

CS 113 – Computer Science I

Lecture 06 – Booleans & Conditionals

Tuesday 09/24/2024

Announcements

- HW02
 - Due tonight
- HW03 – released
 - Due Monday 09/30 11:59pm
- Thursday 10/03
 - Rosh Hashana
 - Either no class or guest lecture, TBD

Agenda

Review

Booleans

Conditionals

String Comparison

Recursion

Booleans & Conditionals

A new data type: Booleans

- Contains two possible values:
 - `true; false;`
 - `boolean isWet = true;`
- boolean expression

Boolean Expressions & Relational Operators

- Conditional expression produces either `true` or `false`
- Relational Operators:
 - `>`
 - `>=`
 - `<`
 - `<=`
 - `==`
 - `!=`
- Watch out about `==` vs `=`

Logical Operators

- Way to combine Boolean expressions
- logical Operators:
 - `&&` - and
 - `||` - or
 - `!` - not

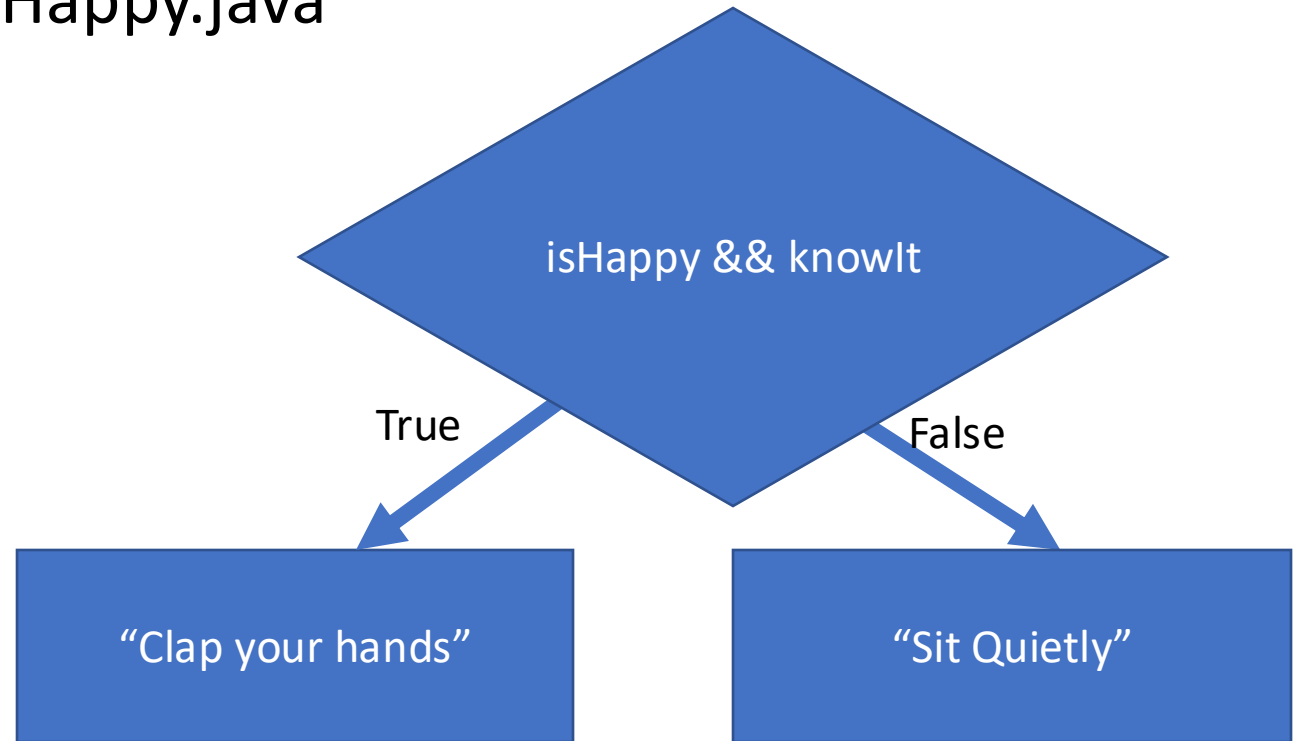
Rules of logical operators

1. $X \ \&\& \ Y$ is true when
 1. Both X and Y are true
2. $X \ || \ Y$ is true when
 1. X is true or Y is true
3. $!X$ is true when
 1. X is false
4. $!X$ false when
 1. X is true

