



JAVA Textbook

Chapter 4

Writing Java Programs that Make Decisions



Objectives

In this chapter, you will learn about:

- Using relational and logical Boolean operators to make decisions in Java programs.
- Comparing String objects.
- Writing decision statements in Java using if statement, if-else statement, nested if statements, and the switch statement.
- Using decision statements to make multiple comparisons by using AND logic and OR logic.



Boolean Operators

- Boolean operators are used in expressions that perform comparisons.
- Such an expression results in a value of true or false.
- Two groups of Boolean operators in Java
 - Relational operators
 - Logical operators

Relational Operators

Operator	Meaning
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to
==	Equal to (two equal signs with no space between them)
!=	Not equal to

Table 4-1 Relational operators

Logical Operators

Operator	Name	Description
&&	AND	All expressions must evaluate to <code>true</code> for the entire expression to be <code>true</code> ; this operator is written as two <code>&</code> symbols with no space between them.
	OR	Only one expression must evaluate to <code>true</code> for the entire expression to be <code>true</code> ; this operator is written as two <code> </code> symbols with no space between them.
!	NOT	This operator reverses the value of the expression; if the expression evaluates to <code>false</code> , then reverse it so that the expression evaluates to <code>true</code> .

Table 4-2 Logical operators

- Perform more than one comparison, but receive only one answer.



Logical Operators

Example:

```
int number1 = 10, number2 = 15;
```

- `(number1 > number2) || (number1 == 10)`
evaluates to true
- `(number1 > number2) && (number1 == 10)`
evaluates to false
- `(number1 != number2) && (number1 == 10)`
evaluates to true
- `!(number1 == number2)` evaluates to true

Precedence & Associativity

Operator Name	Symbol	Order of Precedence	Associativity
Parentheses	()	First	Left to right
Unary	- + !	Second	Right to left
Multiplication, division, and modulus	* / %	Third	Left to right
Addition and subtraction	+ -	Fourth	Left to right
Relational	< > <= >=	Fifth	Left to right
Equality	== !=	Sixth	Left to right
AND	&&	Seventh	Left to right
OR		Eighth	Left to right
Assignment	= += -= *= /= %=	Ninth	Right to left

