

Operator Precedence

Operators	Precedence
postfix	expr++ expr--
unary	++expr --expr +expr -expr !
multiplicative	* / %
additive	+ -
relational	< > <= >=
equality	== !=
logical AND	&&
logical OR	
ternary	? :
assignment	= += -= *= /= %=

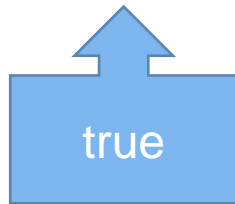
What's the output

```
int i = 2;  
boolean bool = ( i < 3 ) || (++i < 3);  
System.out.println("bool = " + bool + " i = " + i);  
  
bool = ( i > 3 ) && (++i < 3);  
System.out.println("bool = " + bool + " i = " + i);
```

&&, and || are short-circuit

- short-circuit operators will evaluate the second operand only when necessary

(i < 3) || (++i < 3)



- short-circuit operators have better performance than & and | operators

Compound Assignments

- You can also combine the arithmetic operators with the simple assignment operator to create compound assignments.

`x+=1;` and `x=x+1;`

both increment the value of `x` by 1.

What's the output?

```
int i = 2;
```

```
boolean bool = (i < 5) || ( i < 3 ) && (++i < 3);
```

```
System.out.println("bool = " + bool + " i = " + i);
```

Precedence and evaluation order are not the same

What's the output?

```
int i = 2;
```

```
boolean bool = (i > 5) && ( i > 3 ) || (i++ < 3);
```

```
System.out.println("bool = " + bool + " i = " + i);
```

Precedence and evaluation order are not the same

What's the result?

```
int i=0;  
int result =++i + ++i * ++i;
```

```
int i=0;  
int result =++i + i++ * ++i;
```

Precedence and evaluation order are not the same

Order of evaluation is left to right (except for assignment, which evaluates right to left)

Blocks

- A block is a group of zero or more statements between balanced braces and can be used anywhere a single statement is allowed.

```
if (condition) { // begin block 1  
    System.out.println("Condition is true.");  
} // end block 1
```



Blocks

- Here, if w is less than h , both statements inside the block will be executed.

```
if (w < h) { ← Start of block  
    v = w * h;  
    w = 0;  
} ← End of block
```

Blocks

```
/*  
    Demonstrate a block of code.  
  
    Call this file BlockDemo.java.  
*/  
class BlockDemo {  
    public static void main(String args[]) {  
        double i, j, d;  
  
        i = 5;  
        j = 10;  
  
        // the target of this if is a block  
        if(i != 0) {  
            System.out.println("i does not equal zero");  
            d = j / i;  
            System.out.println("j / i is " + d);  
        }  
    }  
}
```



The target of the **if**
is this entire block.

Variable Scope

- Variables live in the block ({}) where they are defined (scope)
- Method parameters are like defining a new variable in the method

Variable Scope

```
public static void main(String[] args)
{
    int x=10;
    if(x==10)
    {
        int y=11;
        System.out.println("Both variables are known here: "+x+" and "+y);
    }
    y=y+1; //Compilation Error
    System.out.println("The variable y is not known here!");
}
```

Variable Scope

```
public class Scope {  
    public static void main(String[] args){  
        int x = 5;  
        if (x == 5){  
            int x = 6; //Error, x already exists in this scope  
            int y = 72;  
            System.out.println("x = " + x + " y = " + y);  
        }  
        System.out.println("x = " + x + " y = " + y); //Error  
    }  
}
```

Variable Scope

Scope.java:5: error: variable x is already defined in method
main(String[])

```
    int x = 6;
```

^

Scope.java:9: error: cannot find symbol

```
    System.out.println("x = " + x + " y = " + y);
```

^

symbol: variable y

location: class Scope

2 errors

Scope Demo

```
// Demonstrate block scope.
class ScopeDemo {
    public static void main(String args[]) {
        int x; // known to all code within main

        x = 10;
        if(x == 10) { // start new scope

            int y = 20; // known only to this block

            // x and y both known here.

            System.out.println("x and y: " + x + " " + y);
            x = y * 2;
        }
        // y = 100; // Error! y not known here ← Here, y is outside of its scope.

        // x is still known here.
        System.out.println("x is " + x);
    }
}
```

Scope

- Scope of the method parameters is the entire method.

```
public static void foo(int x) {  
    int x = 5; //Error duplicate variable  
}
```


Loops

Loops

```
public static void main (String[] args) {  
    System.out.println( "Rule #1" );  
    System.out.println( "Rule #2" );  
    System.out.println( "Rule #3" );  
}
```

What if you want to do it for 200 Rules?

Loops

- Loop statements allow to loop through a block of code.
- There are several loop statements in Java.

The while statement

```
while (condition) {  
    statements  
}
```

The while statement

```
int i= 0;
while(i < 3) {
    System.out.println( "Rule # " + i);
    i = i+1;
}
```

- Count carefully
- Make sure that your loop has a chance to finish.

Print Alphabet Example

```
// Demonstrate the while loop.
class WhileDemo {
    public static void main(String args[]) {
        char ch;

        // print the alphabet using a while loop
        ch = 'a';
        while(ch <= 'z') {
            System.out.print(ch);
            ch++;
        }
    }
}
```

The do-while statement

```
do {  
    statements  
} while (condition)
```

The do-while statement

```
int i= 0;  
do {  
    System.out.println( "Rule # " + i);  
    i = i+1;  
}while(i < 3);
```

- Evaluates its expression at the bottom of the loop instead of the top.
- Statements within the do block are always executed at least once.

The for statement

```
for (initialization; condition; increment) {  
    statements  
}
```

The for statement

```
for(int i = 0; i < 3; i=i+1) {  
    System.out.println( "Rule # " + i);  
}
```

Note: `i = i+1` may be replaced by `i++`

SqrRoot Example

```
// Show square roots of 1 to 99 and the rounding error.
class SqrRoot {
    public static void main(String args[]) {
        double num, sroot, rerr;

        for(num = 1.0; num < 100.0; num++) {
            sroot = Math.sqrt(num);
            System.out.println("Square root of " + num +
                               " is " + sroot);

            // compute rounding error
            rerr = num - (sroot * sroot);
            System.out.println("Rounding error is " + rerr);
            System.out.println();
        }
    }
}
```

Decrementing For Loop

// A negatively running for loop.

```
class DecrFor {  
    public static void main(String args[]) {  
        int x;  
  
        for(x = 100; x > -100; x -= 5)  
            System.out.println(x);  
    }  
}
```

← Loop control variable is
decremented by 5 each time.

Equivalent To

```
public static void main(String[] args) throws IOException {  
    int x;  
    x =100;  
    while (x > -100) {  
        System.out.println(x);  
        x-=5;  
    }  
}
```

References

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