

# APROG – Algoritmia e Programação

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# Chapter Goals

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- To implement decisions using the `if` statement
- To compare integers, floating-point numbers, and Strings
- To write statements using the Boolean data type
- To develop strategies for testing your programs
- To for validate user input

# The **if** Statement

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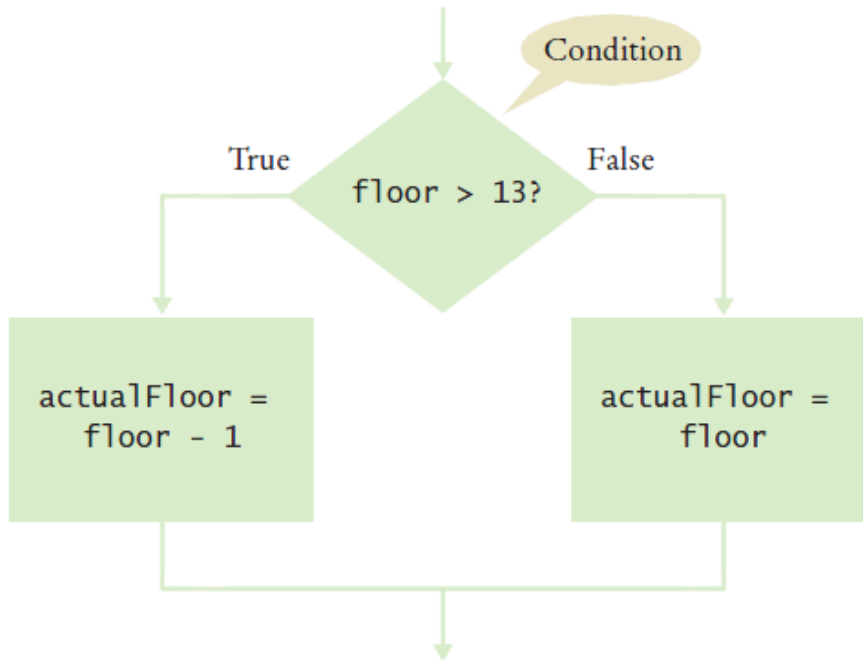
- A computer program often needs to make decisions based on input, or circumstances
- For example, buildings often 'skip' the 13<sup>th</sup> floor, and elevators should too
  - The 14<sup>th</sup> floor is really the 13<sup>th</sup> floor
  - So every floor above 12 is really 'floor - 1'
    - If floor > 12, Actual floor = floor - 1
- The two keywords of the if statement are:
  - `if`
  - `else`
- The `if` statement allows a program to carry out different actions depending on the nature of the data to be processed.



# Flowchart of the **if** Statement

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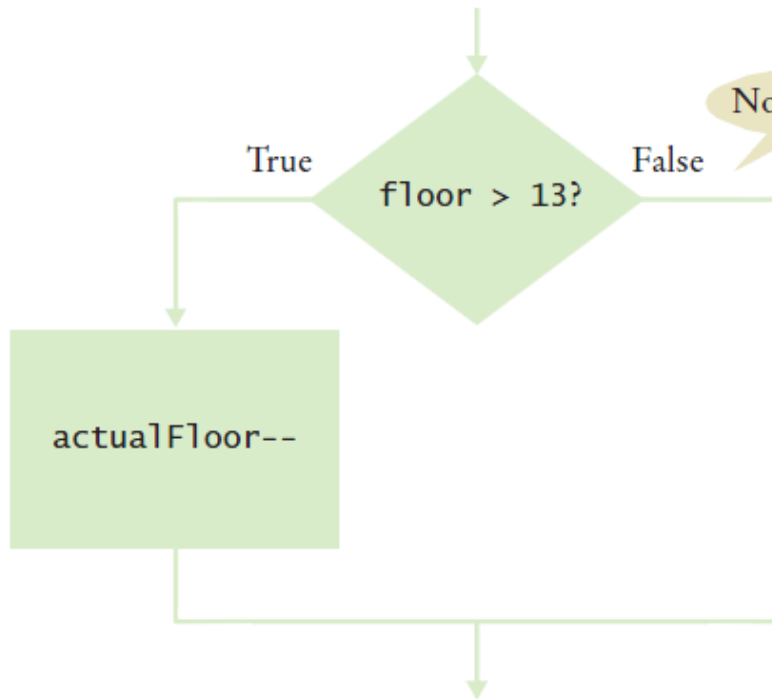
- One of the two branches is executed once  
True (**if**) branch      or      False (**else**) branch



```
int actualFloor;  
  
if (floor > 13)  
{  
    actualFloor = floor - 1;  
}  
else  
{  
    actualFloor = floor;  
}
```

# Flowchart with only a True Branch

- An `if` statement may not need a 'False' (`else`) branch



```
int actualFloor = floor;
```

```
if (floor > 13)
{
    actualFloor--;
} // No else needed
```

# The **if** Statement

**Syntax**

<b>if</b> ( <i>condition</i> )	<b>if</b> ( <i>condition</i> ) { <i>statements</i> <sub>1</sub> }
{	<b>else</b> { <i>statements</i> <sub>2</sub> }
<i>statements</i>	
}	

Braces are not required if the branch contains a single statement, but it's good to always use them.



Omit the else branch if there is nothing to do.

Lining up braces is a good idea.



A condition that is true or false.  
Often uses relational operators:  
== != < <= > >= (See Table 1.)

```
if (floor > 13)
```

```
{
```

```
    actualFloor = floor - 1;
```

```
}
```

```
else
```

```
{
```

```
    actualFloor = floor;
```

```
}
```

Don't put a semicolon here!



If the condition is true, the statement(s) in this branch are executed in sequence; if the condition is false, they are skipped.

If the condition is false, the statement(s) in this branch are executed in sequence; if the condition is true, they are skipped.

# ElevatorSimulation.java

```
1 import java.util.Scanner;
2
3 /**
4  * This program simulates an elevator panel that skips the 13th floor.
5  */
6 public class ElevatorSimulation
7 {
8     public static void main(String[] args)
9     {
10         Scanner in = new Scanner(System.in);
11         System.out.print("Floor: ");
12         int floor = in.nextInt();
13
14         // Adjust floor if necessary
15
16         int actualFloor;
17         if (floor > 13)
18         {
19             actualFloor = floor - 1;
20         }
21         else
22         {
23             actualFloor = floor;
24         }
25
26         System.out.println("The elevator will travel to the actual floor "
27                             + actualFloor);
28     }
29 }
```

## Program Run

Floor: 20

The elevator will travel to the actual floor 19

# Tips On Using Braces

---

- Line up all pairs of braces vertically

- Lined up

```
if (floor > 13)
{
    floor--;
}
```

- Not aligned (saves lines)

```
if (floor > 13) {
    floor--;
}
```

- Always use braces

- Although single statement clauses do not require them

```
if (floor > 13)
{
    floor--;
}
```

```
if (floor > 13)
    floor--;
```

- Most programmer's editors have a tool to align matching braces.