Table 4-3 Order of precedence and associativity

Precedence & Associativity

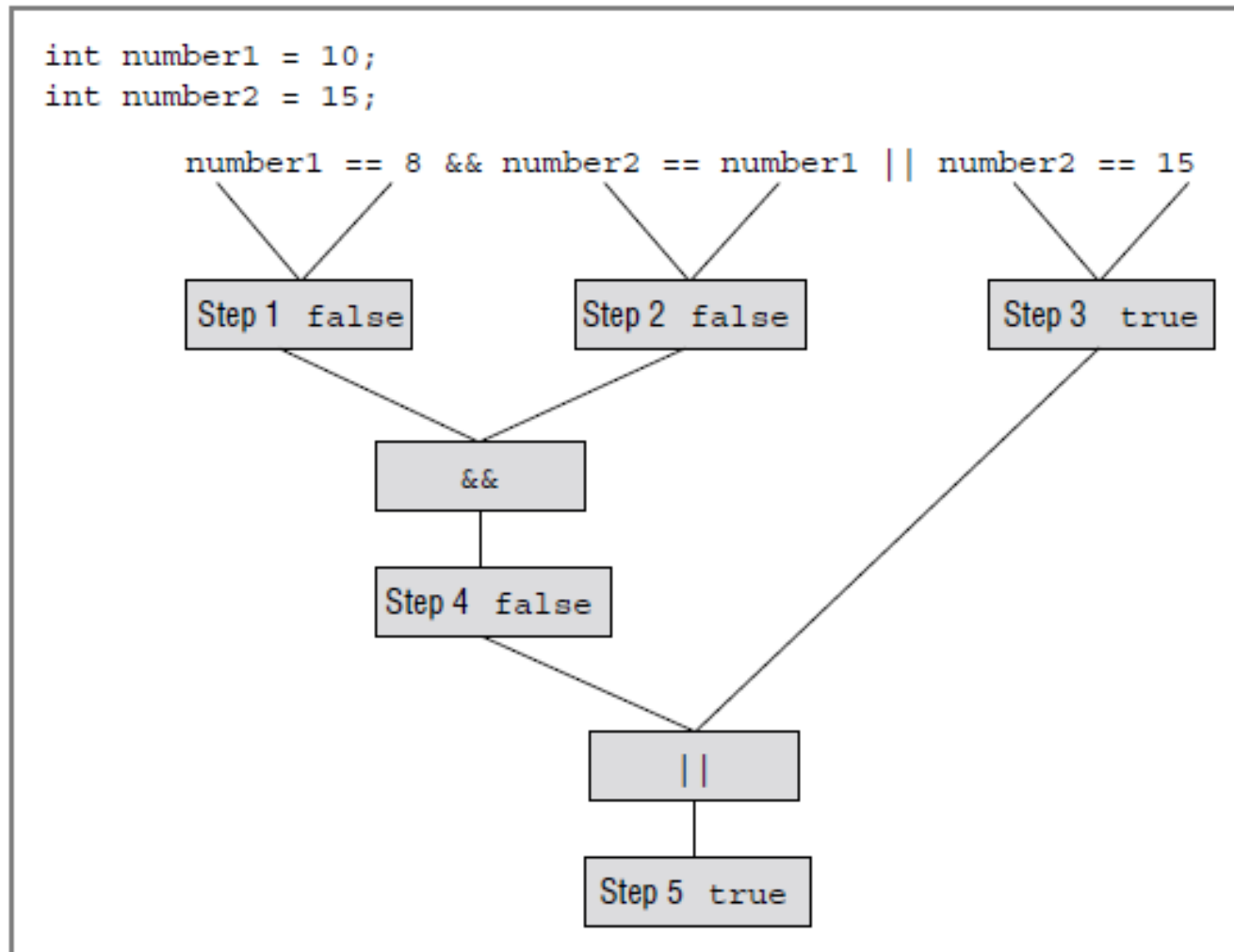


Figure 4-1 Evaluation of expression using relational and logical operators



Comparing Strings

- Relational operators are used to compare primitive data types such as ints and doubles, but not Strings.
- String objects need to be compared in terms of the contents, not the references (that is, locations in memory).
 - In Java, **DO NOT** use the `==` operator to compare String objects.
 - Although doing so will not generate a syntax error, it will cause a logical error, as the computer will test to see if two String objects are the same object (i.e., have identical references) instead of whether they have the

Comparing Strings

```
String s1 = "Hello";  
String s2 = "World";  
s1.equals(s2);  
// Evaluates to false because "Hello" is not the same as  
// "World".  
s1.equals("Hello");  
// Evaluates to true because "Hello" is the same as  
// "Hello".
```

- Use equals() to test two String objects for equality.
- The equals() method returns true if the two String objects are equal, and false if

Comparing Strings

- Can also use `compareTo()` to compare two `String` objects.
 - Returns a 0 if two `String` objects are equal;
 - Returns a value less than 0 if the invoking `String` object is less than the `String` object passed to the method;
 - Returns a value greater than 0 if the invoking `String` object is greater