Decision making

Idea: Branching decision-making based on Boolean expressions

- Example: A **decision tree** for Happy.java

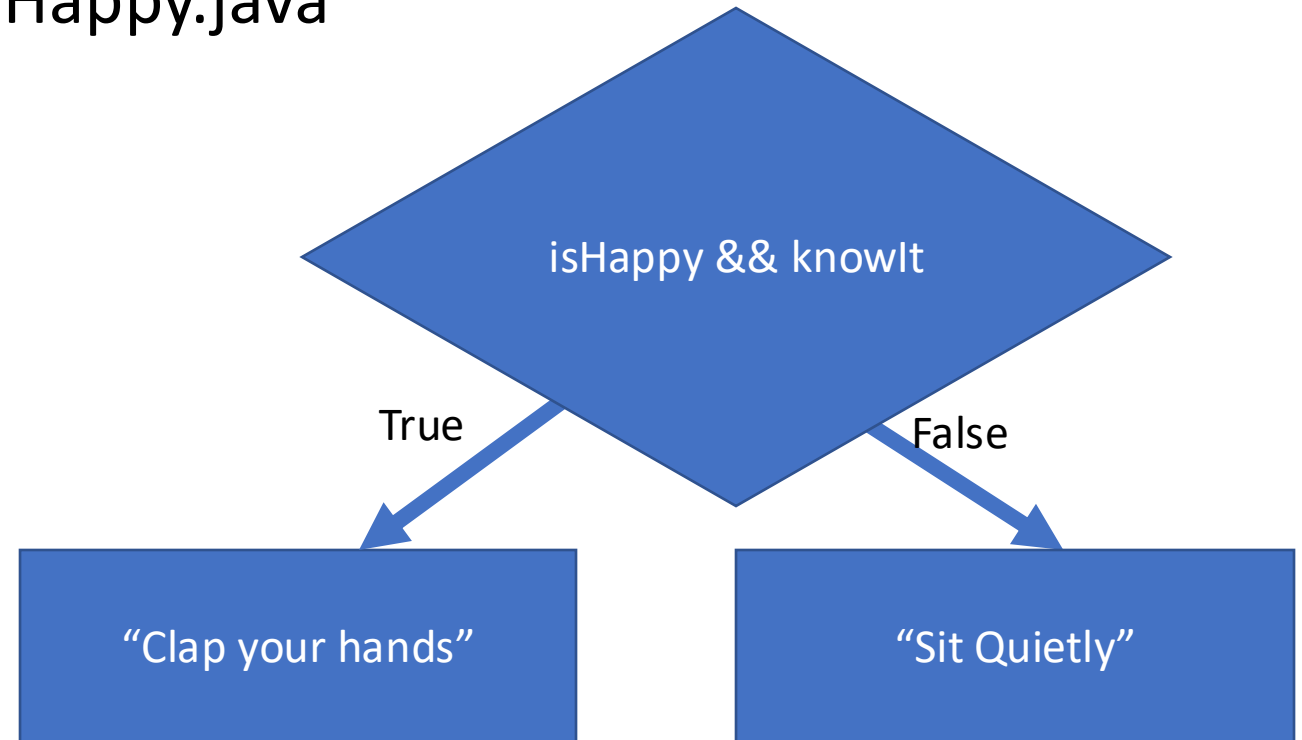


Decision making: if/else

Idea: Branching decision-making based on Boolean expressions

- Example: A **decision tree** for Happy.java

```
if (isHappy && knowIt) {  
    System.out.println("Clap your hands!");  
}  
else {  
    System.out.println("Sit quietly.");  
}
```



Exercise: IsEven

Write a program `IsEven` which asks the user for an integer and prints whether it is even or not

```
$ java IsEven
```

```
Enter an integer: 4
```

```
4 is even!
```

```
$ java IsEven
```

```
Enter an integer: -1
```

```
-1 is odd!
```

```
$ java IsEven
```

```
Enter an integer: 0
```

```
0 is even!
```

Decision making: multi-way if statements

```
if (<condition1>) {  
    <stmts>  
} else if (<condition2>) {  
    <stmts>  
}  
....  
else {  
    <stmts>  
}
```

