
  (< (snake-we
```

Java:

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

Purpose comment is as in Scheme, but comments start with //

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake-lighter? s n)
  (< (snake-weight s
```

Java:

```
// Determines whet
boolean isLighter(
  return this.weight < n;
}
```

Instead of
`(snake-weight s)`
use
`this.weight`

# Methods in Java

Comparing just the function and method:

Scheme:

```
; snake-lighter? : snake num -> bool
;  Determines whether s is < n lbs
(define (snake-lighter? s n)
  (< (snake-weight s) n))
```

Java:

```
// Dete
boolea                    {
  return this.weight < n;
}
```

Explicitly designate the result with **return**

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
bool                                ) {
  ret
}
```

First the purpose, starting with `//`

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return
}
```

Then the result type

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
```

Then the method name (not capitalized, by convention)

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
    return this.weight < n;
```

Start arguments with **(**

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
    return this.weight < n;
}
```

Arguments except for **`this`** — use a type for each argument, and separate multiple arguments with **`,`**

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

End arguments with `)`

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return th
}
```

Then a `{`

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

Body using Java notation, put **`return`** before a result

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

Put `;` after a result

# Methods in Java, Step-by-Step

Inside the **`class`** declaration...

```
// Determines whether it's < n lbs
boolean isLighter(double n) {
  return this.weight < n;
}
```

End with `}`

# Method Calls in Java

Original tests:

Scheme:

```
(snake-lighter? (make-snake 'Slinky 10 'rats) 10)
"should be" false
```

Java:

```
new Snake("Slinky", 10, "rats").isLighter(10)
"should be" false
```

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should be" false
```

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky
"shoul
```

Constant definition starts with the constant's type

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isL
"should be" false
```

Then the name

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter
"should be" false
```

Then =

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky
"shoul
```

Then an expression

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should be" false
```

End with ;

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"shou
```

Method call starts with an expression for the implicit **`this`** argument

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
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Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should
```

Then .

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

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(define SLINKY (make-snake 'Slinky 10 'rats))

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"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should be"
```

Then the method name

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

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```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should
```

Then (

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
```

Then expressions for the explicit arguments separated by `,`

# Method Calls in Java

Equivalent, using constant definitions:

Scheme:

```
(define SLINKY (make-snake 'Slinky 10 'rats))

(snake-lighter? SLINKY 10)
"should be" false
```

Java:

```
Snake slinky = new Snake("Slinky", 10, "rats");

slinky.isLighter(10)
"should be" false
```

Then )

# Templates

In Scheme:

```
; A snake is
;  (make-snake sym num sym)
(define-struct snake (name weight food))

; func-for-snake : snake -> ...
(define (func-for-snake s)
  ... (snake-name s)
  ... (snake-weight s)
  ... (snake-food s) ...)
```

# Templates

Same idea works for Java:

```
class Snake {
  String name;
  double weight;
  String food;
  Snake(String name, double weight, String food) {
    this.name = name;
    this.weight = weight;
    this.food = food;
  }

  ... methodForSnake(...) {
    ... this.name
    ... this.weight
    ... this.food ...
  }
}
```

# More Examples

- Implement a **`feed`** method for **`Snake`** which takes an amount of food in pounds and produces a fatter snake
- Implement a **`feed`** method for **`Dillo`** and **`Ant`**
- Implement a **`feed`** method for **`Animal`**

# Lists in Java

- Translate the **`list-of-num`** data definition to Java and implement a **`length`** method