

4 Programming Fundamentals



Objectives

At the end of the lesson, the student should be able to:

- Identify the basic parts of a Java program
- Differentiate among Java literals, primitive data types, variable types ,identifiers and operators
- Develop a simple valid Java program using the concepts learned in this chapter



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
6     public static void main( String[] args ){
7
8         //prints the string Hello world on screen
9         System.out.println("Hello world");
10
11     }
12 }
```



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
```

- indicates the name of the class which is Hello
- In Java, all code should be placed inside a class declaration
- The class uses an access specifier public, which indicates that our class is accessible to other classes from other packages (packages are a collection of classes). We will be covering packages and access specifiers later.



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
```

- The next line which contains a curly brace { indicates the start of a block.
- In this code, we placed the curly brace at the next line after the class declaration, however, we can also place this next to the first line of our code. So, we could actually write our code as:



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
```

- The next three lines indicates a Java comment.
- A comment
 - something used to document a part of a code.
 - It is not part of the program itself, but used for documentation purposes.
 - It is good programming practice to add comments to your code.



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
6     public static void main( String[] args ){
```

- indicates the name of one method in Hello which is the main method.
- The main method is the starting point of a Java program.
- All programs except Applets written in Java start with the main method.
- Make sure to follow the exact signature.



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
6     public static void main( String[] args ){
7
8         //prints the string "Hello world" on screen
```

- The next line is also a Java comment



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
6     public static void main( String[] args ){
7
8         //prints the string "Hello world" on
screen
9         System.out.println("Hello world");
```

- The command `System.out.println()`, prints the text enclosed by quotation on the screen.



Dissecting my First Java Program

```
1 public class Hello
2 {
3     /**
4      * My first Java program
5      */
6     public static void main( String[] args ){
7
8         //prints the string "Hello world" on
screen
9         System.out.println("Hello world");
10
11     }
12 }
```

- The last two lines which contains the two curly braces is used to close the main method and class respectively.



Coding Guidelines

1. Your Java programs should always end with the `.java` extension.
2. Filenames should match the name of your public class. So for example, if the name of your public class is `Hello`, you should save it in a file called `Hello.java`.
3. You should write comments in your code explaining what a certain class does, or what a certain method do.



Java Comments

- Comments
 - These are notes written to a code for documentation purposes.
 - Those texts are not part of the program and does not affect the flow of the program.
- 3 Types of comments in Java
 - C++ Style Comments
 - C Style Comments
 - Special Javadoc Comments



Java Comments

- C++-Style Comments

- C++ Style comments starts with //
- All the text after // are treated as comments
- For example:

```
// This is a C++ style or single line comments
```



Java Comments

- C-Style Comments

- C-style comments or also called multiline comments starts with a `/*` and ends with a `*/`.
- All text in between the two delimiters are treated as comments.
- Unlike C++ style comments, it can span multiple lines.
- For example:

```
/* this is an exmaple of a  
   C style or multiline comments */
```



Java Comments

- Special Javadoc Comments

- Special Javadoc comments are used for generating an HTML documentation for your Java programs.
- You can create javadoc comments by starting the line with `/**` and ending it with `*/`.
- Like C-style comments, it can also span lines.
- It can also contain certain tags to add more information to your comments.

- For example:

```
/** This is an example of special java doc  
    comments used for \n generating an html  
    documentation. It uses tags like:  
    @author Florence Balagtas  
    @version 1.2
```

```
*/
```



Java Statements

- Statement
 - one or more lines of code terminated by a semicolon.
 - Example:

```
System.out.println("Hello world");
```



Java Blocks

- Block
 - is one or more statements bounded by an opening and closing curly braces that groups the statements as one unit.
 - Block statements can be nested indefinitely.
 - Any amount of white space is allowed.
 - Example:

```
public static void main( String[] args ){  
    System.out.println("Hello");  
    System.out.println("world");  
}
```



Java Statements and Blocks

Coding Guidelines

1. In creating blocks, you can place the opening curly brace in line with the statement. For example:

```
public static void main( String[] args ){
```

or you can place the curly brace on the next line, like,

```
public static void main( String[] args )  
{
```



Java Statements and Blocks

Coding Guidelines

2. You should indent the next statements after the start of a block. For example:

