
CS620c Structured Programming

Lesson 10

Joe Duffin

Email: Joseph.Duffin@nuim.ie

A few reminders:

- Truth Tables

- AND

- True AND True gives True
- True AND False gives False
- False AND True gives False
- False AND False gives False

- OR

- True OR True gives True
 - True OR False gives True
 - False OR True gives True
 - False OR False gives False
-

A few reminders:

- NOT FALSE means True
- NOT TRUE means False
- Operator Precedence
 - Generally speaking you read the expression from left to right
 - If everything has the same order of precedence (e.g. divide, modulus and multiply) you evaluate from left to right – that is the first operator from the left is performed first, followed by the second operator from the left ...
 - Unless brackets are used. Brackets take precedence

Default Values

- Always give your variables a default value

■ Data Type	Default Value
■ int	0
■ float	0.0f
■ double	0.0
■ char	'\u0000'
■ boolean	false

Memory Allocation

- What happens when I declare and initialise in memory?

Class Test

- Let's have a look at some class test questions..

Loops (Iteration)

- Loops allow your program to do the same thing again and again and again and again.
..
- There are 3 looping statements in JAVA:-
 - while
 - for
 - do...while
- A loop repeatedly executes the same set of instructions until a finishing condition is met

Example

```
int count = 1; // start count at one
while ( count <= 3 ) // loop while count is <= 3
{
    System.out.println("Count is:" + count );
    count = count + 1; // add one to count
}
```


Let's take it apart..

control
variable



```
int count = 1; // start count at one
```

```
while ( count <= 3 )// loop while count is <= 3
```

```
{  
    boolean condition
```

```
    System.out.println("Count is:" + count );
```

```
    count = count + 1; // add one to count
```

```
}  
    update
```

Here's how it works..

- The variable count is initially assigned a value of 1.
- The condition (count \leq 3) is evaluated as true. Because the condition is true, the block statement following the while is executed.
 - The current value of count is written out:
count is 1
 - count is incremented by one, to 2.

Cont...

- The condition (`count <= 3`) is re-evaluated and is still true so the block statement following the while is executed.
 - The current value of count is written out
count is 2
 - count is incremented by one, to 3.

- The condition (`count <= 3`) is evaluated as true so the block statement following the while is executed.
 - The current value of count is written out.
count is 3
 - count is incremented by one, to 4.

Cont..

- The condition (`count <= 3`) is evaluated as FALSE. Because the condition is FALSE, the block statement following the while is SKIPPED.
-

Important!

- There are three important parts to a loop:
 - ❑ The initial value (control variable etc)
 - ❑ The condition
 - ❑ Update
 - PracticeLoops.java
-

What happens?

- Let's make just a change to the program
 - change the initialisation of count to:
`int count = 1;`
 - What does the program print out?
-

Another change?

- How would I change the program so it prints downwards in two's from 20 to 0?

Another example

- Look at the following program fragment:

```
int count = 13;
int increment = 1;
while ( count >= 0 )
{
    System.out.println("Count is: " + count );
    count = count + increment;
}
System.out.println("Count was "+count + "when the condition become
false");
```

- Look over each of the three parts of the counting loop

Answer

- Here's what's displayed...

count is 13

count is 14

count is 15

count is 16

count is 17

. . . .

and so on without end!

- It's an infinite loop...