Week 2:
Quick and Dirty Jython Refresher
(Prelude to Asynchronous Programming)
Today’s Menu

- Review of lo-fi prototyping homework
- Jython Refresher
  - Collection Classes
  - Scoping and Modules
  - Classes and Objects
  - GUI Programming
- Useful odds-and-ends that may come in handy for the next assignment
Review of First Assignment

- Great job!
- Wide diversity in techniques, level of detail, etc.

- Some issues:
  - Online versus offline users
  - Authentication

- What’s supported by the protocol, and what goes into the client?
Jython Collection Classes
Collections

- One of the strongest features of Jython: powerful built-in data structures
- Let you organize and retrieve collections of data in ways that would be impractical if you had to stash every item in a variable
- Sequences
  - Lists
  - Tuples
- Dictionaries
Variables and References

- A variable is simply a name that contains a reference to some information
- `foo = “Hello, world”`

- Variables can be reassigned, and multiple variables can refer to the same thing.
- Stashing a reference in a variable gives you a way to name it, and get at it later.
The Need for More Complex Data Structures

- Some more complex structures are hard to represent by just a named variable though.
- Example: you want to keep track of all of the users in a chat.
  - user1 = “Steven”
  - user2 = “Amy”
  - ...
- This is too static. Would you just create 1000 variables in case you ever had that many users? How would you do something to each one (can’t easily iterate)
Lists to the Rescue

- Fortunately, Jython has a built-in way to do this: *lists*
  - \( \text{foo} = [\text{“one”}, \text{“two”}, \text{“three”}] \)

- Lists collect multiple references to data items into a single data structure
- These references are *ordered*
- The contents of the list can be altered (it is *mutable*)
- \( \text{currentChatUsers} = [\text{“Amy”}, \text{“Steven”}, \ldots] \)
A Quick Jython List Refresher

- Lists are *ordered* collections of items
  
  ```python
  >>> L=[0,‘zero’,‘one’, 1]
  ```

- Selecting items from a list (note indices start at 0!)
  
  ```python
  >>> print L[1]
  ‘zero’
  ```

- Getting the length of a list
  
  ```python
  >>> len(L)
  4
  ```

- Modifying lists
  
  ```python
  >>> L.append(‘two’)
  >>> L.remove(‘zero’)
  >>> print L
  [0,‘one’, 1,‘two’]
  ```

- Iteration
  
  ```python
  for item in L:
    print item
  ```
Tuples: Fixed Sequences

- Like lists, only *immutable*
  - The set of references in a tuple is **fixed**
- Generally used either when:
  - You need a constant list
    - `daysOfWeek = ( "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday", "Sunday" )`
  - You need to group together a set of data related data items that are fixed:
    - `myContactInfo = ( "Keith Edwards", "TSRB348", "keith@cc" )`
- All list operations work on tuples, except ones that modify the set of references within the tuple
  - So, no `append()`, `remove()`, etc.
Associating Data Items With Each Other

- Sometimes, you need to associate one item with another one
  - Example: hours worked on each day of the week:
    
    | “Sunday”  | 4.5 |
    | “Monday”  |  8  |
    | ...       | ... |

- You could do this with variables, as long as there’s a fixed set of them:
  - sunday=4.5
  - monady=8
If you don’t know the associations you might have up front, you could use parallel lists:
- `workDates = [“1/29/05”, “1/30/05”, “2/1/05”, ... ]`
- `workHours = [4.5, 8, 5.5, ... ]`
Then, iterate through the first list to find the date you’re looking for, then look for the item with the corresponding index in the second list
- Too much work! Too error prone!
- Fortunately, Jython has a built-in data structure for creating associations: the `dictionary`
The Dictionary Data Structure

- Dictionaries associate *values* with *keys* (you *lookup* a value given its key)
- Both are references to data items
- \( \text{workRecord} = \{ \text{“1/29/05”: 4.5,”1/30/05”: 8,“2/2/05”: 5.5 } \} \)

- *Dictionaries are the most commonly used Jython data type*
- *Virtually any Jython data type can be used as a key or as a value*
A Quick Jython Dictionary Refresher

- Initializing a dictionary:
  ```python
  >>> dict = {'one': 1, 'two': 2, 'three': 3}
  ```

- Looking up values:
  ```python
  >>> dict["two"]
  2
  ```

- Inserting and changing values:
  ```python
  >>> dict["four"] = 4
  >>> dict["two"] = 2222
  >>> dict
  {'one': 1, 'two': 2222, 'three': 3, 'four': 4}
  ```

- Other operations:
  ```python
  >>> del dict["one"]
  >>> len(dict)
  3
  ```
Scoping and Modules
Scoping