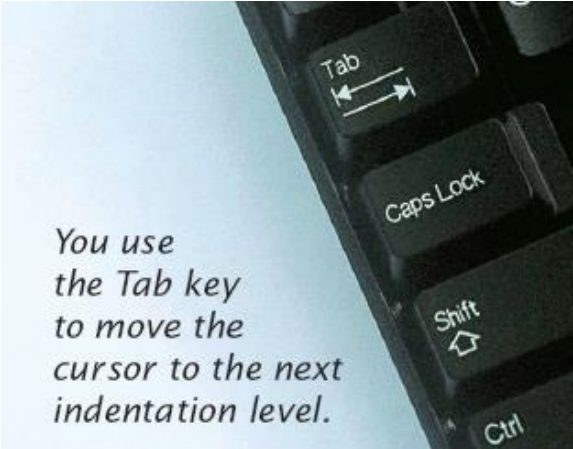


# Tips on Indenting Blocks

- Use Tab to indent a consistent number of spaces

```
public class ElevatorSimulation
{
    public static void main(String[] args)
    {
        int floor;
        . . .
        if (floor > 13)
        {
            floor--;
        }
        . . .
    }
}
```

0 1 2 3 Indentation level



*You use the Tab key to move the cursor to the next indentation level.*

- This is referred to as 'block- structured' code. Indenting consistently makes code much easier for humans to follow.

# Common Error

---

- A semicolon after an `if` statement
- It is easy to forget and add a semicolon after an `if` statement
  - The true path is now the space just before the semicolon



```
if (floor > 13) ;  
{  
    floor--;  
}
```


- The 'body' (between the curly braces) will always be executed in this case

# The Conditional Operator

---

- A 'shortcut' you may find in existing code
  - It is not used in this book

Condition      True branch      False branch



```
actualFloor = floor > 13 ? floor - 1 : floor;
```

The diagram illustrates the components of the conditional operator expression. Three blue brackets are positioned above the code: the first bracket spans 'floor > 13' and is labeled 'Condition'; the second bracket spans 'floor - 1' and is labeled 'True branch'; the third bracket spans ': floor;' and is labeled 'False branch'.

- Includes all parts of an if-else clause, but uses:
  - `?` To begin the true branch
  - `:` To end the true branch and start the false branch

# Comparing Numbers and Strings

- Every `if` statement has a condition
  - Usually compares two values with an operator

```
if (floor > 13)
    ..
if (floor >= 13)
    ..
if (floor < 13)
    ..
if (floor <= 13)
    ..
if (floor == 13)
    ..
```

**Beware!**

Table 1 Relational Operators

Java	Math Notation	Description
>	>	Greater than
>=	≥	Greater than or equal
<	<	Less than
<=	≤	Less than or equal
==	=	Equal
!=	≠	Not equal

# Comparisons

These quantities are compared.

`floor > 13`

Check that you have the right direction:  
> (greater) or < (less)

One of: == != < <= > >= (See Table 1.)

Check the boundary condition:  
> (greater) or >= (greater or equal)?

`floor == 13`

Checks for equality.

Use ==, not =.

String input;  
`if (input.equals("Y"))`

Use equals to compare strings.

`double x; double y; final double EPSILON = 1E-14;`  
`if (Math.abs(x - y) < EPSILON)`

Checks that these floating-point numbers are very close.



# Operator Precedence

---

- The comparison operators have lower precedence than arithmetic operators
  - Calculations are done before the comparison
  - Normally your calculations are on the 'right side' of the comparison or assignment operator

Calculations






```
actualFloor = floor + 1;
```

```
if (floor > height + 1)
```

# Relational Operator Use

Table 2 Relational Operator Examples

Expression	Value	Comment
<code>3 &lt;= 4</code>	true	3 is less than 4; <= tests for “less than or equal”.
 <code>3 &lt;= 4</code>	<b>Error</b>	The “less than or equal” operator is <=, not <=. The “less than” symbol comes first.
<code>3 &gt; 4</code>	false	> is the opposite of <=.
<code>4 &lt; 4</code>	false	The left-hand side must be strictly smaller than the right-hand side.
<code>4 &lt;= 4</code>	true	Both sides are equal; <= tests for “less than or equal”.
<code>3 == 5 - 2</code>	true	== tests for equality.
<code>3 != 5 - 1</code>	true	!= tests for inequality. It is true that 3 is not 5 - 1.
 <code>3 = 6 / 2</code>	<b>Error</b>	Use == to test for equality.
<code>1.0 / 3.0 == 0.33333333</code>	false	Although the values are very close to one another, they are not exactly equal.
 <code>"10" &gt; 5</code>	<b>Error</b>	You cannot compare a string to a number.
<code>"Tomato".substring(0, 3).equals("Tom")</code>	true	Always use the equals method to check whether two strings have the same contents.
<code>"Tomato".substring(0, 3) == ("Tom")</code>	false	Never use == to compare strings; it only checks whether the strings are stored in the same location.

# Comparing Strings

---

- Strings are a bit 'special' in Java
- Do not use the `==` operator with Strings
  - The following compares the locations of two strings, and not their contents

```
if (string1 == string2) ...
```

- Instead use the String's `equals` method:

```
if (string1.equals(string2)) ...
```



# Self Check

---

What is the error in this statement?

```
if (scoreA = scoreB){  
    System.out.println("Tie");  
}
```

**Answer:** The values should be compared with `==`, not `=`.

Supply a condition in this `if` statement to test whether the user entered a Y:

```
System.out.println("Enter Y to quit.");  
String input = in.next();  
if (. . .){  
    System.out.println("Goodbye.");  
}
```

**Answer:** `input.equals("Y")`

How do you test that a string `str` is the empty string?

**Answer:** `str.equals("")` or `str.length() == 0`

# Common Error

---

- Comparison of Floating-Point Numbers
  - Floating-point numbers have limited precision
  - Round-off errors can lead to unexpected results

```
double r = Math.sqrt(2.0);  
if (r * r == 2.0)  
{  
    System.out.println("Math.sqrt(2.0) squared is 2.0");  
}  
else  
{  
    System.out.println("Math.sqrt(2.0) squared is not 2.0  
        but " + r * r);  
}
```

Output:  
Math.sqrt(2.0) squared is not 2.0 but 2.000000000000000044

# The Use of EPSILON

---

- Use a very small value to compare the difference if floating-point values are ‘*close enough*’
  - The magnitude of their difference should be less than some threshold
  - Mathematically, we would write that x and y are close enough if:

$$|x - y| < \varepsilon$$

```
final double EPSILON = 1E-14;
double r = Math.sqrt(2.0);
if (Math.abs(r * r - 2.0) < EPSILON)
{
    System.out.println("Math.sqrt(2.0) squared is approx.
        2.0");
}
```

# Common Error

---

- Using `==` to compare Strings
  - `==` compares the locations of the Strings
- Java creates a new String every time a new word inside double-quotes is used
  - If there is one that matches it exactly, Java re-uses it

```
String nickname = "Rob";  
.  
.  
.  
if (nickname == "Rob") // Test is true
```

```
String name = "Robert";  
String nickname = name.substring(0, 3);  
.  
.  
.  
if (nickname == "Rob") // Test is false
```

# Lexicographical Order

---

- To compare Strings in 'dictionary' order

- When compared using `compareTo`, `string1` comes:

- Before `string2` if

```
string1.compareTo(string2) < 0
```

- After `string2` if

```
string1.compareTo(string2) > 0
```

- Equal to `string2` if

```
string1.compareTo(string2) == 0
```

- Notes

- All UPPERCASE letters come before lowercase
    - 'space' comes before all other printable characters
    - Digits (0-9) come before all letters
    - See Appendix A for the Basic Latin Unicode (ASCII) table