NOTES:

- Conditions evaluated in order
- First true condition executes
- Only **one** of the conditions can execute!
- the final else statement is optional

Example: Height.java

- Write a program (called Height.java) that determines if a user can ride a rollercoaster.
- Make sure to ask the user for height in inches.
- Prints out a message if they are taller than 5, 4, 3 feet or are too short for the ride

Exercise: Height.java

```
class CheckHeight2 {  
    public static void main(String[] args) {  
        System.out.print("Enter a height (inches): ");  
        int h = Integer.parseInt(System.console().readLine());  
  
        if (h > 36) {  
            println("Taller than 3 ft");  
        }  
        else if (h > 60) {  
            println("Taller than 5 ft");  
        }  
        else if (h > 48) {  
            println("Taller than 4 ft");  
        }  
        else {  
            println("Too small for this ride");  
        }  
    }  
}
```

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What is the output of this program:

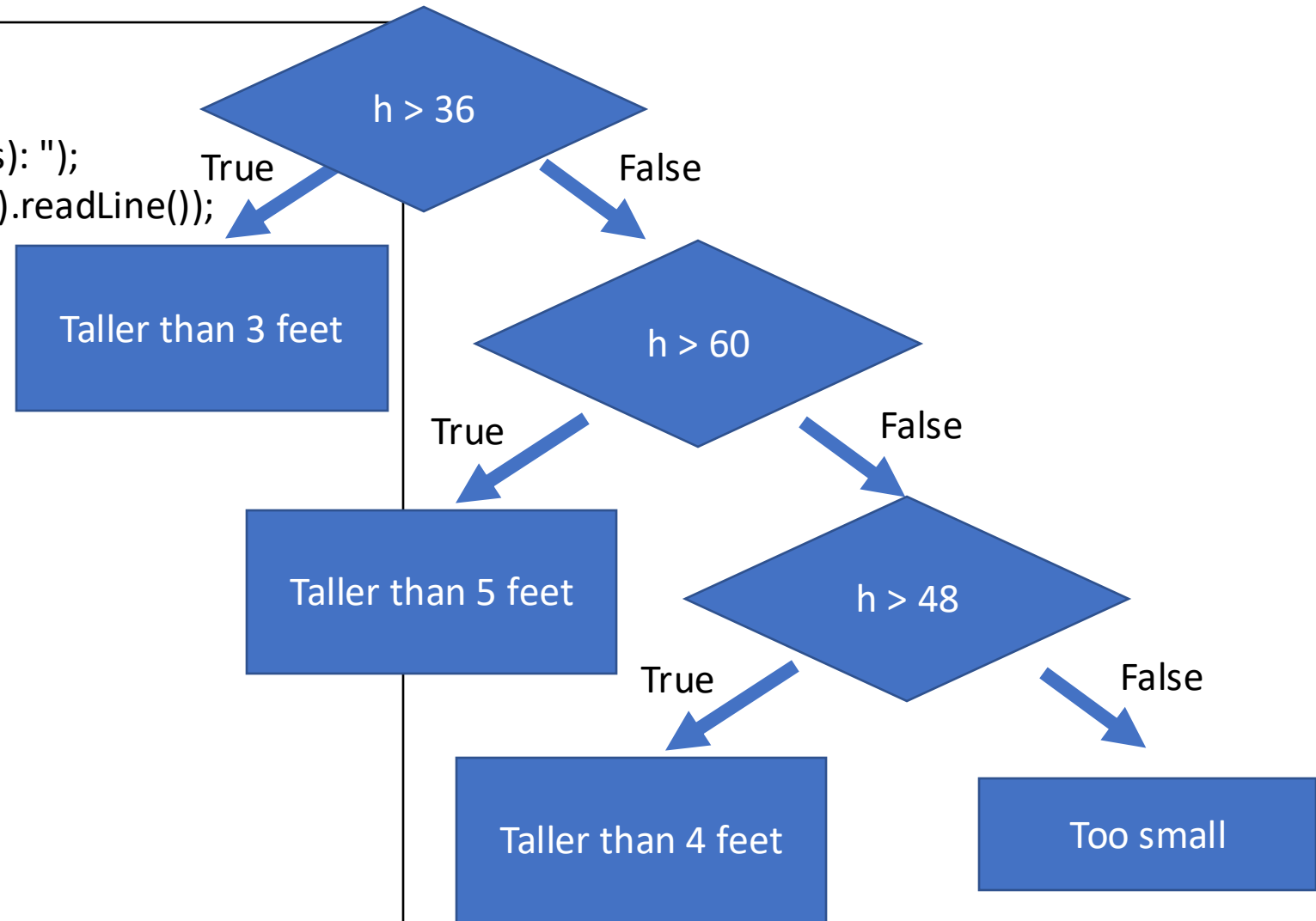
- if the user enters 62 inches?
- if the user enters 10 inches?

