Objectives

- To use Java operators to write numeric expressions
- To use short hand operators
- To cast value of one type to another type

Chapter 2 Elementary Programming

Numerical Data Types

Name	Range	Storage Size
byte	-2^7 (-128) to 2^7-1 (127)	8-bit signed
short	-2^{15} (-32768) to $2^{15}-1$ (32767)	16-bit signed
int	-2^{31} (-2147483648) to $2^{31}-1$ (2147483647)	32-bit signed
long	-2^{63} to $2^{63}-1$ (i.e., -9223372036854775808 to 9223372036854775807)	64-bit signed
float	Negative range: -3.4028235E+38 to -1.4E-45 Positive range: 1.4E-45 to 3.4028235E+38	32-bit IEEE 754
double	Negative range: -1.7976931348623157E+308 to -4.9E-324 Positive range: 4.9E-324 to 1.7976931348623157E+308	64-bit IEEE 754

Numeric Operators

Name	Meaning	Example	Result
+	Addition	34 + 1	35
-	Subtraction	34.0 - 0.1	33.9
*	Multiplication	300 * 30	9000
/	Division	1.0 / 2.0	0.5
%	Remainder	20 % 3	2

Integer Division

+, -, *, /, and %

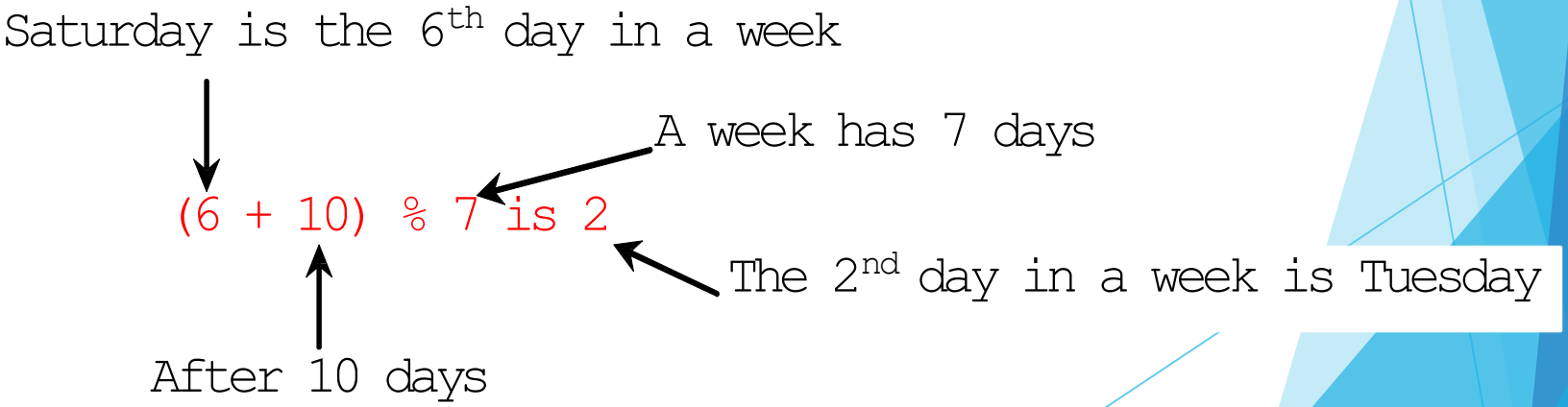
5 / 2 yields an integer 2.

5.0 / 2 yields a double value 2.5

5 % 2 yields 1 (the remainder of the division)

Remainder Operator

- Remainder is very useful in programming.
- For example, an even number % 2 is always 0 and an odd number % 2 is always 1.
- So you can use this property to determine whether a number is even or odd.
- Suppose today is Saturday and you and your friends are going to meet in 10 days. What day is in 10 days? You can find that day is Tuesday using the following expression:



NOTE

- Calculations involving floating-point numbers are approximated because these numbers are not stored with complete accuracy.
- For example,

System.out.println(1.0 - 0.1 - 0.1 - 0.1 - 0.1 - 0.1);

displays 0.5000000000000001, not 0.5, and

System.out.println(1.0 - 0.9);

displays 0.09999999999999998, not 0.1.

- Integers are stored precisely.
- Therefore, calculations with integers yield a precise integer result.

Exponent Operations

```
System.out.println(Math.pow(2, 3));
// Displays 8.0
System.out.println(Math.pow(4, 0.5));
// Displays 2.0
System.out.println(Math.pow(2.5, 2));
// Displays 6.25
System.out.println(Math.pow(2.5, -2));
// Displays 0.16
```