# Implementing an **if** Statement

---

- 1) Decide on a branching condition      **original price < 128?**
- 2) Write pseudocode for the true branch      **discounted price = 0.92 x original price**
- 3) Write pseudocode for the false branch      **discounted price = 0.84 x original price**
- 4) Double-check relational operators  
    Test values below, at, and above the comparison (127, 128, 129)
- 5) Remove duplication      **discounted price = \_\_\_\_ x original price**
- 6) Test both branches  
    **discounted price = 0.92 x 100 = 92**  
    **discounted price = 0.84 x 200 = 168**
- 7) Write the code in Java

## Implemented Example

---

- The university bookstore has a Kilobyte Day sale every October 24, giving an 8 percent discount on all computer accessory purchases if the price is less than \$128, and a 16 percent discount if the price is at least \$128.

```
if (originalPrice < 128)
{
    discountRate = 0.92;
}
else
{
    discountRate = 0.84;
}
discountedPrice = discountRate * originalPrice;
```

# Multiple Alternatives

- What if you have more than two branches?
- Count the branches for the following earthquake effect example:

- 8.0 (or greater)
- $\geq 7.0$  but  $< 8.0$
- $\geq 6.0$  but  $< 7.0$
- $\geq 4.5$  but  $< 6.00$
- Less than 4.5

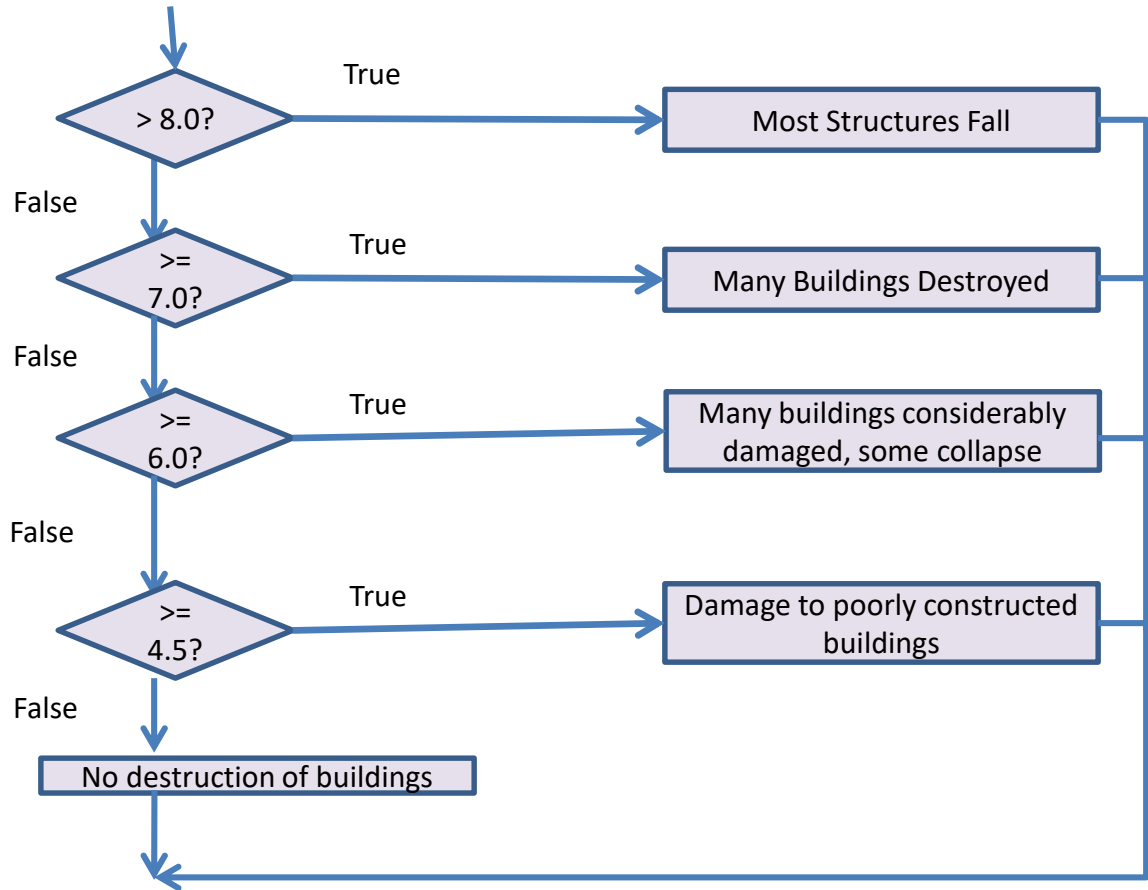
Table 3 Richter Scale	
Value	Effect
8	Most structures fall
7	Many buildings destroyed
6	Many buildings considerably damaged, some collapse
4.5	Damage to poorly constructed buildings

- When using multiple `if` statements, test general conditions after more specific conditions.



# Flowchart of Multiway Branching

---



## if, else if Multiway Branching

---

```
if (richter >= 8.0)    // Handle the 'special case' first
{
    System.out.println("Most structures fall");
}
else if (richter >= 7.0)
{
    System.out.println("Many buildings destroyed");
}
else if (richter >= 6.0)
{
    System.out.println("Many buildings damaged, some
collapse");
}
else if (richter >= 4.5)
{
    System.out.println("Damage to poorly constructed
buildings");
}
else    // so that the 'general case' can be handled last
{
    System.out.println("No destruction of buildings");
}
```

# What Is Wrong with this Code?

---

```
if (richter >= 8.0)
{
    System.out.println("Most structures fall");
}
if (richter >= 7.0)
{
    System.out.println("Many buildings destroyed");
}
if (richter >= 6.0)
{
    System.out.println("Many buildings damaged, some collapse");
}
if (richter >= 4.5)
{
    System.out.println("Damage to poorly constructed buildings");
}
```

# Self Check

---

In a game program, the scores of players A and B are stored in variables `scoreA` and `scoreB`. Assuming that the player with the larger score wins, write an `if/else if/else` sequence that prints out "A won", "B won", or "Game tied".

**Answer:**

```
if (scoreA > scoreB){
    System.out.println("A won");
}
else
    if (scoreA < scoreB){
        System.out.println("B won");
    }
    else{
        System.out.println("Game tied");
    }
```

# Self Check

---

Write a conditional statement with three branches that sets  $s$  to 1 if  $x$  is positive, to  $-1$  if  $x$  is negative, and to 0 if  $x$  is zero.

**Answer:**

```
if (x > 0) {  
    s = 1;  
}  
else  
    if (x < 0) {  
        s = -1;  
    }  
    else {  
        s = 0;  
    }
```

# Self Check

---

Beginners sometimes write statements such as the following:

```
if (price > 100){
    discountedPrice = price - 20;
}
else
    if (price <= 100){
        discountedPrice = price - 10;
    }
```

Explain how this code can be improved.

**Answer:** The `if (price <= 100)` can be omitted (leaving just `else`), making it clear that the `else` branch is the sole alternative.