Draw the decision tree for this if statement

Exercise: Height.java

```
class CheckHeight2 {  
    public static void main(String[] args) {  
        System.out.print("Enter a height (inches): ");  
        int h = Integer.parseInt(System.console().readLine());  
  
        if (h > 36) {  
            println("Taller than 3 ft");  
        }  
        else if (h > 60) {  
            println("Taller than 5 ft");  
        }  
        else if (h > 48) {  
            println("Taller than 4 ft");  
        }  
        else {  
            println("Too small for this ride");  
        }  
    }  
}
```

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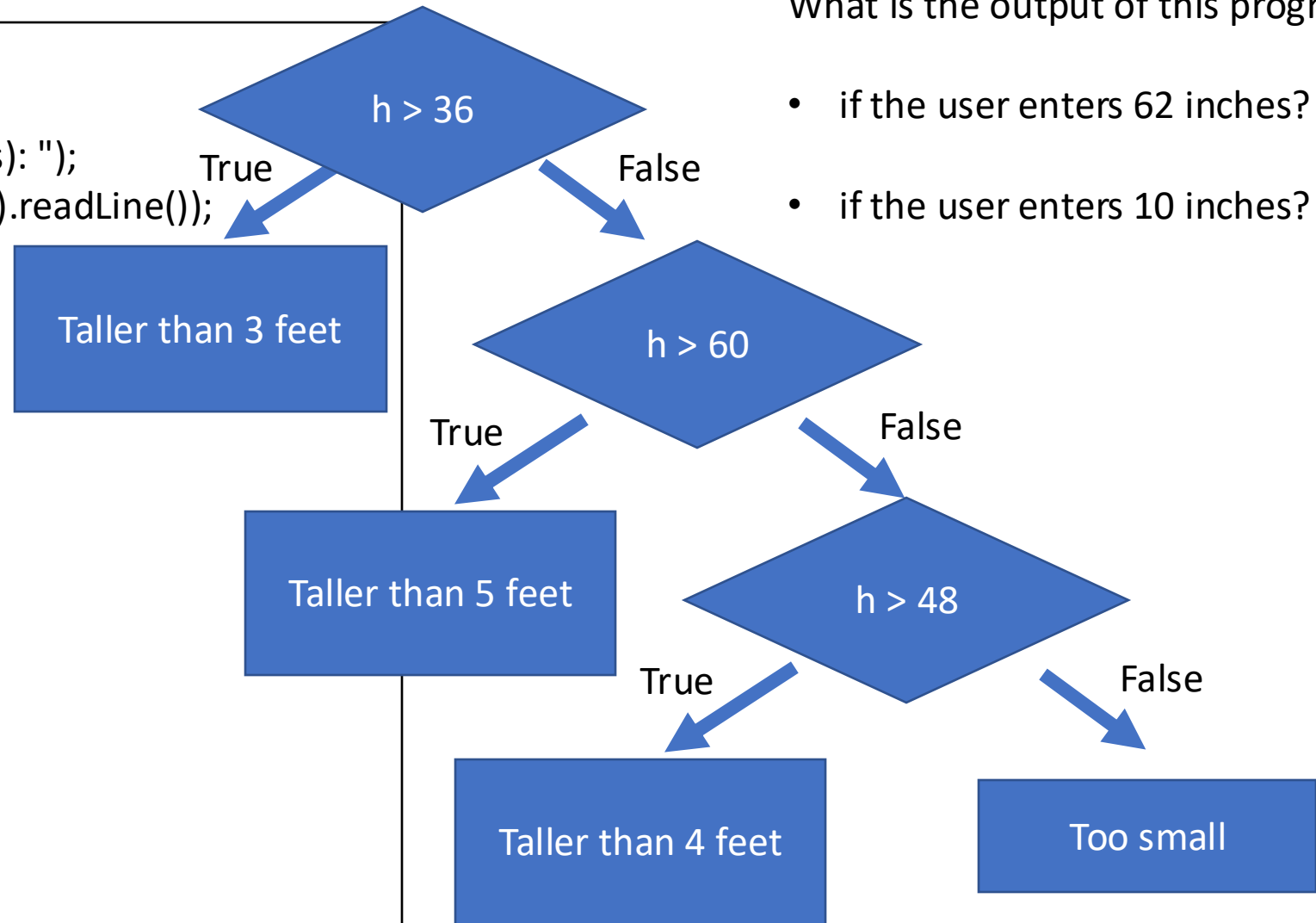


