

CSEN 202 – Introduction to Computer Programming

Lecture 3: Decisions

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What you learned from lecture 2

Datatypes

- **Datatypes** are necessary to **capture properties** of data inside a **generic storage**. **Strict typing** prevents **errors**.
- Java offers **primitive types**:
 - **Integral numeric types**: **byte**, **short**, **int**, **long**
 - **Floating point types**: **float**, **double**
 - **Other types**: **boolean**, **char**
- The **literals** in Java are **also** typed
 - **3459** is of type **int**, **3459L** is of type **long**.
- Types can be **changed** by means of an **implicit** or **explicit type cast**:
 - **long** **l** = 7364;
 - **short** **s** = (**short**) 7364;

The type-casting rules in Java are very **restrictive**.

What you learned from lecture 2

Expressions

- Java **expressions** entail some basic **operations** (+, -, *, /, %, ==, !=, >, <, >=, <=, &&, ||, !, &, |, ^, ~)
- **Assignments** and even **declarations** return a **value**
 - `a = (b = 5);`
 - `float x = (float) (double d = .007);`
- Not mentioned in last **lecture** (but in the tutorials):
 - **Pre- and post-increment/decrement**
 - `int j = ++i;`
 - `int j = i--;`
 - **Shortcut update operators** (+=, -=, *=, /=, %=, |=, &=, ^=)
 - `i += 2 * j + x;`
 - `a %= b;`
 - **Signed and unsigned Bit-shifts** (<<, >>, >>>)
 - `a >>> 4;`

What you learned from lecture 2

Expressions

Typing overview

Java operators	Operands	Result
<code>+, -, *, /, %</code>	Numeric types	Numeric type
<code>==, !=, >, <, >=, <=</code>	boolean , char , or numeric types	boolean
<code>&&, , !</code>	boolean	boolean
<code>&, , ^, ~</code>	boolean , char , or integral numeric types	boolean or integral numeric type

What you learned from lecture 2

Quirks

- The **type** **boolean** can **not** be casted in any way
- Do **not** confuse “==” and “=”!

Blocks

A **note** about structuring the code:

- **Multiple statements** can be summarized as a single **block** by enclosing them in **braces** “{ ... }”.

Example

```
int a = 5;  
{                               ← opening brace  
    int b = 5;  
    a += b;  
}                               ← closing brace
```

The **statements** `int b = 5;` and `a += b;` together form **one block**. Note the **indentation**

Blocks

Properties of **blocks** (`{...}`):

- A **block** can replace a **single** statement
- **Variables** that are **declared** inside a block can only be **used** inside that block

Today's topic

control structures

Overview

Control structures influence the **execution of statements**

Two basic types:

- **Conditional statements** **execute** parts of the program **only** if some **condition** is met.
 - **if**-statement,
 - **switch**-statement,
 - conditional expression.
- **Loop statements** **execute** parts of the program **multiple times**
 - **while**-loop,
 - **do**-loop,
 - **for**-loop

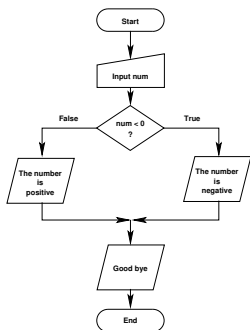
The **if**-statement

The form of the **if**-statement

```
if (condition)
    single statement or block for the true case
else
    single statement or block for the false case
```

- The **condition** must be an **expression** of type **boolean**
- The first **statement or block** (**true**-case) is **only** executed **if** the **condition** evaluates to **true**
- **Otherwise**, the second **statement or block** is executed
- The **else**-part is **optional**

Conditional operation – diagram



```
if ( num < 0 )  
    System.out.println("The_number_" + num + "_is_negative");  
else  
    System.out.println("The_number_" + num + "_is_positive");  
    System.out.println("Good-bye_for_now");
```

Example

Number of students

```
System.out.print(numberOfStudents);  
if (numberOfStudents == 1)  
    System.out.print("student");  
else  
    System.out.print("students");  
System.out.println("_registered.");
```

- **If** the number of students is 1, the code prints:
1 student registered
- **Otherwise** (e.g., `numberOfStudents = 5`) it prints the number of students:
5 students registered

Blocks and braces

Is the following section of a program **correct**?

```
if ( num < 0 )  
    System.out.println("The_number_" + num + "_is_negative");  
else  
    System.out.println("The_number_" + num + "_is_positive");  
    System.out.print ("positive_numbers_are_greater_");  
    System.out.println("or_equal_to_zero_");  
System.out.println("Good-bye_for_now");
```

```
if ( num < 0 )  
    System.out.println("The_number_" + num + "_is_negative");  
else {  
    ← opening brace  
    System.out.println("The_number_" + num + "_is_positive");  
    System.out.print ("positive_numbers_are_greater_");  
    System.out.println("or equal to zero ");
```

Boolean expressions within the condition

■ Boolean conjunction: &&

```
// check that there are enough of both ingredients  
if ( flour >= 4 && sugar >= 2 )  
    System.out.println("Enough_for_cookies!" );  
else  
    System.out.println("sorry...." );
```

■ Boolean disjunction: ||

```
// check that at least one qualification is met  
if ( cash >= 25000 || credit >= 25000 )  
    System.out.println("Enough_to_buy_this_car!" );  
else  
    System.out.println("What_about_a_Yugo?" );
```

■ ...

