CSC 211: Computer Programming
Expressions and Selection Statements

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THINK BIG WE DO℠

Administrative Announcements

‣ A01 due 02/15

‣ MC02 due 02/13

‣ Exam#01 - 02/24

Expressions

Common arithmetic operators

+ − * / %

‣ Can be used with any numeric type (integers and floating point numbers)

‣ Result of the **operator** depends on the type of the **operands**

‣ Be aware of the **integer division** (fractional part discarded)
  ✓ 22/4 is 5

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Integer Division

$$4 \longleftarrow 12/3$$
$$3 \overline{\smash{)}12}$$
$$\underline{12}$$
$$0 \longleftarrow 12\%3$$

$$4 \longleftarrow 14/3$$
$$3 \overline{\smash{)}14}$$
$$\underline{12}$$
$$2 \longleftarrow 14\%3$$

👍

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"Rules"

‣ Use parentheses !
  ✓ even when redundant

‣ Use whitespaces !

`(b*b-4*a*c)/(2*a)` 👎

`((b * b) - (4 * a * c)) / (2 * a)` 👍

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Boolean expressions

‣ Expressions that evaluate to either `true` or `false`

‣ Can use comparison operators

`==  <  >  >=  <=  !=`

‣ Can use logical operators

`!   &&   ||`

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Truth Tables

AND

Exp_1	Exp_2	Exp_1 && Exp_2
true	true	true
true	false	false
false	true	false
false	false	false

NOT

Exp	!(Exp)
true	false
false	true

OR

Exp_1	Exp_2	Exp_1 || Exp_2
true	true	true
true	false	true
false	true	true
false	false	false

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Comparison Operators

Math Symbol	English	C++ Notation	C++ Sample	Math Equivalent
$=$	equal to	$==$	x + 7 == 2*y	$x + 7 = 2y$
$\neq$	not equal to	!=	ans != 'n'	$ans \neq 'n'$
$<$	less than	$<$	count < m + 3	$count < m + 3$
$\leq$	less than or equal to	<=	time <= limit	$time \leq limit$
$>$	greater than	$>$	time > limit	$time > limit$
$\geq$	greater than or equal to	>=	age >= 21	$age \geq 21$

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Precedence Rules

The unary operators +, −, ++, --, and !.   *Highest precedence (done first)*
The binary arithmetic operations *, /, %
The binary arithmetic operations +, −
The Boolean operations <, >, <=, >=
The Boolean operations ==, !=
The Boolean operations &&
The Boolean operations || *Lowest precedence (done last)*

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What is the value of this expression?

```
(x + 1) > 2 || (x + 1) < −3
```

Recommended style

```
((x + 1) > 2) || ((x + 1) < −3)
```

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In C++ any non-zero value is **true** and zero is **false**

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What is the value of this expression?

false

$(!\ 32 > 64)$

$(0 > 64)$

false

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What is the value of this expression?

true

$(!\ 0 > 64)$

$(1 > 64)$

false

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What is the value of this expression?

$a = 0;\quad b = 1;\quad c = 15;\quad d = 5;\quad e = 20;$

```
(!b && !!c) || (d == e) || (!a && ((d + e) % 10 == 0));
```

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Selection Statements
if and switch

if statements

‣ Allow conditional execution of code

‣ General idea:

```
if (expression)
    true statement
else
    false statement
```

The if statement (basic syntax)

```
if (expression)
    statementA
```

```
if (expression)
    statementA
else
    statementB
```

```
if (expressionA)
    statementA
else if (expressionB)
    statementB
    .
    .
    .
else
    statementN
```

Example

```cpp
int value;

std::cout << "Enter a number: ";
std::cin >> value;

if (value > 0) {
    std::cout << "positive number" << std::endl;
} else if (value < 0) {
    std::cout << "negative number" << std::endl;
} else {
    std::cout << "zero" << std::endl;
}
```

Compound statements

```cpp
if (expression) {
    statementA
    statementB
    statementC
    ...
} else {
    statementL
    statementM
    statementN
    ...
}
```