# Another Way to Multiway Branch

---

- The `switch` statement chooses a `case` based on an integer value.
- `break` ends each `case`
- `default` catches all other values
- If the `break` is missing, the case *falls through* to the next `case`'s statements.

```
int digit = . . .;
switch (digit)
{
    case 1: digitName = "one";    break;
    case 2: digitName = "two";    break;
    case 3: digitName = "three";  break;
    case 4: digitName = "four";   break;
    case 5: digitName = "five";   break;
    case 6: digitName = "six";    break;
    case 7: digitName = "seven";  break;
    case 8: digitName = "eight";  break;
    case 9: digitName = "nine";   break;
    default: digitName = "";      break;
}
```

# Nested Branches

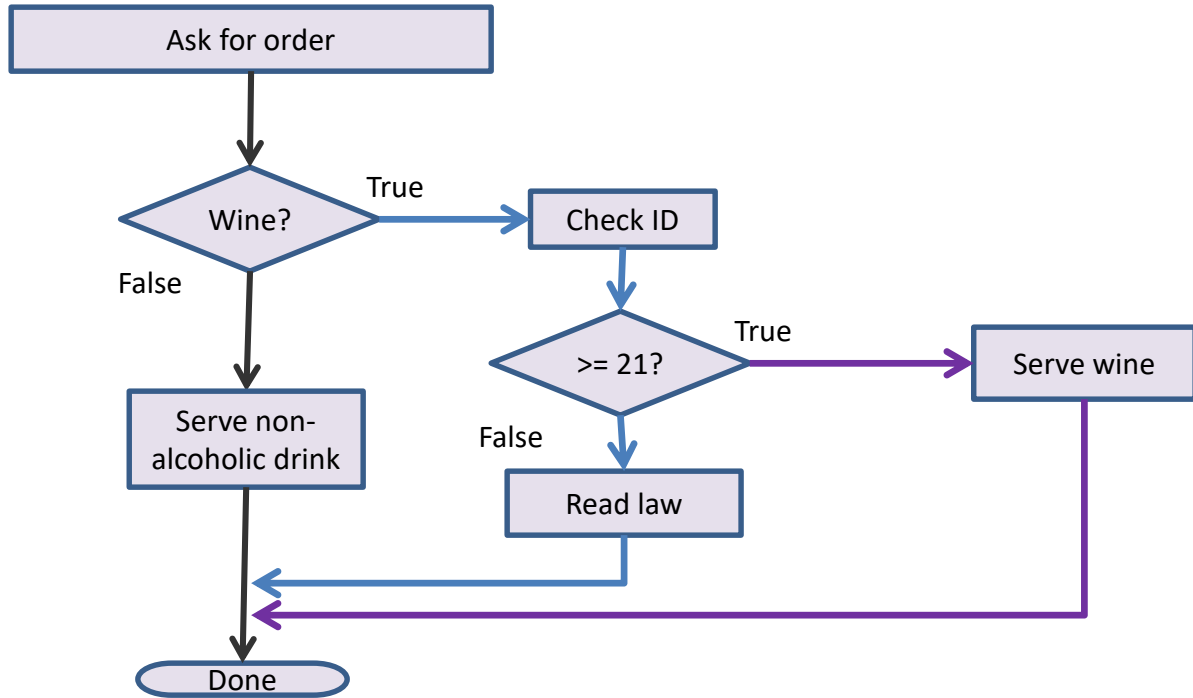
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- You can *nest* an `if` inside either branch of an `if` statement.
- 
- Simple example: Ordering drinks
  - Ask the customer for their drink order
    - `if` customer orders wine
      - Ask customer for ID
        - `if` customer's age is 21 or over
          - Serve wine
    - Else
      - Politely explain the law to the customer
  - Else
    - Serve customers a non-alcoholic drink



# Flowchart of a Nested if

- Nested `if-else` inside true branch of an `if` statement.
  - Three paths



# Tax Example: Nested ifs

- Four outcomes (branches)

- Single

- $\leq 32000$
  - $> 32000$

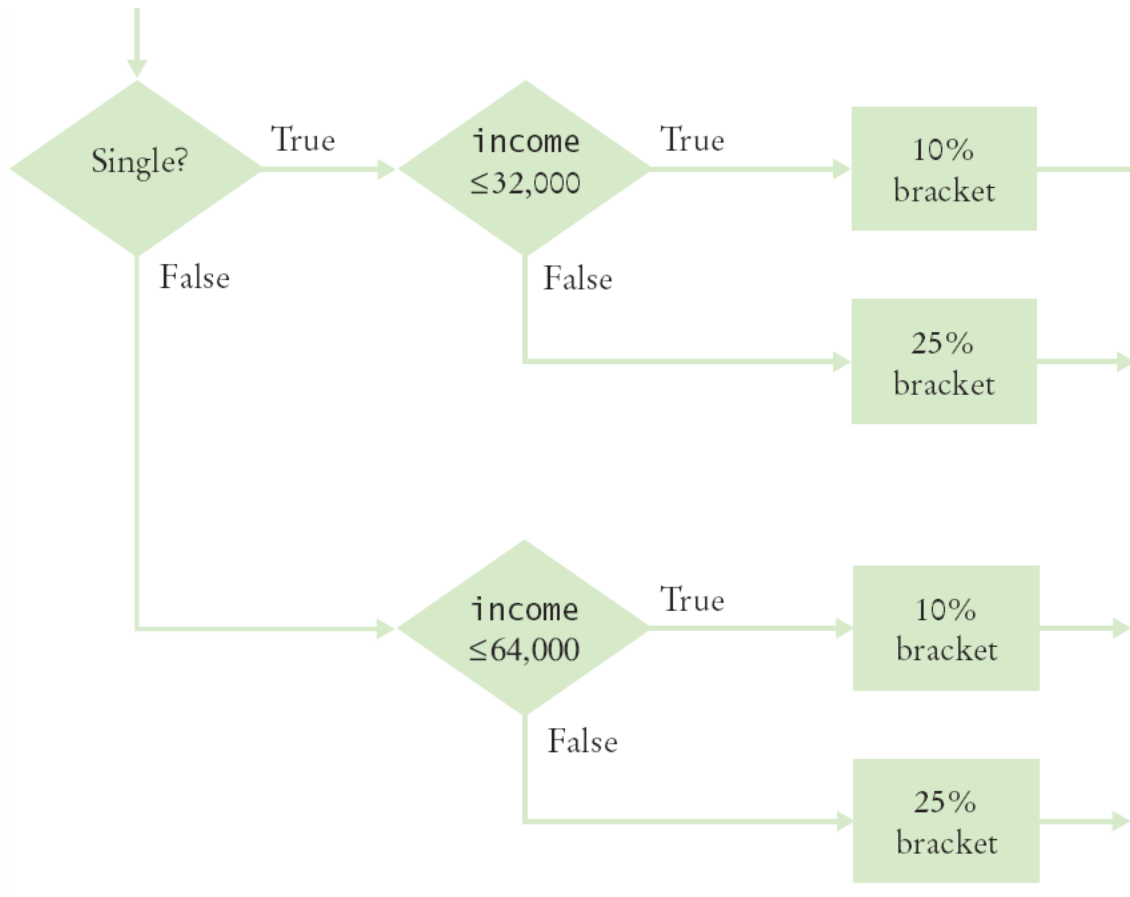
- Married

- $\leq 64000$
  - $> 64000$

Table 4 Federal Tax Rate Schedule

If your status is Single and if the taxable income is	the tax is	of the amount over
at most \$32,000	10%	\$0
over \$32,000	$\$3,200 + 25\%$	\$32,000
If your status is Married and if the taxable income is	the tax is	of the amount over
at most \$64,000	10%	\$0
over \$64,000	$\$6,400 + 25\%$	\$64,000

