



# Unit 5. Control structures: Selection

Introduction to Computer Science and Computer Programming Introducción a la Informática y la Programación (IIP)

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Departamento de Sistemas Informáticos y Computación



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- 2 Simple and double decision: if, if-else ▷ 6
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#### Introduction and motivation

- As seen in Unit 3, most real problems need to take decisions depending on the situation, and choose among different instruction subsequences
- Selection control structures allow to obtain these features
- In a method, decisions are usually taken depending on:
  - Input data (parameters)
  - State of the object (attributes)
  - Intermediate data
- This unit presents details on the different decision mechanisms in Java





#### Introduction and motivation

Conditional instructions can be simple or nested

```
if (temp>100)
    System.out.println("Temperature greater than 100");
else System.out.println("Temperature lower than or equal to 100");
System.out.println("Continuing here...");
//.....
```

```
if (temp>100)
    System.out.println("Greater than 100");
else if (temp>50)
    System.out.println("Greater than 50, lower than or equal to 100");
else System.out.println("Lower than or equal to 50");
System.out.println("Continuing here");
//....
```



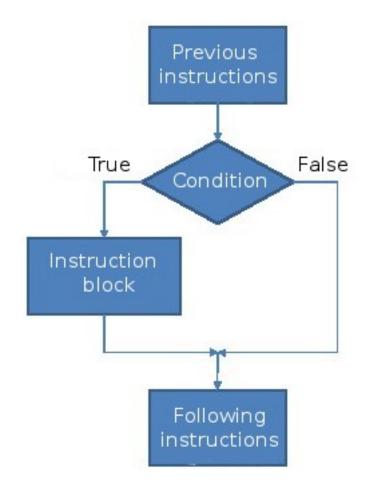


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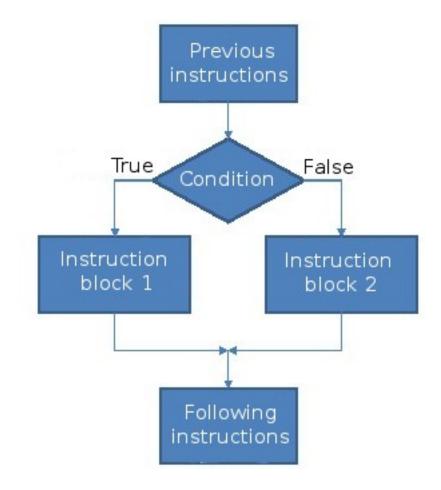




#### if conditional in Java:



#### if-else conditional in Java:







```
Example: Circle class, setRadius method:
/** updates the radius of the Circle to newRadius
    only when newRadius is positive or zero. */
public void setRadius(double newRadius) {
  if (newRadius >= 0)
    radius = newRadius;
}
Example: medical data, depending on sex, you ask if the person is pregnant
Human h = new Human();
// ...
System.out.print("How old are you? ");
// ...
if (h.getSex()=='W') {
  System.out.print("Are you pregnant? ");
  // ...
System.out.print("Are you allergic to any medicine? ");
// ...
```





perature, switch on or off the air conditioning:

```
Room r = new Room();
Aircon a = new Aircon();
// ...
if (r.getTemp()>26.0)
  a.switchOn();
else
  a.switchOff();
// ...
```

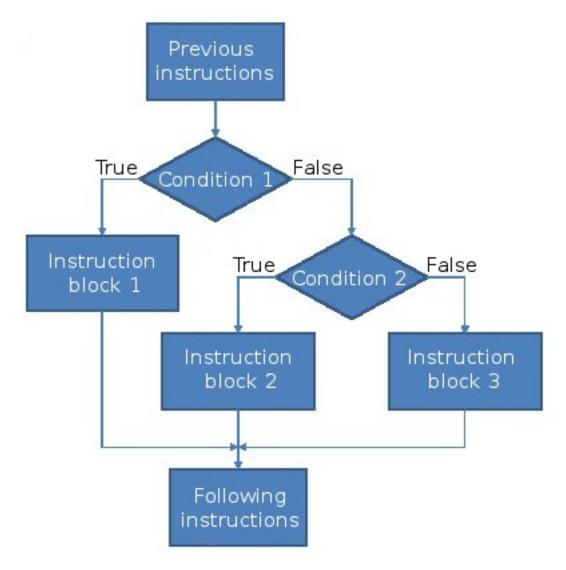
Example: depending on the tem- Example: depending the sunlight intensity, regulate the lights intensity

```
SunlightDetec sl = new SunlightDetec();
LightBulb 11 = new LightBulb();
LightBulb 12 = new LightBulb();
// ...
if (sl.getIntensity()<100) {</pre>
  11.incrIntens();
  12.incrIntens();
}
else {
  11.decrIntens();
  12.decrIntens();
// ...
```





