

# Introduction to Java

## 4. Java Flow Control

```
/** public void run() {
 * Create the GUI and show it. For thread safety,
 * this method should be invoked from the
 * event-dispatching thread.
 */
private static void createAndShowGUI() {
    //Make sure we have a window decorations.
    JFrame frame = new JFrame("FocusConceptsDemo");
    boolean hasRequestedQuit = false;
    String line = null;
    List result = new ArrayList();
    try {
        while (!hasRequestedQuit) {
            line = stdin.readLine();
            //note that "result" is passed as an "out" parameter
            hasRequestedQuit = fInterpreter.parseInput( line, result );
            display( result );
            result.clear();
        }
        catch ( IOException ex ) {
            System.err.println(ex);
        }
        finally {
            display(fBYE);
            shutdown( stdin );
        }
    }
}

//Schedule a job for the event dispatching thread
//creating and showing this application's GUI
javax.swing.SwingUtilities.invokeLater(new Runnable() {
    public void run() {
        createAndShowGUI();
    }
});

private static final String fBYE = "BYE";
private Interpreter fInterpreter = new Interpreter();

/**
 * Display some text to stdout
 */
final String[] myStrings = new String[2];
}
```



# Introduction

- The focus of this module is the imperative style of programming we do in methods
  - This is generally called flow control because it is the code that controls the flow of logic
  - Flow control also generally includes the basic operators of the language
  - Java is very similar to all other C-style languages at this level of code
- However, this module assumes you already know
  - How Boolean, arithmetic and other operators work
  - What the basic flow control structures are and how they work
- What this module will focus on are the following:
  - Things that Java does with operators and flow control that are unique to Java
  - Java gotchas
  - Best practices for operators and flow control

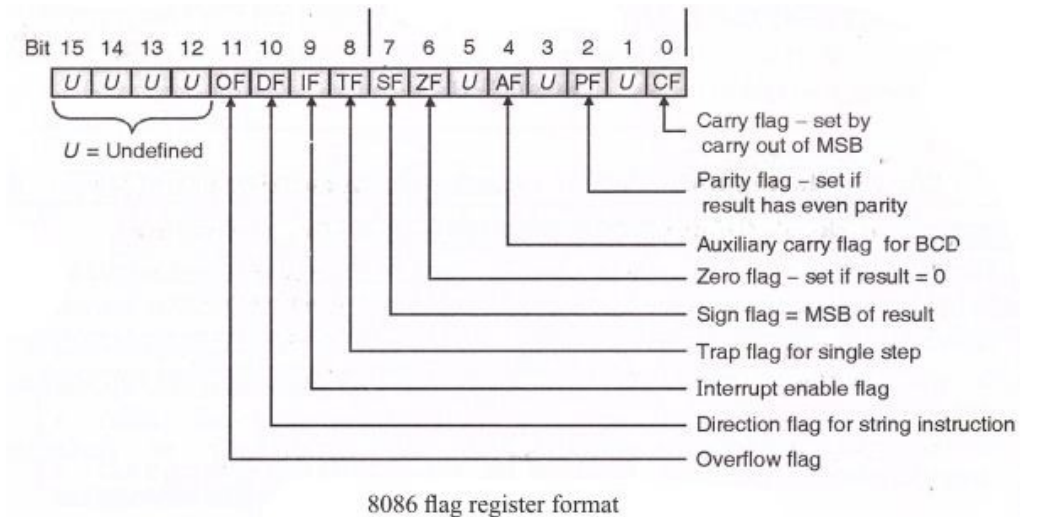
# Operators

- The standard list of operators usually looks something like the chat shown
- There is also an order of precedence defined for Java operators
- Clean code tip
  - Always explicitly state the order of operations using () to group terms
  - This ensures that Java, you and anyone else reading your code agree on what is happening
- Some of the operators are holdover from C and really aren't used
  - |, &, ^, <<, >>, >>>
  - These were primarily used for bit-level operations

Precedence	Operator	Operand type	Description
1	++, --	Arithmetic	Increment and decrement
1	+, -	Arithmetic	Unary plus and minus
1	~	Integral	Bitwise complement
1	!	Boolean	Logical complement
1	( type )	Any	Cast
2	*, /, %	Arithmetic	Multiplication, division, remainder
3	+, -	Arithmetic	Addition and subtraction
3	+	String	String concatenation
4	<<	Integral	Left shift
4	>>	Integral	Right shift with sign extension
4	>>>	Integral	Right shift with no extension
5	<, <=, >, >=	Arithmetic	Numeric comparison
5	instanceof	Object	Type comparison
6	==, !=	Primitive	Equality and inequality of value
6	==, !=	Object	Equality and inequality of reference
7	&	Integral	Bitwise AND
7	&	Boolean	Boolean AND
8	^	Integral	Bitwise XOR
8	^	Boolean	Boolean XOR
9		Integral	Bitwise OR
9		Boolean	Boolean OR
10	&&	Boolean	Conditional AND
11		Boolean	Conditional OR
12	?:	N/A	Conditional ternary operator
13	=	Any	Assignment

# Bitwise Operators

- These operators were very common in C and C++ when an integer might represent a set of status flags to encode a lot of information in a small amount of data
  - This was done to save bandwidth in transmission
  - Data encoded and extracted from the integer by XORing
- Notice that we still use sub-net masks when working with IP addresses – same idea
- Java is not usually used for this sort of work so it's rare to see these operations in Java code
- There are examples in the demos





# Mixed Mode Arithmetic

- In the module on data types, you saw that Java will cast data from one type to another during assignment operations
  - But if the assignment violates Java's type safety rules, Java will generate a compiler error
- Mixed mode arithmetic is when the two operands of an arithmetic operator are of different data types
  - Java can only apply the operator if the two operands are of the same type
  - Java will start casting the operands until the operands are the same type
  - The same casting rules as before apply
  - If Java cannot cast an operand, a compile error is generated
  - For example:
    - *If we have `int + long`, then the `int` is cast to a `long`*
    - *If we have `float + int`, then the `int` is cast to a `float`*
    - *If we have `string + int`, then the `int` is cast to a `string`*
- Best practices for mixed mode arithmetic
  - Avoid it like the plague because it is the source of subtle bugs
  - Instead, ensure you cast all the operands yourself so you can control the data type conversions

# The Increment and Accumulate Operators

- The ++ increment and decrement operator -- are simple in concept
  - Confusion occurs as to the difference between i++ and ++i
  - For i++ the value of i is used then incremented
  - For ++i the value of i is incremented then used
  - In most cases, it doesn't matter which form is used
  - But it can be the source of subtle bugs
  - Demonstrated in the demo
- The accumulate operator is of the form x (operator)= value
  - This is the same as x = x (operator) value
  - For addition, it would be x+=3 would be the same as x = x + 3
- Generally, accumulate expressions are
  - Anything other than the simplest accumulate expression can be hard to understand
  - They can also be tricky to use and make the code more difficult to debug



Demo

Operators





# Lab 4-1

## Operators





# Walkthrough

## Java Flow Control – Oracle Docs





# Lab 4-1

## Operators







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