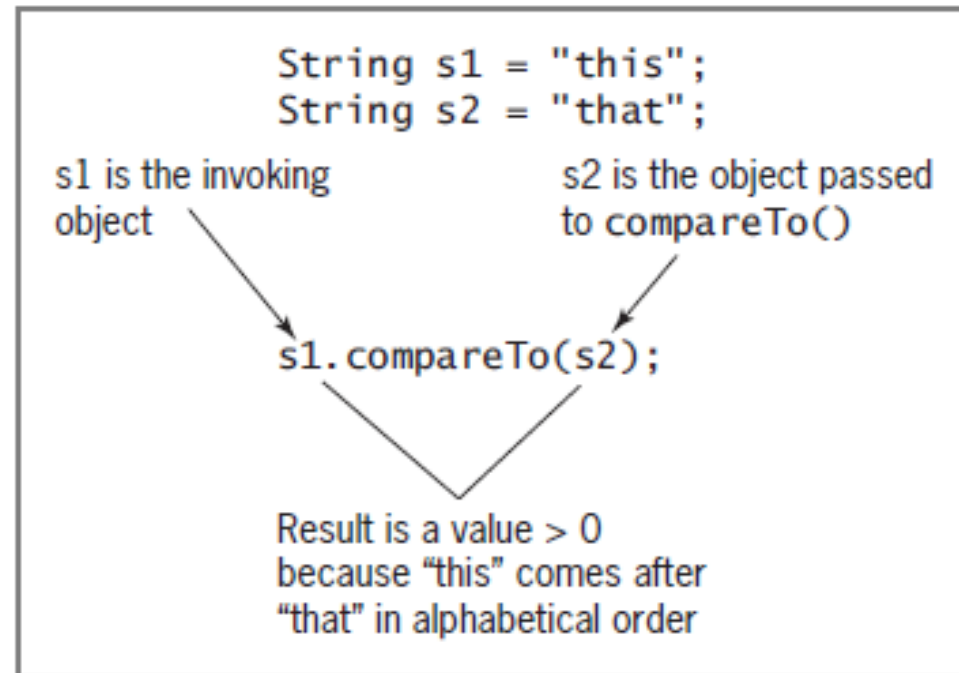


Figure 4-2 Using the `compareTo()` method

Comparing Strings

```
String s1 = "whole";  
String s2 = "whale";  
// The next statement evaluates to a value greater than  
// 0 because the contents of s1, "whole", are greater  
// than the contents of s2, "whale."  
s1.compareTo(s2);  
// The next statement evaluates to a value less than 0  
// because the contents of s2, "whale", are less than the  
// contents of s1, "whole."  
s2.compareTo(s1);
```

```
String s1 = "whole";  
s1.compareTo("whole"); // Evaluates to 0, because  
                        // they are equal.
```



Decision Statements

- Used to change the flow of control (order of execution) in a program.
- Also known as branching statements, because they cause the computer to choose from one or more branches (or paths) to continue.
- Several types:
 - If statement
 - If-else statement
 - Nested if statements
 - Switch statement

If Statement

```
if(expression)  
    statementA;
```

```
int customerAge = 53;  
int discount, numUnder = 0;  
if(customerAge < 65)  
{  
    discount = 0;  
    numUnder += 1;  
}  
System.out.println("Discount : " + discount);
```

```
String dentPlan = "Y";  
double grossPay = 500.00;  
if(dentPlan.equals("Y"))  
    grossPay = grossPay - 23.50;
```

- A single-path (single-alternative) decision statement.

