#### **Lecture 4: Conditionals**

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# Type boolean

### Type boolean

- boolean: A logical type whose values are true and false.
  - It is legal to:
    - create a boolean variable
    - pass a boolean value as a parameter
    - return a boolean value from methods
    - call a method that returns a boolean and use it as a test

```
int age = 18;
String name = "Mr. Smith";
boolean minor = (age < 21);
boolean lovesAPCS = true;</pre>
```

## Using boolean

- Why is type boolean useful?
  - Can capture a complex logical test result and use it later
  - Can write a method that does a complex test and returns it
  - Makes code more readable
  - Can pass around the result of a logical test (as param/return)

```
int age = 21, height = 88;
double salary = 100000;

boolean goodAge = age >= 12 && age < 29;//true
boolean goodHeight = height >= 78 && height < 84;//false
boolean rich = salary >= 100000.0;//true
```

NOTE: && is the "and" operator. See slide 13.

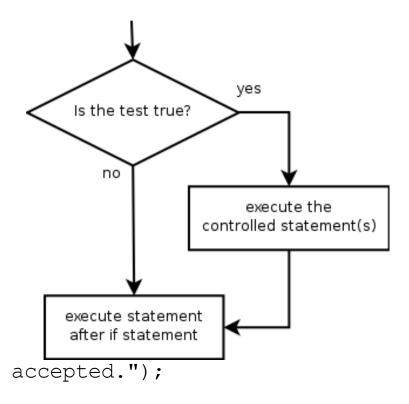
#### The if statement

Executes a block of statements only if a test is true

```
if (test) {
    statement;
    statement;
}
```

Example:

```
double gpa = console.nextDouble();
if (gpa >= 2.0) {
         System.out.println("Application accepted.");
}
```



## The if/else statement

Executes one block if a test is true, another if false

```
if (test) {
           statement(s);
                                                                     yes
                                                   no
                                                        Is the test true?
      } else {
           statement(s);
                                           execute the 'else'
                                                                    execute the 'if'
                                         controlled statement(s)
                                                                  controlled statement(s)
                                                       execute statement
Example:
                                                      after if/else statement
     double gpa = console.nextDouble();
     if (gpa >= 2.0) {
           System.out.println("Welcome to Mars University!");
      } else {
           System.out.println("Application denied.");
```

## Relational expressions

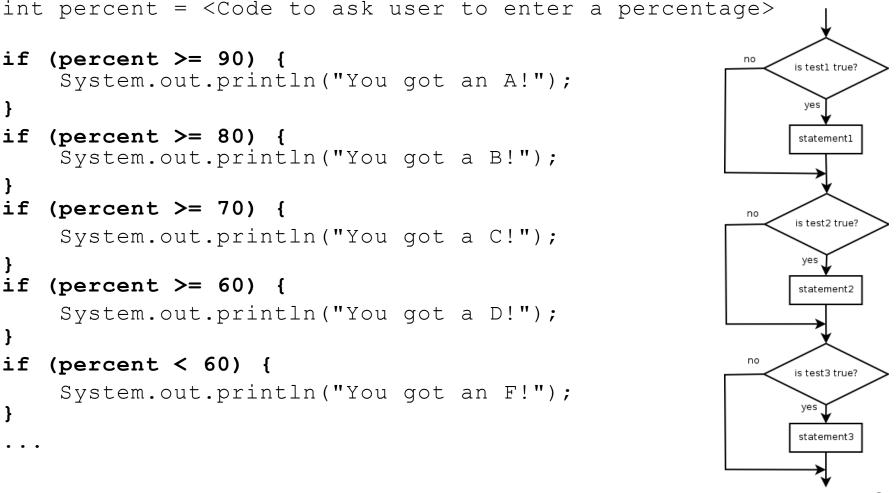
• Tests use *relational operators*:

Operator	Meaning	Example	Value
==	equals	1 + 1 == 2	true
! =	does not equal	3.2 != 2.5	true
<	less than	10 < 5	false
>	greater than	10 > 5	true
<=	less than or equal to	126 <= 100	false
>=	greater than or equal to	5.0 >= 5.0	true

#### Misuse of if

What's wrong with the following code?

```
if (percent >= 90) {
    System.out.println("You got an A!");
if
  (percent >= 80) {
    System.out.println("You got a B!");
  (percent >= 70) {
    System.out.println("You got a C!");
   (percent >= 60) {
    System.out.println("You got a D!");
  (percent < 60) {
    System.out.println("You got an F!");
```



### Nested if/else

#### Chooses between outcomes using many tests

```
if (test) {
           statement(s);
                                                        no
      } else if (test) {
                                                             is test1 true?
           statement(s);
     } else {
                                                                yes
                                             no
           statement(s);
                                                   is test2 true?
                                        statement3
                                                              statement2
• Example:
   if (x > 0) {
     System.out.println("Positive");
   \} else if (x < 0) {
     System.out.println("Negative");
   } else {
     System.out.println("Zero");
```

yes

statementl

#### Nested if/else/if

- If it ends with else, exactly one path must be taken.
- If it ends with if, the code might not execute any path.

```
if (test) {
    statement(s);
} else if (test) {
    statement(s);
} else if (test) {
    statement(s);
}
```

Example:

```
if (place == 1) {
    System.out.println("Gold medal!");
} else if (place == 2) {
    System.out.println("Silver medal!");
} else if (place == 3) {
    System.out.println("Bronze medal.");
}
```

