

Compound Booleans

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Java

Compound Booleans

What if you wrote a program that asked “Who was buried in General Grant’s Tomb?”

User’s could respond:

- Grant

- GRANT

- grant... all are correct.

Using what you know...

nesting if statements

```
if(guess.equals("Grant"))
```

```
{
```

```
    System.out.print("correct");
```

```
}
```

```
else
```

```
{
```

```
    if(guess.equals("grant"))
```

```
    {
```

```
        System.out.print("correct");
```

```
    }
```

```
else
```

```
{
```

```
    if(guess.equals("GRANT"))
```

```
    {
```

```
        System.out.print("correct");
```

```
    }
```

```
else
```

```
{
```

```
    System.out.print("wrong");
```

```
    } // endif
```

```
} // endif
```

```
} //endif
```

Grant

grant

GRANT

Using what you know...

nesting if statements

```
if(guess.equals("Grant"))
{
    System.out.print("correct");
}
else
{
    if(guess.equals("grant"))
    {
        System.out.print("correct");
    }
    else
    {
        if(guess.equals("GRANT"))
        {
            System.out.print("correct");
        }
        else
        {
            System.out.print("wrong");
        } // endif
    } // endif
} //endif
```

This is called
“nesting” if
statements

else if statements

- Nesting can be in *if* part or *else* part.
- Nesting can be avoided with the use of *else if(condition)*.

Something new: else if statements

```
if(boolean)
```

```
{
```

```
}
```

```
else if(boolean)
```

```
{
```

```
}
```

```
else if(boolean)
```

```
{
```

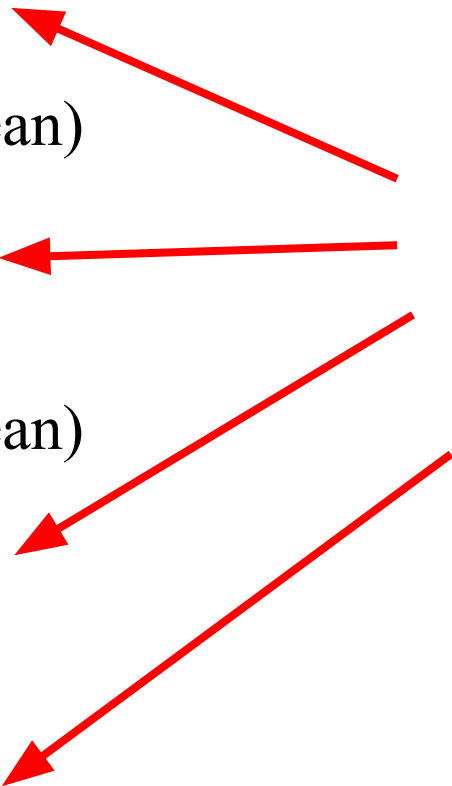
```
}
```

```
else
```

```
{
```

```
}
```

only one of these
will fire



Something new:

Compound Booleans

```
if(guess.equals("grant")||guess.equals("Grant"))  
{  
    System.out.println("correct");  
}
```

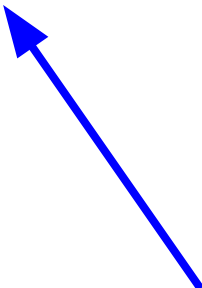
first
boolean



|| means OR



second
boolean



Something new:

Compound Booleans

```
if(guess.equals("grant")||guess.equals("Grant"))
```

- can have as many booleans as you want
- only one has to be true for the whole boolean to be true
- Java stops evaluating the booleans as soon as it finds a true boolean (short circuiting)

Something new:

Compound Booleans

Also have an “and” boolean....&&

```
int ex = 55;
```

```
int why = 17;
```

```
if(ex > 100 && why < 200)
```

```
{
```

```
    System.out.println(“pizza”);
```

```
}
```

Something new:

Compound Booleans

```
if(ex > 100 && why < 200)
```

- can have as many booleans as you want
- all booleans have to be true for the whole boolean to be true
- Java stops evaluating the booleans as soon as it finds one false boolean (short circuiting)

Lab

- Add another drive method to your Car class
- The header is:
 - `public void driveRandom()`
- This method:
 - moves the Car one step
 - recycles the Car when the Car goes off the screen to the right
 - if the Car goes off the top or bottom of the screen, the y recycle location is the upper left corner of the screen
 - if the y location at the time of recycling is anywhere else (any road) then the y recycle location should be a random choice between:
 - same road it was just on
 - the road above it
 - the road below it
- Test it with 2 Car objects and SOP their y locations