# Flowchart for Tax Example



# TaxCalculator.java (1)

---

```
1  import java.util.Scanner;
2
3  /**
4   * This program computes income taxes, using a simplified tax schedule.
5   */
6  public class TaxCalculator
7  {
8      public static void main(String[] args)
9      {
10         final double RATE1 = 0.10;
11         final double RATE2 = 0.25;
12         final double RATE1_SINGLE_LIMIT = 32000;
13         final double RATE1_MARRIED_LIMIT = 64000;
14
15         double tax1 = 0;
16         double tax2 = 0;
17
18         // Read income and marital status
19
20         Scanner in = new Scanner(System.in);
21         System.out.print("Please enter your income: ");
22         double income = in.nextDouble();
23
24         System.out.print("Please enter s for single, m for married: ");
25         String maritalStatus = in.next();
26     }
```

## TaxCalculator.java (2)

---

- The 'True' branch (Married)
  - Two branches within this branch

```
27      // Compute taxes due
28
29      if (maritalStatus.equals("s"))
30      {
31          if (income <= RATE1_SINGLE_LIMIT)
32          {
33              tax1 = RATE1 * income;
34          }
35          else
36          {
37              tax1 = RATE1 * RATE1_SINGLE_LIMIT;
38              tax2 = RATE2 * (income - RATE1_SINGLE_LIMIT);
39          }
40      }
```

## TaxCalculator.java (3)

- The 'False' branch (Not married)

```
41     else
42     {
43         if (income <= RATE1_MARRIED_LIMIT)
44         {
45             tax1 = RATE1 * income;
46         }
47         else
48         {
49             tax1 = RATE1 * RATE1_MARRIED_LIMIT;
50             tax2 = RATE2 * (income - RATE1_MARRIED_LIMIT);
51         }
52     }
53
54     double totalTax = tax1 + tax2;
55
56     System.out.println("The tax is $" + totalTax);
57 }
58 }
```

### Program Run

Please enter your income: 80000  
Please enter s for single, m for married: m  
The tax is \$10400

# Hand-Tracing

---

- Hand-tracing helps you understand whether a program works correctly
- Create a table of key variables
  - Use pencil and paper to track their values
- Works with pseudocode or code
  - Track location with a marker such as a paper clip
- Use example input values that:
  - You know what the correct outcome should be
  - Will test each branch of your code



# Hand-Tracing Tax Example (1)

- Setup
  - Table of variables
  - Initial values

tax1	tax2	income	marital status
0	0		

```
8 public static void main(String[] args)
9 {
10     final double RATE1 = 0.10;
11     final double RATE2 = 0.25;
12     final double RATE1_SINGLE_LIMIT = 32000;
13     final double RATE1_MARRIED_LIMIT = 64000;
14
15     double tax1 = 0;
16     double tax2 = 0;
17
```



## Hand-Tracing Tax Example (2)

- Input variables
  - From user
  - Update table

tax1	tax2	income	marital status
0	0	80000	m

```
20 Scanner in = new Scanner(System.in);
21 System.out.print("Please enter your income: ");
22 double income = in.nextDouble();
23
24 System.out.print("Please enter s for single, m for married: ");
25 String maritalStatus = in.next();
```

- Because marital status is not "s" we skip to the else on line 41

```
29 if (maritalStatus.equals("s"))
30 {

41 else
42 {
```

## Hand-Tracing Tax Example (3)

- Because income is not  $\leq 64000$ , we move to the else clause on line 47
  - Update variables on lines 49 and 50
  - Use constants

tax1	tax2	income	marital status
<del>0</del>	<del>0</del>	80000	m
6400	4000		

```
43 if (income <= RATE1_MARRIED_LIMIT)
44 {
45     tax1 = RATE1 * income;
46 }
47 else
48 {
49     tax1 = RATE1 * RATE1_MARRIED_LIMIT;
50     tax2 = RATE2 * (income - RATE1_MARRIED_LIMIT);
51 }
```

## Hand-Tracing Tax Example (4)

- Output
  - Calculate
  - As expected?

tax1	tax2	income	marital status	total tax
<del>0</del>	<del>0</del>	80000	m	
6400	4000			10400

```
54     double totalTax = tax1 + tax2;  
55  
56     System.out.println("The tax is $" + totalTax);  
57 }
```

# Common Error

---

- The Dangling `else` Problem

- When an `if` statement is nested inside another `if` statement, the following can occur:

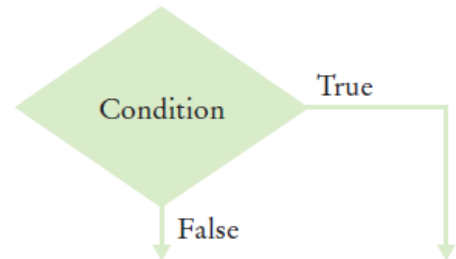
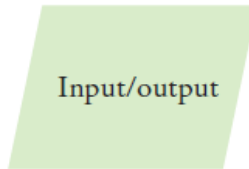
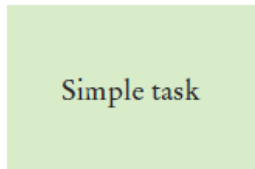
```
double shippingCharge = 5.00; // $5 inside continental U.S.  
if (country.equals("USA"))  
    if (state.equals("HI"))  
        shippingCharge = 10.00;    // Hawaii is more expensive  
else // Pitfall!  
    shippingCharge = 20.00;        // As are foreign shipment
```

- The indentation level suggests that the `else` is related to the `if` country ("USA")
    - Else clauses always associate to the closest `if`

# Problem Solving: Flowcharts

---

- You have seen a few basic flowcharts
- A flowchart shows the structure of decisions and tasks to solve a problem
- Basic flowchart elements:

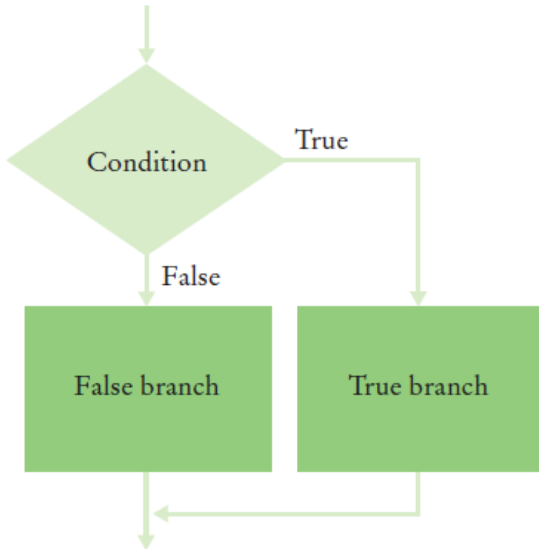


- Connect them with arrows
  - But never point an arrow
    - inside another branch!