Arithmetic Expressions

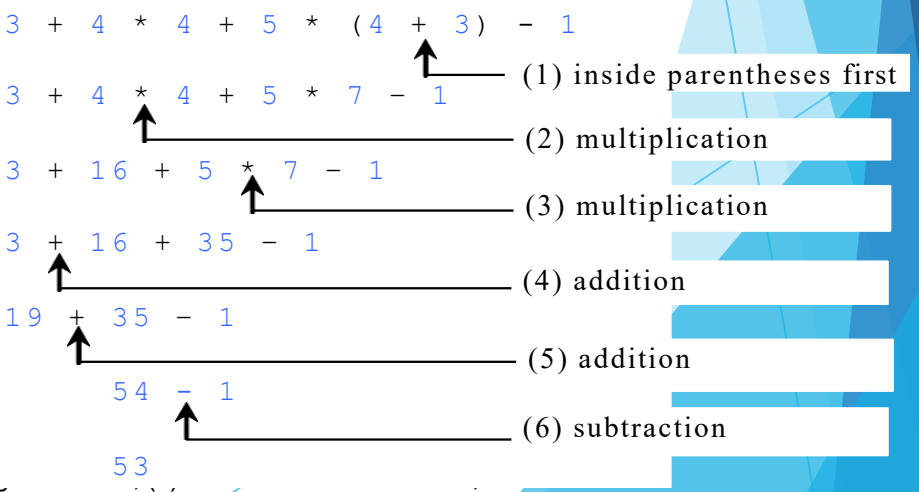
$$\frac{3+4x}{5} - \frac{10(y-5)(a+b+c)}{x} + 9\left(\frac{4}{x} + \frac{9+x}{y}\right)$$

is translated to

```
(3+4*x)/5 – 10*(y-5)*(a+b+c)/x + 9*(4/x + (9+x)/y)
```

How to Evaluate an Expression

- Though Java has its own way to evaluate an expression behind the scene, the result of a Java expression and its corresponding arithmetic expression are the same.
- Therefore, you can safely apply the arithmetic rule for evaluating a Java expression.



Operator Precedence

- var++, var--
- +, - (Unary plus and minus), ++var,--var
- (type) Casting
- ! (Not)
- *, /, % (Multiplication, division, and remainder)
- +, - (Binary addition and subtraction)
- <, <=, >, >= (Comparison)
- ==, !=; (Equality)
- ^ (Exclusive OR)
- && (Conditional AND) Short-circuit AND
- || (Conditional OR) Short-circuit OR
- =, +=, -=, *=, /=, %= (Assignment operator)

Operator Precedence and Associativity

- The expression in the parentheses is evaluated first. (Parentheses can be nested, in which case the expression in the inner parentheses is executed first.)
- When evaluating an expression without parentheses, the operators are applied according to the precedence rule and the associativity rule.
- If operators with the same precedence are next to each other, their associativity determines the order of evaluation. All binary operators except assignment operators are left-associative.

Operator Associativity

- When two operators with the same precedence are evaluated, the *associativity* of the operators determines the order of evaluation. All binary operators except assignment operators are *left-associative*.

  a - b + c - d is equivalent to ((a - b) + c) - d

- Assignment operators are *right-associative*. Therefore, the expression

  a = b += c = 5 is equivalent to a = (b += (c = 5))

Problem: Converting Temperatures

Write a program that converts a Fahrenheit degree to Celsius using the formula:

$$celsius = (\frac{5}{9})(fahrenheit - 32)$$

Note: you have to write
celsius = (5.0 / 9) * (fahrenheit – 32)

Augmented Assignment Operators

Operator	*Name*	*Example*	*Equivalent*
+=	Addition assignment	`i += 8`	`i = i + 8`
-=	Subtraction assignment	`i -= 8`	`i = i - 8`
*=	Multiplication assignment	`i *= 8`	`i = i * 8`
/=	Division assignment	`i /= 8`	`i = i / 8`
%=	Remainder assignment	`i %= 8`	`i = i % 8`

Increment and Decrement Operators

Operator	*Name*	*Description*	*Example (assume i = 1)*
`++var`	preincrement	Increment `var` by `1`, and use the new `var` value in the statement	`int j = ++i;` `// j is 2, i is 2`
`var++`	postincrement	Increment `var` by `1`, but use the original `var` value in the statement	`int j = i++;` `// j is 1, i is 2`
`--var`	predecrement	Decrement `var` by `1`, and use the new `var` value in the statement	`int j = --i;` `// j is 0, i is 0`
`var--`	postdecrement	Decrement `var` by `1`, and use the original `var` value in the statement	`int j = i--;` `// j is 1, i is 0`

Increment and Decrement Operators, cont.

```
int i = 10;
int newNum = 10 * i++;
```

Same effect as

```
int newNum = 10 * i;
i = i + 1;
```

```
int i = 10;
int newNum = 10 * (++i);
```

Same effect as

```
i = i + 1;
int newNum = 10 * i;
```

Increment and Decrement Operators, cont.

- Using increment and decrement operators makes expressions short, but it also makes them complex and difficult to read.
- Avoid using these operators in expressions that modify multiple variables, or the same variable for multiple times such as this: int k = ++i + i.

Numeric Type Conversion

Consider the following statements:

```
byte i = 100;
long k = i * 3 + 4;
double d = i * 3.1 + k / 2;
```

Conversion Rules

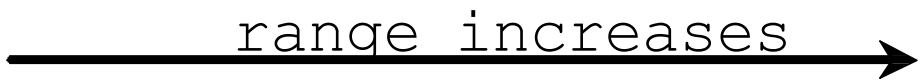
When performing a binary operation involving two operands of different types, Java automatically converts the operand based on the following rules:

1. If one of the operands is double, the other is converted into double.
2. Otherwise, if one of the operands is float, the other is converted into float.
3. Otherwise, if one of the operands is long, the other is converted into long.
4. Otherwise, both operands are converted into int.

Type Casting

```
Implicit casting
   double d = 3; (type widening)

Explicit casting
   int i = (int)3.0; (type narrowing)
   int i = (int)3.9; (Fraction part is truncated)
```



byte, short, int, long, float, double