if and if-else instructions can be **nested** 





Example: a manager for traffic fines if (vehic.getSpeed()>road.getMaxSpeed()) { System.out.println("Max speed exceeded"); if (vehic.getSpeed()>1.2\*road.getMaxSpeed()) vehic.createSpecialFine(); else vehic.createNormalFine(); else { (vehic.getSpeed()<road.getMinSpeed())</pre> vehic.createNormalFine();





A complete example: validate a date (method validate) public class Date { int dd, mm, yy; // Day, month, year // ... public boolean leap() { return ( (yy%4)==0 && (yy%100)!=0) || (yy%400)==0; } public boolean validate() { int numdd=31; // Number of days of the month if ((mm<=0) | (mm>12)) return false; // Check month range // Determine day range if ((mm==4) || (mm==6) || (mm==9) || (mm==11)) numdd=30; else if (mm==2) if (leap()) numdd=29; else numdd=28; if ((dd<=0) || (dd>numdd)) return false; // Check day range

return true;

// ...



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## Multiple decision: switch

```
Previous
switch (expression) {
                                                                             instructions
     case val<sub>1</sub>: [SC<sub>1</sub>] [break;]
     case val_2: [SC<sub>2</sub>] [break;]
                                                                              Expression
                                                         Instruction
                                                                        Instruction
                                                                                           Instruction
                                                                         block 2
                                                                                     ...
                                                                                            block n
     case val_n: [SC<sub>n</sub>] [break;]
      [default: [SC_{n+1}] [break;]]
                                                                              Following
                                                                             instructions
```

- expression must be evaluated to any primitive type (except float or double) or to String (from Java 7.0 version)
- $\bullet$  val<sub>1</sub>, val<sub>2</sub>, . . . , val<sub>n</sub> are literals of datatype compatible with expression
- ullet SC<sub>1</sub>, SC<sub>2</sub>, . . . , SC<sub>n+1</sub> are any sequence of instructions
- Components inside brackets ([]) are optional





# Multiple decision: switch

#### Execution

- 1. Evaluate expression
- 2. Compare its value with all the alternatives in the case
- 3. If they are equal, execute all the instructions from that point **including code associated to other** case **labels** until:
  - A break is found
  - The switch block finishes
- 4. If no value is equal, execute instructions starting default label (if exists) till the end of the block
- 5. Continue with the instruction that follows the switch block



# Multiple decision: switch

A complete example: return month name from month number public class Date { int dd, mm, yy; // Day, month, year // ... public String monthName() { String monthName; switch(mm) { case 1: monthName=new String("January"); break; case 2: monthName=new String("February"); break; case 3: monthName=new String("March"); break; case 4: monthName=new String("April"); break; // ... case 12: monthName=new String("December"); break; default: monthName=new String("Unknown"); return monthName; // ...





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# The ternary conditional operator

Java, as C and C++, provides a ternary operator

boolexpr ? expr1 : expr2

- Behaviour similar to a conditional instruction
- boolexpr is a boolean expression
- expr1 and expr2 are any expression, but of the same datatype
- Execution:
  - 1. Evaluate boolexpr
  - 2. If boolexpr is true, evaluate whole expression to expr1
  - 3. If boolexpr is false, evaluate whole expression to expr2





# The ternary conditional operator

Example: validate a date using the ternary operator

```
public class Date {
  int dd, mm, yy; // Day, month, year
  // ...
  public boolean leap() { return ( (yy\%4)==0 \&\& (yy\%100)!=0  ) || (yy\%400)==0; }
  public boolean validate() {
    int numdd=31; // Number of days of the month
    if ((mm<=0) | (mm>12)) return false; // Check month range
    // Determine day range
    if ((mm==4) || (mm==6) || (mm==9) || (mm==11)) numdd=30;
    else if (mm==2) numdd=(leap())?29:28; // Here ternary operator is used
    if ((dd<=0) || (dd>numdd)) return false; // Check day range
    return true;
 // ...
```