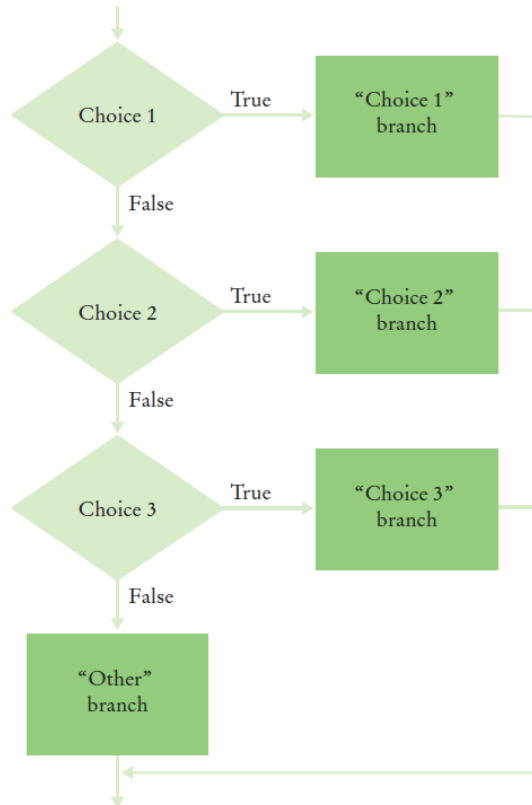
# Conditional Flowcharts

---

## ▪Two Outcomes



## ▪Multiple Outcomes

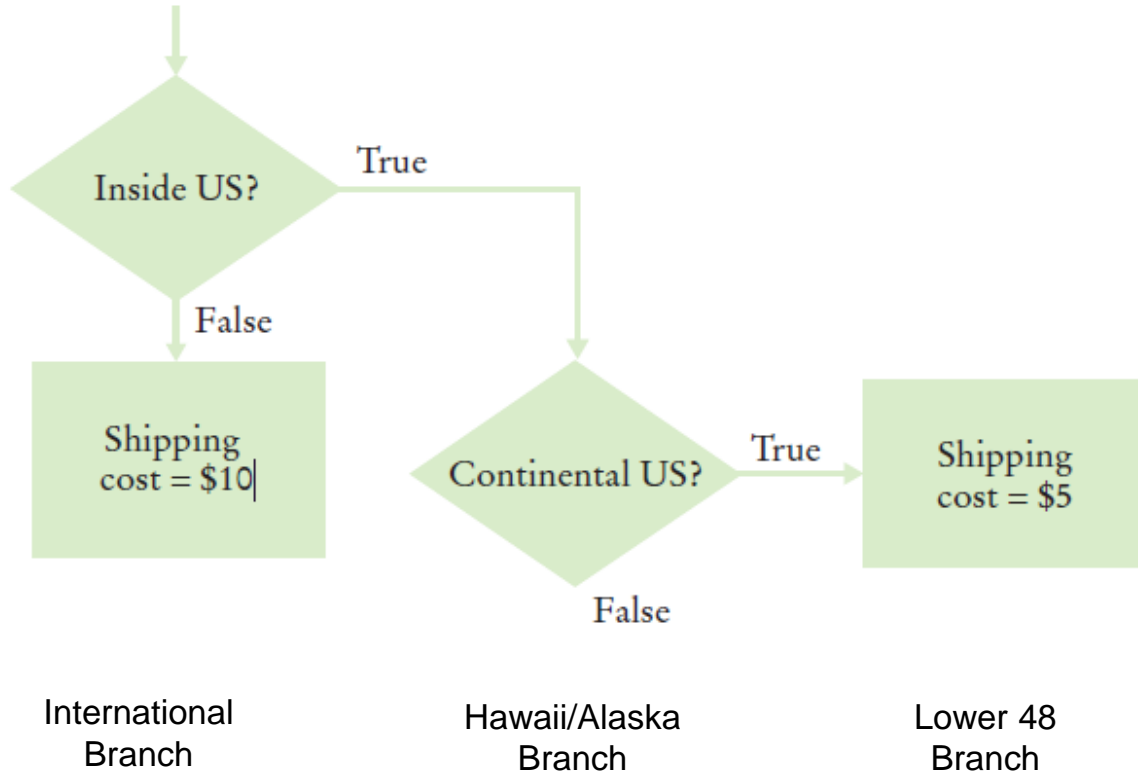


# Shipping Cost Flowchart

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Shipping costs are \$5 inside the United States, except that to Hawaii and Alaska they are \$10. International shipping costs are also \$10.

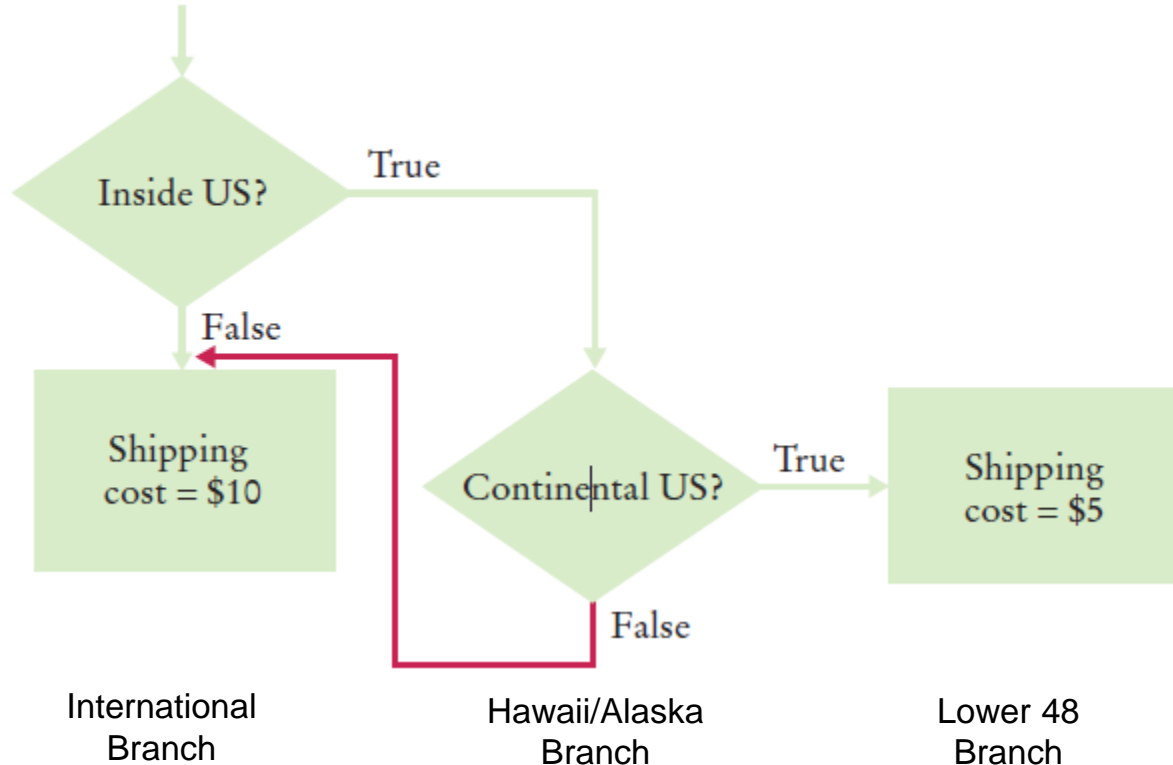
▪Three Branches:



# Don't Connect Branches!

Shipping costs are \$5 inside the United States, except that to Hawaii and Alaska they are \$10. International shipping costs are also \$10.

