

## Chapter – 4

### 4.1 Fill in the blanks in each of the following statements:

- a) All programs can be written in terms of three types of control structures sequence, selection and repetition.
- b) The statement if-else is used to execute one action when a condition is true and another when that condition is false.
- c) Repeating a set of instructions a specific number of times is called counter-controlled (or definite) repetition.
- d) When it's not known in advance how many times a set of statements will be repeated, a(n) sentinel, signal, flag or dummy value can be used to terminate the repetition.
- e) The sequence structure is built into Java; by default, statements execute in the order they appear.
- f) Instance variables of types char, byte, short, int, long, float and double are all given the value 0 (zero) by default.
- g) Java is a(n) Strong typed language; it requires all variables to have a type.
- h) If the increment operator prefixed is to a variable, first the variable is incremented by 1, then its new value is used in the expression.

### 4.2 State whether each of the following is *true* or *false*. If *false*, explain why.

- a) An algorithm is a procedure for solving a problem in terms of the actions to execute and the order in which they execute.

**True.**

- b) A set of statements contained within a pair of parentheses is called a block.

**False. A set of statements contained within a pair of braces ({ and }) is called a block.**

- c) A selection statement specifies that an action is to be repeated while some condition remains true.

**False. A repetition statement specifies that an action is to be repeated while some condition remains true.**

- d) A nested control statement appears in the body of another control statement.

**True.**

- e) Java provides the arithmetic compound assignment operators +=, -=, \*=, /= and %= for abbreviating assignment expressions.

**True**

- f) The primitive types (boolean, char, byte, short, int, long, float and double) are portable across only Windows platforms.

**False. The primitive types (boolean, char, byte, short, int, long, float and double) are portable across all computer platforms that support Java.**

- g) Specifying the order in which statements execute in a program is called program control.

**True.**

h) The unary cast operator (double) creates a temporary integer copy of its operand.

**False. The unary cast operator (double) creates a temporary floating-point copy of its operand.**

i) Instance variables of type boolean are given the value true by default.

**False. Instance variables of type boolean are given the value false by default.**

j) Pseudocode helps you think out a program before attempting to write it in a programming language.

**True**

**4.3 Write four different Java statements that each add 1 to integer variable x.**

Ans :

**x = x + 1;**

**x += 1;**

**++x;**

**x++;**

**4.4 Write Java statements to accomplish each of the following tasks.**

a) Use one statement to assign the sum of x and y to z, then increment x by 1.

Ans : **z = x++ + y;**

b) Test whether variable count is greater than 10. If it is, print "Count is greater than 10".

Ans : **if ( count > 10 )**

**System.out.println( "Count is greater than 10" );**

c) Use one statement to decrement the variable x by 1, then subtract it from variable total and store the result in variable total.

Ans : **total -= --x;**

d) Calculate the remainder after q is divided by divisor, and assign the result to q. Write this statement in two different ways.

Ans : **q %= divisor;**

**q = q % divisor;**

**4.5 Write a Java statement to accomplish each of the following tasks.**

a) Declare variables sum and x to be of type int.

**int sum;**

**int x;**

c) Assign 1 to variable x.

**X=1;**

d) Assign 0 to variable sum.

**Sum = 0;**

e) Add variable x to variable sum, and assign the result to variable sum.

**Sum = sum+x or sum +=x;**

- f) Print "The sum is: ", followed by the value of variable sum.

```
System.out.printf( "The sum is: %d\n", sum );
```

**4.6** Combine the statements that you wrote in Exercise 4.5 into a Java application that calculates and prints the sum of the integers from 1 to 10. Use a while statement to loop through the calculation and increment statements. The loop should terminate when the value of x becomes 11.

Ans :

```
1
2
3 public class Calculate
4 {
5     public static void main( String[] args )
6     {
7         int sum;
8         int x;
9
10        x = 1;
11        sum = 0;
12
13        while ( x <= 10 )
14        {
15            sum += x;
16            ++x;
17        }
18
19        System.out.printf( "The sum is: %d\n", sum );
20    }
21 }
```

Output:

---

The sum is: 55

---

**4.7** Determine the value of the variables in the statement `product *= x++;` after the calculation is performed. Assume that all variables are type `int` and initially have the value 5.

Ans, product = 25, x = 6

**4.8** Identify and correct the errors in each of the following sets of code.

a) while ( c <= 5 )

```
{  
product *= c;  
++c;
```

Ans :

**Error:** The closing right brace of the while statement's body is missing.

**Correction:** Add a closing right brace after the statement ++c;

b) if ( gender == 1 )

```
System.out.println( "Woman" );  
else;  
System.out.println( "Man" );
```

Ans :

**Error:** The semicolon after else results in a logic error. The second output statement will always be executed.

**Correction:** Remove the semicolon after else.

**4.9** What is wrong with the following while statement?

```
while ( z >= 0 )  
sum += z;
```

Ans:

The value of the variable z is never changed in the while statement. Therefore, if the loop continuation condition ( z >= 0 ) is true, an infinite loop is created. To prevent an infinite loop from occurring, z must be decremented so that it eventually becomes less than 0..