- What is scoping?
- Scoping is a fancy word that just means “the rules about what you can see from where” in a program
- The *namespace* is the collection of stuff that you can see from any given point in a program
An Example: Scoping Error

- `welcomeMsg = “Hello!”`
- `def changeWelcomeMsg():`
  - `welcomeMsg = “Bonjour!”`
  - `print “New welcome message is”, welcomeMsg`
- `changeWelcomeMsg()`
- `>>> New welcome message is Bonjour!`
- `print welcomeMsg`
- `“Hello!”`
An Example: Scoping Error

- `welcomeMsg = "Hello!"`
- `def changeWelcomeMsg():`
  - `welcomeMsg = "Bonjour!"
  - `print "New welcome message is", welcomeMsg`

- `changeWelcomeMsg()`
- `>>> New welcome message is Bonjour!`
- `print welcomeMsg`
- `"Hello!"`

`welcomeMsg` is defined in the global scope.

This lines defines a new variable with the same name, in the local scope!

Since this call to `print` is outside the function `changeWelcomeMsg()`, it refers to the `welcomeMsg` variable in the global scope.
Thinking About Scopes

- Variables named in the **global scope** are available to statements in **any** scope
  - Unless they have been “hidden” by a local variable with the same name, as in the error example
- Variables named in a **local scope** are only available to statements in that scope
- The first **assignment** to a variable determines the scope it is in
More on Scopes

- “Global” really means the file the variable is in
  - When you start developing with multiple files, each file defines its own scope that is “global” for that file
- Each call to a function creates a new local scope
  - Thus if a variable `foo` is defined in function `func()`, each call to `func()` has its own new “namespace” and its own separate `foo`
- By default, *all* assignments that you make in a function create names in the local scope
  - Advanced: you can use the `global` statement if you want to change a global variable from within a function
- Names not assigned to in a function are assumed to be globals
Still More on Scopes

• What all this boils down to is...
  • Local variables (those first assigned to within a function) serve as temporary names you need only when a function is running
  • This helps modularity of your program (”hide” details within a function)

• But:
  • You need to be careful when using a name within a function that’s defined outside
  • Subtle and hard to track bugs...
Modules

- *Modules* are the highest level building blocks in a Jython program
- Usually correspond to a single file of code
- Let you organize your code more creatively:
  - Reuse code by storing it in files, callable by other files
  - Partition the variable and function namespace (so that not everything has to be at the “top level”)
  - Create functionality or data that can be shared across programs
- You *import* a module to gain access to its functionality
Breaking Your Program into Separate Files

- a.py
  import b

- b.py
  import c

- c.py
Imports

- Each *import* statement defines a new namespace
  - Imagine a file *networking.py*, containing a function *broadcast()*
  - In your code:
    - import networking
    - networking.broadcast()
- You can assign more convenient names at the time of import
  - Example: *networking* is too long to type repeatedly, or collides with another name in your program
  - In your code:
    - import networking as net
    - net.broadcast()
  - Or:
    - import javax.swing as swing
    - list = swing.JList()
Classes and Objects
Objects

- Objects are simply a way to group together a set of functions with the data that they operate on
- The built-in Jython types are *already* objects!
  - Strings, integers, lists, dictionaries, etc.
- You can also create your own
  - You first have to write a “blueprint” for what the object will do
  - This is called the object’s *class*
  - Defines what operations are available on it, what data it contains, etc
  - You can use the blueprint to make *instances* of the class

- Terminology:
  - Instances are the actual objects
  - Classes are just the blueprints for making instances
Defining a New Class

```python
class Counter:
    def __init__(self):
        self.count = 0
    def increment(self):
        self.count = self.count + 1
        return self.count

>>> c = Counter()
>>> c.increment()
1
>>> c.increment()
2
```

You define a new class via the `class` keyword

`__init__()` is a special function that is called when an instance of the class is created

Classes can contain functions

Every function in a class takes an additional argument, called `self`, which refers to the object on which the function is being called.

Within a class, you must refer to data in the class explicitly by scope: `self.count`

Creating an instance of a class looks like using the class name as a function call
Each Instance is Separate

- Each instance has its own copy of the data, and its own namespace:
  ```python
  >>> c1 = Counter()
  >>> c2 = Counter()
  >>> c1.increment()
  1
  >>> c1.increment()
  2
  >>> c2.increment()
  1
  ```

- Object-oriented programming lets you create reusable chunks of code and data
- Each copy is separate from the others
- Advanced: there are ways to have instances of a class share data
Coming Full Circle...