▪Do not do this!



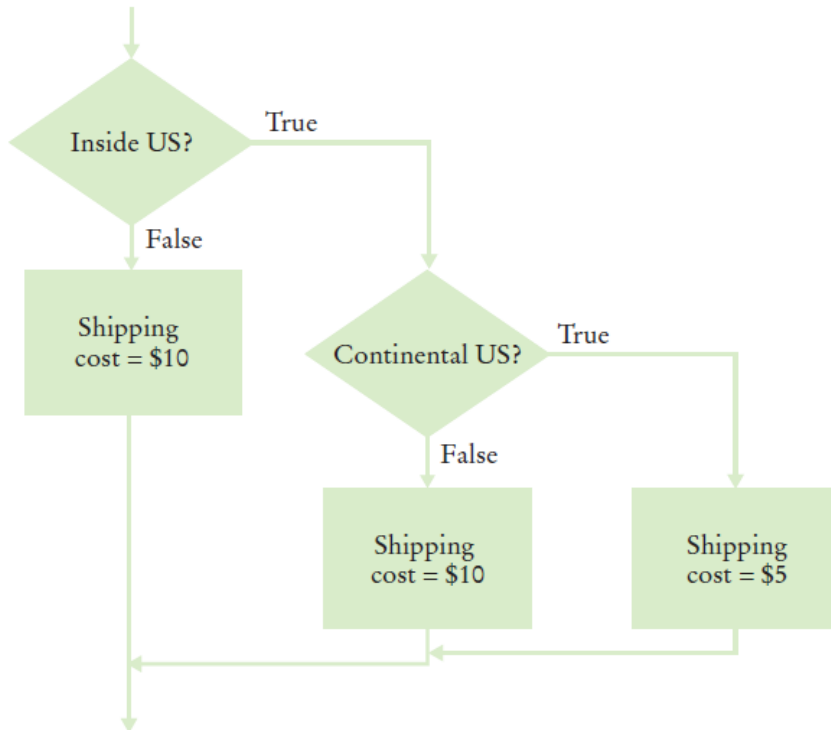


# Shipping Cost Flowchart

---

Shipping costs are \$5 inside the United States, except that to Hawaii and Alaska they are \$10. International shipping costs are also \$10.

▪Completed



# Problem Solving: Test Cases

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- Aim for complete *coverage* of all decision points:
  - There are two possibilities for the marital status and two tax brackets for each status, yielding four test cases
  - Test a handful of *boundary* conditions, such as an income that is at the boundary between two tax brackets, and a zero income
  - If you are responsible for error checking (which is discussed in Section 3.8), also test an invalid input, such as a negative income

## Choosing Test Cases

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- Choose input values that:
  - Test boundary cases and 0 values
  - A *boundary case* is a value that is tested in the code
  - Test each branch

Test Case		Expected Output	Comment
30,000	s	3,000	10% bracket
72,000	s	13,200	3,200 + 25% of 40,000
50,000	m	5,000	10% bracket
104,000	m	16,400	6,400 + 25% of 40,000
32,000	m	3,200	boundary case
0		0	boundary case

# Boolean Variables

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- Boolean Variables

- A Boolean variable is often called a flag because it can be either up (`true`) or down (`false`)

- `boolean` is a Java data type

- `boolean failed = true;`

- Can be either `true` or `false`

- Boolean Operators: `&&` and `||`

- They combine multiple conditions

- `&&` is the *and* operator

- `||` is the *or* operator



# Character Testing Methods

The `Character` class has a number of handy methods that return a boolean value:

```
if (Character.isDigit(ch))  
{  
    ...  
}
```

**Table 5** Character Testing Methods

Method	Examples of Accepted Characters
<code>isDigit</code>	0, 1, 2
<code>isLetter</code>	A, B, C, a, b, c
<code>isUpperCase</code>	A, B, C
<code>isLowerCase</code>	a, b, c
<code>isWhiteSpace</code>	space, newline, tab

## Combined Conditions: `&&`

---

- Combining two conditions is often used in range checking
  - Is a value between two other values?
- Both sides of the *and* must be true for the result to be true

```
if (temp > 0 && temp < 100)
{
    System.out.println("Liquid");
}
```

A	B	A && B
true	true	true
true	false	false
false	true	false
false	false	false

## Combined Conditions: ||

---

- If only one of two conditions need to be true
  - Use a compound conditional with an or:

```
if (balance > 100 || credit > 100)
{
    System.out.println("Accepted");
}
```

- If either is true
  - The result is true

A	B	A    B
true	true	true
true	false	true
false	true	true
false	false	false

# The *not* Operator: **!**

- If you need to invert a boolean variable or comparison, precede it with **!**

```
if (!attending || grade < 60)
{
    System.out.println("Drop?");
}
```

```
if (!attending || grade < 60)
{
    System.out.println("Drop?");
}
```

A	!A
true	false
false	true

- If using **!**, try to use simpler logic:

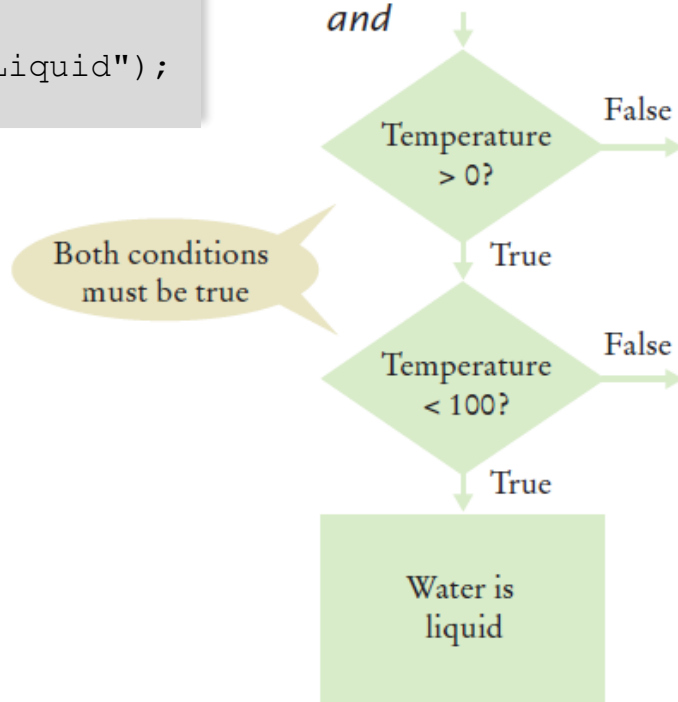
```
if (attending && (grade >= 60))
```



## *and* Flowchart

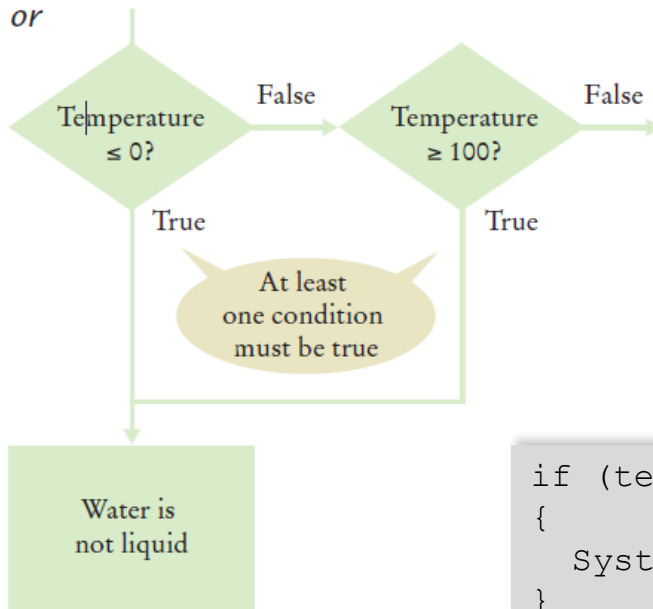
- This is often called 'range checking'
  - Used to validate that input is between two values

```
if (temp > 0 && temp < 100)
{
    System.out.println("Liquid");
}
```