#### Nested if structures

exactly 1 path (mutually exclusive)
if (test) {
 statement(s);
} else if (test) {
 statement(s);
} else {
 statement(s);

```
• 0 or 1 path (mutually exclusive)

if (test) {
    statement(s);
} else if (test) {
    statement(s);
} else if (test) {
    statement(s);
}
```

• 0, 1, or many paths *(independent tests; not exclusive)* 

```
if (test) {
    statement(s);
}
if (test) {
    statement(s);
}
if (test) {
    statement(s);
}
```

## Which nested if/else?

- (1) if/if/if (2) nested if/else (3) nested if/else/if
  - Whether a user is lower, middle, or upper-class based on income.
    - (2) nested if / else if / else
  - Whether you made the dean's list (GPA  $\geq$  3.8) or honor roll (3.5-3.8).
    - (3) nested if / else if
  - Whether a number is divisible by 2, 3, and/or 5.
    - (1) sequential if / if / if
  - Computing a grade of A, B, C, D, or F based on a percentage.
    - (2) nested if / else if / else if / else if / else

## Logical operators

Tests can be combined using logical operators.

Operator	Description	Example	Result
& &	and	(2 == 3) && (-1 < 5)	false
	or	(2 == 3)    (-1 < 5)	true
!	not	! (2 == 3)	true

• "Truth tables" for each, used with logical values p and q:

р	q	p & & q	p     q
true	true	true	true
true	false	false	true
false	true	false	true
false	false	false	false

р	! p	
true	false	
false	true	

## Using boolean

```
boolean goodAge = age >= 12 && age < 29;
boolean goodHeight = height >= 78 && height < 84;
boolean rich = salary >= 100000.0;

if ((goodAge && goodHeight) || rich) {
    System.out.println("Okay, let's go out!");
} else {
    System.out.println("It's not you, it's me...");
}
```

## Using boolean

# **Evaluating logic expressions**

Relational operators have lower precedence than math.

```
5 * 7 >= 3 + 5 * (7 - 1)

5 * 7 >= 3 + 5 * 6

35 >= 3 + 30

35 >= 33

true
```

Relational operators cannot be "chained" as in algebra.

```
2 <= x <= 10
true <= 10 (assume that x is 15)
error!
```

Instead, combine multiple tests with & & or | |

```
2 <= x && x <= 10 true && false
```

# **Evaluating logic expressions**

AND is evaluated before OR.

```
int x = 2;

int y = 4;

int z = 5;

x > 3 && y < 5 || z > 2; // true
```

## Logical questions

What is the result of each of the following expressions?

```
int x = 42;
int y = 17;
int z = 25;

- y < x && y <= z
- x % 2 == y % 2 || x % 2 == z % 2
- x <= y + z && x >= y + z
- !(x < y && x < z)
- (x + y) % 2 == 0 || !((z - y) % 2 == 0)</pre>
```

• Answers: true, false, true, true, false

#### AND BEFORE OR.

#### if/else With return

```
// Returns the larger of the two given integers.
public static int max(int a, int b) {
   if (a > b) {
      return a;
   } else {
      return b;
   }
}
```

- Methods can return different values using if/else
  - Whichever path the code enters, it will return that value.
  - Returning a value causes a method to immediately exit.
  - All paths through the code must reach a return statement.

## All paths must return

```
public static int max(int a, int b) {
   if (a > b) {
      return a;
    }
   // Error: not all paths return a value
}
```

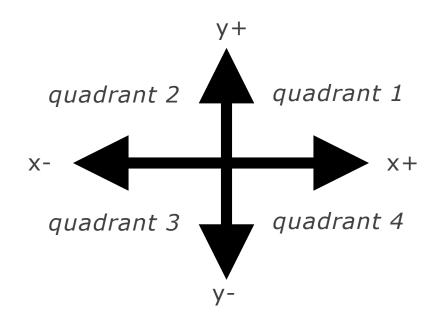
The following also does not compile:

```
public static int max(int a, int b) {
    if (a > b) {
        return a;
    } else if (b >= a) {
        return b;
    }
}
```

 The compiler thinks if/else/if code might skip all paths, even though mathematically it must choose one or the other.

## if/else, return question

Write a method quadrant that accepts a pair of real numbers
 x and y and returns the quadrant for that point:



- Example: quadrant(-4.2, 17.3) returns 2
  - If the point falls directly on either axis, return 0.

#### if/else, return answer

```
public static int quadrant (double x, double y) {
   if (x > 0 && y > 0) {
      return 1;
   \} else if (x < 0 \&\& y > 0) {
      return 2;
   } else if (x < 0 \&\& y < 0) {
      return 3;
   else if (x > 0 \&\& y < 0) 
      return 4;
   return 0;
```

#### BMI

#### **Create a folder called BMI for** these labs.

ВМІ	Weight class
below 18.5	underweight
[18.5 – 25)	normal
[25.0 – 30)	overweight
30.0 and up	obese

Formula for body mass index (BMI):  $BMI = \frac{weight}{height^2} \times 703$ 

$$BMI = \frac{weight}{height^2} \times 703$$

Write a program that produces output like the following:

Height (in inches) 70.0 Weight (in pounds) 194.25 BMI = 27.868928571428572Overweight

#### **BMI**

Your program must include two methods:1) the method bmi which takes two double parameters height and weight and returns the bmi and 2) the method weightClass which takes two double parameters height and weight and returns a string classifying the weight class. The weightClass method must call the bmi method!

```
public static double bmi(double height, double
  weight)
{...}

public static String weightClass(double height,
  double weight)
{...}
```