Draw the decision tree for this if statement

Exercise: Height.java

```
class CheckHeight2 {  
    public static void main(String[] args) {  
        System.out.print("Enter a height (inches): ");  
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        }  
        else if (h > 48) {  
            println("Taller than 4 ft");  
        }  
        else {  
            println("Too small for this ride");  
        }  
    }  
}
```

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What is the output of this program

- if the user enters 62 inches?
- if the user enters 10 inches?

Exercise: Blackjack

Write a program `Blackjack.java` which generates a random value between 2 and 21

- If the value is 21, print the value and “Blackjack” to the console
- If the value is between 17 and 20, print the value and “Stand” to the console
- If the value is less than 17, print the value and “Hit me!” to the console

Comparing strings

- In Java, you cannot directly compare strings using `==`
- Instead, use **compareTo**
 - Javadocs: <https://docs.oracle.com/javase/7/docs/api/java/lang/String.html>

compareTo

```
public int compareTo(String anotherString)
```

Compares two strings lexicographically. The comparison is based on the Unicode value of each character in the strings. The character sequence represented by this `String` object is compared lexicographically to the character sequence represented by the argument string. The result is a negative integer if this `String` object lexicographically precedes the argument string. The result is a positive integer if this `String` object lexicographically follows the argument string. The result is zero if the strings are equal; `compareTo` returns 0 exactly when the `equals(Object)` method would return `true`.

This is the definition of lexicographic ordering. If two strings are different, then either they have different characters at some index that is a valid index for both strings, or their lengths are different, or both. If they have different characters at one or more index positions, let k be the smallest such index; then the string whose character at position k has the smaller value, as determined by using the `<` operator, lexicographically precedes the other string. In this case, `compareTo` returns the difference of the two character values at position k in the two string -- that is, the value:

$$\text{this.charAt}(k) - \text{anotherString.charAt}(k)$$

If there is no index position at which they differ, then the shorter string lexicographically precedes the longer string. In this case, `compareTo` returns the difference of the lengths of the strings -- that is, the value:

$$\text{this.length}() - \text{anotherString.length}()$$

Specified by:

`compareTo` in interface `Comparable<String>`

Parameters:

`anotherString` - the `String` to be compared.

Returns:

the value 0 if the argument string is equal to this string; a value less than 0 if this string is lexicographically less than the string argument; and a value greater than 0 if this string is lexicographically greater than the string argument.

compareTo

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public int compareTo(String anotherString)
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Compares two strings lexicographically. The comparison is based on the Unicode value of each character in the strings. The character sequence represented by this `String` object is compared lexicographically to the character sequence represented by the argument string. The result is a negative integer if this `String` object lexicographically precedes the argument string. The result is a positive integer if this `String` object lexicographically follows the argument string. The result is zero if the strings are equal; `compareTo` returns 0 exactly when the `equals(Object)` method would return `true`.

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- and a value greater than 0 if this string is lexicographically greater than the string argument.