Boolean expressions within the condition

■ Boolean Negation: !

```
if ( !( speed > 2000 && memory > 512 ) )  
    System.out.println("Reject_this_computer");  
else  
    System.out.println("Acceptable_computer");
```

Nested **if**

Consider:

```
if (condition 1) if (condition 2) statement 1  
else statement 2
```

- The **ambiguous else** is called “**dangling else**”
- In Java, an **else** belongs to the **closest if**
- **Avoid** this situation by using **braces**

<pre>if (condition 1) if (condition 2) statement 1 else statement 2</pre>	→	<pre>if (condition 1) { if (condition 2) statement 1 else statement 2 }</pre>
--	---	--

Refactoring **if**-conditionals

Refactoring	Before	After	Comment
Swap branches	<pre>if (!condition) { statement 1 } else { statement 2 }</pre>	<pre>if (condition) { statement 2 } else { statement 1 }</pre>	Equivalent
Remove redundant tests	<pre>if (condition) { statement 1 } if (condition) { statement 2 }</pre>	<pre>if (condition) { statement 1 statement 2 }</pre>	Not generally equivalent (why?)

Refactoring **if**-conditionals

Refactoring	Before	After	Comment
Extract to front	<pre>if (condition) { statement 1 statement 2 } else { statement 1 statement 3 }</pre>	<pre>statement 1 if (condition) { statement 2 } else { statement 3 }</pre>	Not generally equivalent (why?)
Extract to back	<pre>if (condition) { statement 1 statement 3 } else { statement 2 statement 3 }</pre>	<pre>if (condition) { statement 1 } else { statement 2 } statement 3</pre>	Equivalent

Counterexample

Consider

```
if (i%7 != 0) {  
    i++;  
    j = i;  
} else {  
    i++;  
}
```

This is **not** equivalent to

```
i++;  
if (i%7 != 0) {  
    j = i;  
}
```

Conditional operator

condition ? expression 1 : expression 2

- Operand types:

- condition: **boolean**

- expression 1 and expression 2: **Any** type

- Works like the **if**-statement, but for **expressions**

- If the condition is **true**, the value of the whole expression is that of expression 1, otherwise that of expression 2.

Example

```
if (num < 0)
    x = -num;
else
    x = num;
```

is equivalent to

```
x = num < 0 ? -num : num;
```

Example

```
// print the number of books found
public class Books
{
    int num = 4;
    public static void main(String[] args) {
        System.out.println("Number_of_hits:" + num + "_" +
                           ((num == 1) ? "book" : "books")
                           );
    }
}
```

- Useful when **duplication of code** or the **introduction of a variable** can be **avoided**.

The **switch** statement

- Instead of using **multiple if-then-else** branches which test **a single value** against **several constants**, the **switch**-statement can be used.

```
switch (expression)
{
  case literal 1: statements; break;
  case literal 2: statements; break;
  ...
  case literal n: statements; break;
  default: statements;
}
```

The **switch** statement

```
switch (expression)
{
  case literal 1: statements; break;
  case literal 2: statements; break;
  ...
  case literal n: statements; break;
  default: statements;
}
```

- If one case branch matches, all statements after it will be executed. Use **break** to control this
- Otherwise, the statements after the (optional) **default** are executed.

Example I

```
switch (studentsNr)
{
    case 0:
        System.out.print("no_one");
    case 1:
        System.out.print("1_student");
    default:
        System.out.print(studentsNr);
        System.out.print("_students");
}
System.out.println("_registered");

switch (studentsNr)
{
    case 0:
        System.out.print("no_one"); break;
    case 1:
```

← break added

Multiple choice conditional

Example II

Problem:

Display the name of the month, based on the value of month, using the **switch**-statement

Example II

```
int month = 8;
switch (month) {
    case 1: System.out.println("January"); break;
    case 2: System.out.println("February"); break;
    case 3: System.out.println("March"); break;
    case 4: System.out.println("April"); break;
    case 5: System.out.println("May"); break;
    case 6: System.out.println("June"); break;
    case 7: System.out.println("July"); break;
    case 8: System.out.println("August"); break;
    case 9: System.out.println("September"); break;
    case 10: System.out.println("October"); break;
    case 11: System.out.println("November"); break;
    case 12: System.out.println("December"); break;
    default: System.out.println("There_is_no_such_month!");
}
```

Comparison

Switch statement

```
switch(studentsNr) {  
    case 0:  
        System.out.print("no_one");  
        break;  
    case 1:  
        System.out.print("1_student");  
        break;  
    default:  
        System.out.print(studentsNr);  
        System.out.print("_students");  
}  
System.out.println("_registered");
```

If statement

```
if (studentsNr == 0)  
    System.out.print("no_one");  
else if (studentsNr == 1)  
    System.out.print("1_student");  
else {  
    System.out.print(studentsNr);  
    System.out.print("_students");  
}  
System.out.println("_registered");
```

Remarks

Notes about the switch statement

- **Advantage:** All branches test the **same value** (in the example: `studentsNr`)
- The **test cases** must be **integers**, or **char** or **strings**. You **cannot** use a **switch** to branch on **floating-point** or **boolean** values.

The following **fragment of code** will produce an **error**:

```
switch(studentGPA) {  
    case 1.3 : System.out.println("Excellent"); break;  
    case 4.0 : System.out.println("Sufficient"); break;  
    case 2.0 : System.out.println("Good"); break;  
    ...  
}
```

Next week

Next week's topics

- **Iterative** constructs in Java