If-Else Statement

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

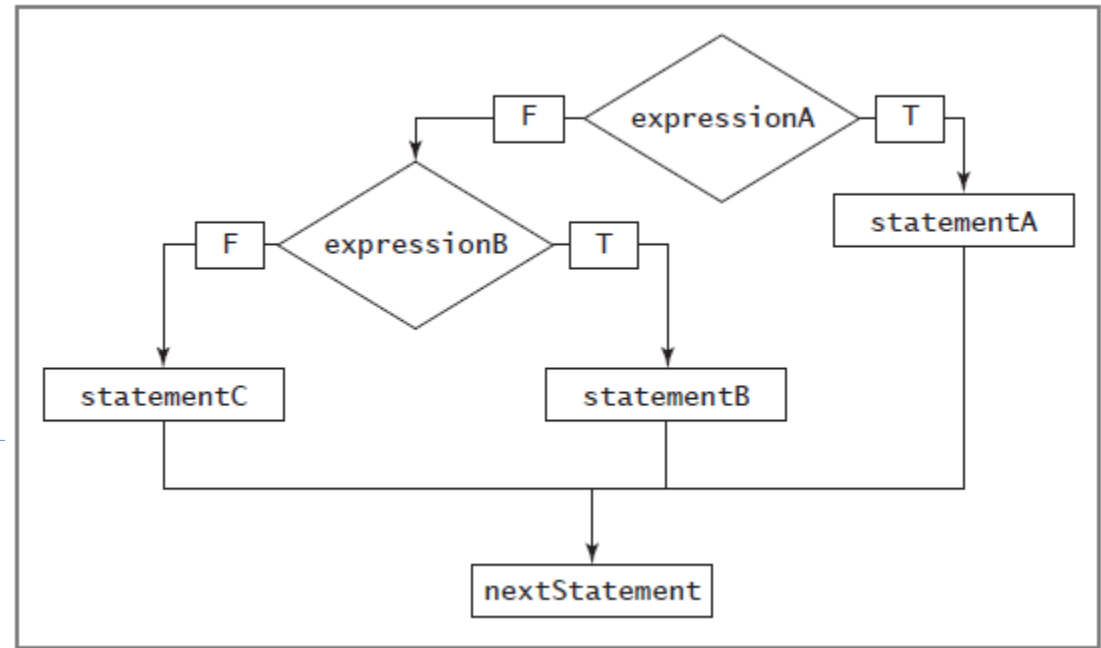
```
int hoursWorked = 45;  
double rate = 15.00;  
double grossPay;  
String overtime = "Yes";  
final int HOURS_IN_WEEK = 40;  
final double OVERTIME_RATE = 1.5;  
if(hoursWorked > HOURS_IN_WEEK)  
{  
    overtime = "Yes";  
    grossPay = HOURS_IN_WEEK * rate +  
                (hoursWorked - HOURS_IN_WEEK) *  
                OVERTIME_RATE * rate;  
}  
else  
{  
    overtime = "No";  
    grossPay = hoursWorked * rate;  
}  
System.out.println("Overtime: " + overtime);  
System.out.println("Gross Pay: $" + grossPay);
```

- A dual-path (dual-alternative) decision statement

Nested If Statements

```
if(expressionA)
    statementA;
else if(expressionB)
    statementB;
else
    statementC;
```

```
if(empDept <= 3)
    supervisorName = "Dillon";
else if(empDept <= 7)
    supervisorName = "Escher";
else
    supervisorName = "Fontana";
System.out.println("Supervisor: " + supervisorName);
```



- A multipath decision statement – more than two possible paths.

Switch Statement

```
switch(expression)
{
    case constant:statement(s);
    case constant:statement(s);
    case constant:statement(s);
    default:      statement(s);
}
```

```
int deptNum;
String deptName;
deptNum = 2;
switch(deptNum)
{
    case 1:    deptName = "Marketing";
               break;
    case 2:    deptName = "Development";
               break;
    case 3:    deptName = "Sales";
               break;
    default:   deptName = "Unknown";
               break;
}
System.out.println("Department: " + deptName);
```

- Also a multipath decision statement.
 - Compares an expression with several integer constants.
 - Easier to read and to maintain than nested if statements.
 - If a break statement is omitted in a case, all the code up to the next break statement or a closing curly brace is executed.¹⁷
- Typically not the way to use it

Multiple Comparisons

```
String medicalPlan = "Y";
String dentalPlan = "Y";
if(medicalPlan.equals("Y") && dentalPlan.equals("Y"))
    System.out.println("Employee has medical insurance" +
        " and also has dental insurance.");
else
    System.out.println("Employee may have medical" +
        " insurance or may have dental insurance," +
        " but does not have both medical and" +
        " dental insurance.");
```

- Using AND logic.
 - All expressions must evaluate to true for the entire expression to be true.

Multiple Comparisons

```
String medicalPlan = "Y";
String dentalPlan = "N";
if(medicalPlan.equals("Y") || dentalPlan.equals("Y"))
    System.out.println("Employee has medical insurance" +
        " or dental insurance or both.");
else
    System.out.println("Employee does not have medical" +
        " insurance and also does not have dental" +
        " insurance.");
```

- Using OR logic.
 - Only one expression must evaluate to true for the entire expression to be true.



Thank You!