- In Jython, everything makes use of the same simple mechanisms:
  - Modules are really *dictionaries* that map from names (of variables and functions) to the data and code in those modules
    - import networking
    - print networking.__dict__
    - {'broadcast': <function at 15905785>}
  - Classes use the same mechanisms under the cover
    - print Counter.__dict__
    - {'__module__': '__main__', 'increment': <function increment at 8963605>, '__doc__': None, 'count': 0}
  - These dictionaries just define the names that are valid within the module or class
GUI Programming
GUI Programming 101

- The most important thing:
  - GUIs are layed out as trees
- There is a toplevel container, usually a window
- Inside this are multiple panels (often invisible), used to control layout
- For page layout people, think of the grid
  - Decompose interface into rectangular regions
  - May need many (invisible) sublevels to get it all right
An Example

`JFrame`

`ContentPane`

`JPanel`

`ScrollPane`

`TextArea`

`Label`
Some Common Swing Widgets

- **Swing**: Java’s GUI programming toolkit, callable in Jython
- On today’s menu:
  - JFrames, JPanels
  - Layout Managers
  - JLists
  - JButtons
  - JLabels, JTextFields, JTextAreas
- This is an overview *only*
- You can do much more than I’ve shown here with each of these widgets, plus there are many more widgets than these
Swing Widgets in Jython: JFrames and JPanels

- JFrames are top-level windows
- JPanels allow grouping of other widgets

- Each JFrame has a panel into which the frame’s contents must go: the `contentPane`
  ```python
  window = swing.JFrame("FrameDemo")
  window.contentPane.add(new JButton)
  ```
- You must `pack` and `show` a JFrame to display it
  ```python
  window.pack()
  window.show()
  ```
Swing Widgets in Jython: Layout Managers

- Layout Managers control the placement of widgets in a JPanel
- Simplest by far: `awt.BorderLayout`
  ```python
  window.contentPane.layout = awt.BorderLayout()
  window.contentPane.add("Center", swing.JButton("Button 2 (CENTER)")
  ```
- Five regions:
  - North, South: expand horizontally
  - East, West: expand vertically
  - Center: expands in both directions
Swing Widgets in Jython: JLists

- JLists are collections of widgets
  - `list = swing.JList()`
- Put JLists in a JScrollPane to make them scrollable
  - `window.contentPane.add(swing.JScrollPane(list))`
- JLists contain a `listData` member with the contents
  - `list.listData = ['January', 'February', 'March', ...]`
- `selectedValue` contains the selected item!
  - `>>> print list.selectedValue`
  - `'March'`
Swing Widgets in Jython: JButtons

- JButtons have many fancy features...
  - Images, labels, tooltips, etc.
- Basic use is very simple:
  - Supply a label when you construct the button
    - `button = swing.JButton("This is my label!")`
  - Provide a function to use as a callback
    - `def callbackFunction(event):
      
      ...`
    - `button.actionPerformed = someCallback`
  - NOTE: when the function is a *method*, you must handle it slightly differently!
    - `def callbackMethod(self, event):
      
      ...`
    - `button.actionPerformed = self.someCallback`
Swing Widgets in Jython:
JTextFields, JTextAreas, and JLabels

- JLabels are the world’s simplest widgets
  years = swing.JLabel("Years")

- JTextFields are used for single-line text entry
  yearValue = swing.JTextField()
  print yearValue.text
  30

- JTextAreas are used for longer pieces of text
  area = swing JTextArea(24, 80)
  area.editable = 0
  print area.text
  area.text = area.text + “One more string”
Putting it All Together
Code Walkthrough and Demo
• How do you make a “main” program?
  • Analog to void main() in C, public static void main() in Java
• In Jython, the system variable __name__ will be set to the string “__main__” in any file passed directly on the command line to Jython
• Example:
  • if __name__ == “__main__”:
    • sampler = SwingSampler()
Useful Odds-and-Ends #2

- How do you get the name of the user running your program?
- Useful in, e.g., a Chat program if you don’t want to require users to log in explicitly
- Note: for testing, you probably want some way to override this, so that you can simulate multiple users on the same machine
  - import java.lang as lang
  - me = lang.System.getProperty("user.name")
- Returns login name
Useful Odds-and-Ends #3

- How do you pass arguments on the command line?
- Useful, for example, to override the user name or set other parameters explicitly
- The variable `sys.argv` is the “argument vector”--the list of arguments passed on the command line
- The first element (`sys.argv[0]`) is always the name of the Jython file
- Example:
  - import sys
  - if __name__ == "__main__":
    - if len(sys.argv) > 1:
      - print "Got an argument", sys.argv[1]
    - else:
      - print "Got no arguments"