Comparing strings

- In Java, you cannot directly compare strings: use **compareTo**

```
String a = "apple";  
String b = "banana";  
if (a.compareTo(b) == 0) {  
    System.out.println("a and b match!");  
}  
if (a.compareTo(b) != 0) {  
    System.out.println("a and b DO NOT match!");  
}
```

Lexicographic Values/Order

- Strings are **ordered lexicographically**
 - Generally, the same order as alphabetical order, with some caveats
 - The characters of a string each correspond to a number

ASCII

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040	 	Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX (start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX (end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT (end of transmission)	36	24	044	$	\$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ (enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK (acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL (bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS (backspace)	40	28	050	((72	48	110	H	H	104	68	150	h	h
9	9	011	TAB (horizontal tab)	41	29	051))	73	49	111	I	I	105	69	151	i	i
10	A	012	LF (NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT (vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF (NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR (carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO (shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI (shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE (data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1 (device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2 (device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3 (device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4 (device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK (negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN (synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB (end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN (cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM (end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB (substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC (escape)	59	3B	073	;	;	91	5B	133	[[123	7B	173	{	{
28	1C	034	FS (file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174	|	
29	1D	035	GS (group separator)	61	3D	075	=	=	93	5D	135]]	125	7D	175	}	}
30	1E	036	RS (record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US (unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177		DEL

Source: www.LookupTables.com

StringCompare.java

```
String first = "a";
String second = "A";
int asciia = (int) first.charAt(0);
int asciib = (int) second.charAt(0);
System.out.println("ASCII Code for "+first+" is " + asciia);
System.out.println("ASCII Code for "+second+" is " + asciib);

if (first.compareTo(second) == 0) {
    System.out.println(first+" is equal to "+second);
}
else if (first.compareTo(second) < 0) {
    System.out.println(first+" is less than "+second);
}
else if (first.compareTo(second) > 0) {
    System.out.println(first+" is greater than "+second);
}
```

\$ java StringCompare

ASCII Code for a is 97

ASCII Code for A is 65

a is greater than A

Exercise: IsPrimary

Write a program that asks the user for a color and prints whether the color is primary or not.

- The primary colors are “red”, “green”, “blue”
- All other inputs are non-primary

```
$ java IsPrimary  
Enter a color: green  
green is not primary
```

```
$ java IsPrimary  
Enter a color: blue  
blue is primary
```

Recursion

Recursion

a function that calls itself



“Simple” way to solve “similar” problems

Creating a recursive algorithms

Rule that “does work” then “calls itself” on a smaller version of the problem

Base case that handles the smallest problem
Prevents “infinite recursion”

Recursion example – print “hello” 5 times

Rule: Print “hello” once and then print “hello” 4 times

Base case: When the number of times to print is 0, stop printing

Recursive functions – base case

Conditional statement that prevents infinite repetitions

Usually handles cases where:

- input is empty

- problem is at its smallest size

Recursion Example - Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$3! = 3 * 2 * 1 = 6$$

$$4! = 4 * 3 * 2 * 1 = 24$$

Visualizing recursion – Factorial example

```
factorial(5) =  
    = 5 * factorial(4)  
    = 5 * 4          * factorial(3)  
    = 5 * 4 * 3      * factorial(2)  
    = 5 * 4 * 3 * 2  * factorial(1)  
    = 5 * 4 * 3 * 2 * 1
```

Recursion Example – Contains letter

Write a method called “containsLetter” that determines if a String contains a given character

Question: What are the parameters?

1. The String to be looking in
2. The character to look for

Question: What is the return type?

Recursion Example – Contains letter

How can we break this problem down into smaller problems?

```
contains("l", "apple") =  
    contains("l", "a") OR  
    contains("l", "p") OR  
    contains("l", "p") OR  
    contains("l", "l") OR  
    contains("l", "e") OR
```

Recursion Visualization – Contains letter

```
contains("l", "apple") =  
    contains("l", "apple")  
        contains("l", "pple")  
            contains("l", "ple")  
                contains("l", "le")  
                    return true
```

Recursion Example – IndexOf letter

Write a method called IndexOf.

Arguments: String (haystack), Character (needle)

Return: the index of the character in the String, if the character isn't there, return:

-1.

Recursion Example – printVowels

Write a recursive function that prints just the vowels in a String

Recursion limitations

- Limited number of times we can recurse
 - Stackoverflow – too many frames
- Potentially memory inefficient
 - If we copy data in subproblems – we'll worry about this in a few weeks
- Performance: might duplicate unnecessary work
 - We'll define performance later in the semester

Style

- How we format our programs is **very** important
 - Like rules of etiquette around eating and keep a clean appearance
 - Like punctuation rules, it helps make text more readable
- Variable names should be descriptive
- Indentation is **very** important
 - Every statement inside a pair of braces must be indented
- Braces should be placed consistently