✓ Recommended to **always use braces**, even with single statements

✓ Develop a good and consistent programming style

Compound statements

```cpp
#include <iostream>

int main( )
{
    double fuelGaugeReading;

    std::cout << "Enter fuel gauge reading: ";
    std::cin >> fuelGaugeReading;

    std::cout << "First with braces:\n";
    if (fuelGaugeReading < 0.75)
    {
        if (fuelGaugeReading < 0.25)
            std::cout << "Fuel very low. Caution!\n";
    }
    else
    {
        std::cout << "Fuel over 3/4. Dont stop now!\n";
    }

    std::cout << "Now without braces:\n";
    if (fuelGaugeReading < 0.75)
        if (fuelGaugeReading < 0.25)
            std::cout << "Fuel very low. Caution!\n";
    else
        std::cout << "Fuel over 3/4. Don't stop now!\n";

    return 0;
}
```

Compound Statements Used with *if-else*

```cpp
if (my_score > your_score)
{
    cout << "I win!\n";
    wager = wager + 100;
}
else
{
    cout << "I wish these were golf scores.\n";
    wager = 0;
}
```

Exercise

‣ Write a program in C++ (**on paper**) that:

  ✓ reads the number of **hours**

  ✓ calculates payment:

   - if number of hours no greater than 40, **payment** is calculated using the regular hourly rate of $35

   - if overtime, **payment** is calculated using the regular hourly rate for the first 40 hours and the special rate of $50 for the remaining hours

  ✓ prints the calculated **payment**

An *if-else* Statement within an *if* Statement

```cpp
if (count > 0)

    if (score > 5)

        cout << "count > 0 and score > 5\n";
    else

        cout << "count > 0 and score <= 5\n";
```

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switch statements

‣ Allow conditional execution of code based on the value of an **integer** expression

‣ Basic syntax:

```
switch (expression) {
    case valueA:
        statementA
    case valueB:
        statementB
        .
        .
        .
    case valueN:
        statementN
    default:
        statement
}
```

> if expression equals to a value, control executes corresponding statement (can be a compound statement), then continue executing statements until **break** is encountered

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switch statements

```
3    #include <iostream>
4    int main() {
5    int x = 2;
6        switch (x)
7        {
8            case 1:
9                std::cout << "Choice is 1 \n";
10               break;
11           case 2:
12               std::cout << "Choice is 2 \n";
13               break;
14           case 3:
15               std::cout << "Choice is 3 \n";
16               break;
17           default:
18               std::cout << "Choice other than 1, 2 and 3 \n";
19               break;
20       }
21   return 0;
22   }
```

```
65:Desktop labmanager$ g++ switch.cpp -o switch
65:Desktop labmanager$ ./switch
Choice is 2
65:Desktop labmanager$
```

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switch statements

```
4    int main() {
5    int x = 2;
6        switch (x)
7        {
8            case 1:
9                std::cout << "Choice is 1 \n";
10               //break;
11           case 2:
12               std::cout << "Choice is 2 \n";
13               //break;
14           case 3:
15               std::cout << "Choice is 3 \n";
16               //break;
17           default:
18               std::cout << "Choice other than 1, 2 and 3 \n";
19               //break;
20       }
21   return 0;
22   }
```

```
65:Desktop labmanager$ ./switch
Choice is 2
Choice is 3
Choice other than 1, 2 and 3
65:Desktop labmanager$
```

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A *switch* Statement (*part 1 of 2*)

```
//Program to illustrate the switch statement.
#include <iostream>
using namespace std;

int main( )
{
    char grade;

    cout << "Enter your midterm grade and press Return: ";
    cin >> grade;

    switch (grade)
    {
        case 'A':
            cout << "Excellent. "
                << "You need not take the final.\n";
            break;
        case 'B':
            cout << "Very good. ";
            grade = 'A';
            cout << "Your midterm grade is now "
                << grade << endl;
            break;
        case 'C':
            cout << "Passing.\n";
            break;
        case 'D':
        case 'F':
            cout << "Not good. "
                << "Go study.\n";
            break;
        default:
            cout << "That is not a possible grade.\n";
    }

    cout << "End of program.\n";
    return 0;
}
```

> characters (ascii values) can also be used in switch statements

A *switch* Statement (*part 2 of 2*)

Sample Dialogue 1

> Enter your midterm grade and press Return: A
> Excellent. You need not take the final.
> End of program.

Sample Dialogue 2

> Enter your midterm grade and press Return: B
> Very good. Your midterm grade is now A.
> End of program.

Sample Dialogue 3

> Enter your midterm grade and press Return: D
> Not good. Go study.
> End of program.

Sample Dialogue 4

> Enter your midterm grade and press Return: E
> That is not a possible grade.
> End of program.

from: Problem Solving with C++, 10th Edition, Walter Savitch