
Working with ASCII code in Java

- Characters in a programming language

- Characters:

- **Characters** (a.k.a. **character constants**) are **denoted** using **single quotes**:

```
'A' 'B' 'C' '1' '2' ...
```

- The **type** of a **character** is:

```
char
```

- The **value** of a **character** is:

- The **value** assigned by the **ASCII code** to that **character**

- Example:

- **'H'**:

- The **data type** of the **character constant H** is: **char**

- the **value** of the **character constant H** is: **72₁₀** (or **01001000** in binary)

- Quiz 1:

- **Consider** the following **program**:

```
char c;  
c = 'H';
```

Question:

- What is the **bit pattern** stored in the **variable c** ?

■ **Answer:**

01001000

○ **Quiz 2:**

■ **Consider** the following **program**:

```
byte c;  
c = 72;
```

Question:

- What is the **bit pattern** stored in the **variable c** ?

■ **Answer:**

01001000

○ **Note:**

■ The **difference** between:

- The **character constant** `n` that is **represented** by the binary pattern `01001000`
- The **unsigned value** `7210` that is **represented** by the **same** binary pattern `01001000`

is:

- The **data type** !!!

(Remember the **Java compiler** use the **data type** as *context* to **interpret (= decode)** the **values** !!!)

- **Strings**

- **String:**

- **String** = a **sequence** of **characters**

- **Casting between character type and integer type**

- In **Java**, we can **cast** between **char** and **byte** (or **short** or **int**) data types:

```
byte b;

char c;

b = (byte) c;    // Casts character value in c to byte type
c = (char) b;    // Casts byte value in b to char type
```

- **What** happens in a **cast operation** between **character data type** and **integer data type**:

- The **bit pattern** is *copied*
- The **type** is **changed** !!!

- **Example 1:**

```
char c;
byte b;

c = 'H';           // c contains: 01001000  type: char
b = (byte) c;      // b contains: 01001000  type: byte

System.out.println(b); // Prints 72
                       // Because it's the decimal representation for
```

```
// the 2's complement code 01001000
```

Example Program: (Demo above code)

Example

- Prog file: [click here](#)

How to run the program:

- **Right click** on link(s) and **save** in a scratch directory
- To compile: `javac CastingChar1.java`
- To run: `java CastingChar1`

○ **Example 2:**

```
char c;
byte b;

b = 72;           // b contains: 01001000  type: byte
c = (char) b;    // c contains: 01001000  type: char

System.out.println(c); // Prints 'H'
                    // Because it's the symbol representation for
                    // the ASCII code 01001000
```

Example Program: (Demo above code)

Example

- Prog file: [click here](#)

How to run the program:

- **Right click** on link(s) and **save** in a scratch directory
- To compile: `javac CastingChar1.java`
- To run: `java CastingChar1`

○ **Quiz:**

- What is the output of:

```
char c;
byte b;
```

```
c = 'H';  
b = (byte) c;  
b++;  
c = (char) b;  
  
System.out.println( c );    // ???????
```

Answer:

I