# or Flowchart



- Another form of 'range checking'
  - Checks if value is outside a range



```
if (temp <= 0 || temp >= 100)
{
    System.out.println("Not Liquid");
}
```

## Boolean Operator Examples

Table 5 Boolean Operator Examples

Expression	Value	Comment
<code>0 &lt; 200 &amp;&amp; 200 &lt; 100</code>	false	Only the first condition is true.
<code>0 &lt; 200    200 &lt; 100</code>	true	The first condition is true.
<code>0 &lt; 200    100 &lt; 200</code>	true	The    is not a test for “either-or”. If both conditions are true, the result is true.
<code>0 &lt; x &amp;&amp; x &lt; 100    x == -1</code>	<code>(0 &lt; x &amp;&amp; x &lt; 100)    x == -1</code>	The && operator has a higher precedence than the    operator
 <code>0 &lt; x &lt; 100</code>	<b>Error</b>	<b>Error:</b> This expression does not test whether x is between 0 and 100. The expression <code>0 &lt; x</code> is a Boolean value. You cannot compare a Boolean value with the integer 100.
 <code>x &amp;&amp; y &gt; 0</code>	<b>Error</b>	<b>Error:</b> This expression does not test whether x and y are positive. The left-hand side of && is an integer, x, and the right-hand side, <code>y &gt; 0</code> , is a Boolean value. You cannot use && with an integer argument.
<code>!(0 &lt; 200)</code>	false	<code>0 &lt; 200</code> is true, therefore its negation is false.
<code>frozen == true</code>	frozen	There is no need to compare a Boolean variable with true.
<code>frozen == false</code>	!frozen	It is clearer to use ! than to compare with false.

# Self Check

---

Suppose  $x$  and  $y$  are two integers. How do you test whether both of them are zero?

**Answer:** `x == 0 && y == 0`

How do you test whether at least one of them is zero?

**Answer:** `x == 0 || y == 0`

How do you test whether *exactly one of them* is zero?

**Answer:** `(x == 0 && y != 0) || (y == 0 && x != 0)`

What is the advantage of using the type `boolean` rather than strings `"false"/"true"` or integers `0/1`?

**Answer:** You are guaranteed that there are no other values. With strings or integers, you would need to check that no values such as `"maybe"` or `-1` enter your calculations.

# Common Error

---

- Combining Multiple Relational Operators

```
if (0 <= temp <= 100) // Syntax error!
```

- This format is used in math, but not in Java!
- It requires two comparisons:

```
if (0 <= temp && temp <= 100)
```

- This is also not allowed in Java:

```
if (input == 1 || 2) // Syntax error!
```

- This also requires two comparisons:

```
if (input == 1 || input == 2)
```

# Common Error

---

- Confusing `&&` and `||` Conditions

- It is a surprisingly common error to confuse `&&` and `||` conditions
- A value lies between 0 and 100 if it is at least 0 *and* at most 100
- It lies outside that range if it is less than 0 *or* greater than 100
- There is no golden rule; you just have to think carefully

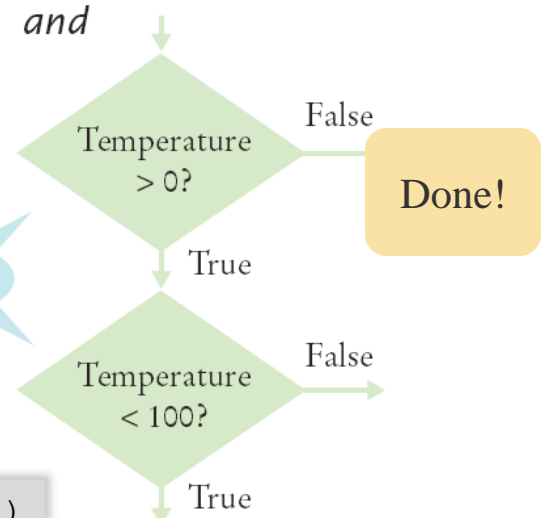
# Short-Circuit Evaluation: **&&**

- Combined conditions are evaluated from left to right
  - If the left half of an *and* condition is false, why look further?

```
if (temp > 0 && temp < 100)
{
    System.out.println("Liquid");
}
```

Both conditions  
must be true

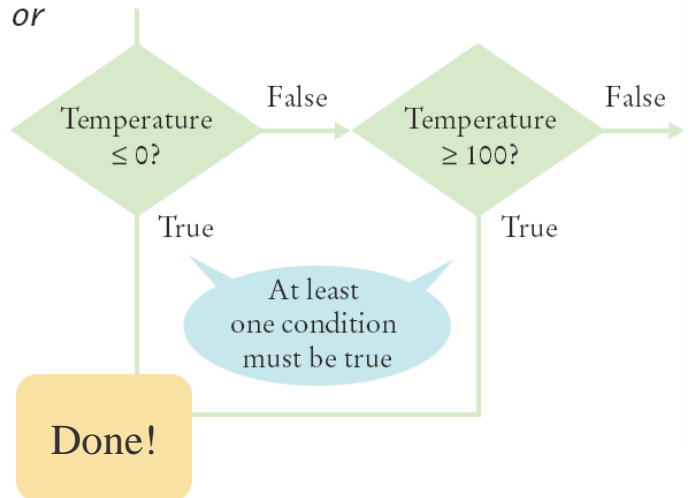
```
if (quantity > 0 && price / quantity < 10)
```



# Short-Circuit Evaluation: ||

- If the left half of the *or* is true, why look further?
- Java doesn't!
- Don't do these second:
  - Assignment
  - Output

```
if (temp <= 0 || temp >= 100)
{
    System.out.println("Not Liquid");
}
```





# De Morgan's Law

---

- De Morgan's law tells you how to negate `&&` and `||` conditions:

▪ <code>!(A &amp;&amp; B)</code>	is the same as	<code>!A    !B</code>
▪ <code>!(A    B)</code>	is the same as	<code>!A &amp;&amp; !B</code>

- Example: Shipping is higher to AK and HI

```
if (!(country.equals("USA")
    && !state.equals("AK")
    && !state.equals("HI")))
    shippingCharge = 20.00;
```

```
if !country.equals("USA")
    || state.equals("AK")
    || state.equals("HI")
    shippingCharge = 20.00;
```

- To simplify conditions with negations of *and* or *or* expressions, it is usually a good idea to apply De Morgan's Law to move the negations to the innermost level.