```
public static void main( String[] args ){  
    System.out.println("Hello");  
    System.out.println("world");  
}
```



Java Identifiers

- Identifiers
 - are tokens that represent names of variables, methods, classes, etc.
 - Examples of identifiers are: Hello, main, System, out.
- Java identifiers are case-sensitive.
 - This means that the identifier **Hello** is not the same as **hello**.



Java Identifiers

- Identifiers must begin with either a letter, an underscore “_”, or a dollar sign “\$”. Letters may be lower or upper case. Subsequent characters may use numbers 0 to 9.
- Identifiers cannot use Java keywords like class, public, void, etc. We will discuss more about Java keywords later.



Java Identifiers

Coding Guidelines

1. For names of classes, capitalize the first letter of the class name.
For example,

`ThisIsAnExampleOfClassName`

2. For names of methods and variables, the first letter of the word should start with a small letter. For example,

`thisIsAnExampleOfMethodName`



Java Identifiers

Coding Guidelines

3. In case of multi-word identifiers, use capital letters to indicate the start of the word except the first word. For example, `charArray`, `fileNumber`, `ClassName`.
4. Avoid using underscores at the start of the identifier such as `_read` or `_write`.



Java Keywords

- Keywords are predefined identifiers reserved by Java for a specific purpose.
- You cannot use keywords as names for your variables, classes, methods ... etc.
- The next line contains the list of the Java Keywords.



Java Keywords

abstract	double	int	super
boolean	else	interface	switch
break	extends	long	synchronized
byte	false	native	this
byvalue	final	new	threadsafe
case	finally	null	throw
catch	float	package	transient
char	for	private	true
class	goto	protected	try
const	if	public	void
continue	implements	return	while
default	import	short	
do	instanceof	static	



Java Literals

- Literals are tokens that do not change or are constant.
- The different types of literals in Java are:
 - Integer Literals
 - Floating-Point Literals
 - Boolean Literals
 - Character Literals
 - String Literals



Java Literals: Integer

- Integer literals come in different formats:
 - decimal (base 10)
 - hexadecimal (base 16)
 - octal (base 8).



Java Literals: Integer

- Special Notations in using integer literals in our programs:
 - Decimal
 - No special notation
 - example: 12
 - Hexadecimal
 - Precede by 0x or 0X
 - example: 0xC
 - Octal
 - Precede by 0
 - example: 014



Java Literals: Floating Point

- Represents decimals with fractional parts
 - Example: 3.1416
- Can be expressed in standard or scientific notation
 - Example: 583.45 (standard), 5.8345e2 (scientific)



Java Literals: Boolean

- Boolean literals have only two values, true or false.



Java Literals: Character

- Character Literals represent single Unicode characters.
- Unicode character
 - a 16-bit character set that replaces the 8-bit ASCII character set.
 - Unicode allows the inclusion of symbols and special characters from other languages.



Java Literals: Character

- To use a character literal, enclose the character in single quote delimiters.
- For example
 - the letter a, is represented as 'a'.
 - special characters such as a newline character, a backslash is used followed by the character code. For example, '\n' for the newline character, '\r' for the carriage return, '\b' for backspace.



Java Literals: String

- String literals represent multiple characters and are enclosed by double quotes.
- An example of a string literal is, “Hello World”.



Primitive Data Types

- The Java programming language defines eight primitive data types.
 - boolean (for logical)
 - char (for textual)
 - byte
 - short
 - int
 - long (integral)
 - double
 - float (floating point).



Primitive Data Types: Logical-boolean

- A boolean data type represents two states: true and false.
- An example is,
`boolean result = true;`
- The example shown above, declares a variable named result as boolean type and assigns it a value of true.



Primitive Data Types:

Textual-char

- A character data type (char), represents a single Unicode character.
- It must have its literal enclosed in single quotes(' ').
- For example,
 - `'a'` //The letter a
 - `'\t'` //A tab
- To represent special characters like ' (single quotes) or " (double quotes), use the escape character \. For example,
 - `'\''` //for single quotes
 - `'\"'` //for double quotes



Primitive Data Types:

Textual-char

- Although, String is not a primitive data type (it is a Class), we will just introduce String in this section.
- A String represents a data type that contains multiple characters. It is not a primitive data type, it is a class.
- It has its literal enclosed in double quotes("").
- For example,
`String message="Hello world!";`



Primitive Data Types: Integral

– byte, short, int & long

- Integral data types in Java uses three forms – decimal, octal or hexadecimal.

- Examples are,

```
2 //The decimal value 2
```

```
077 //The leading 0 indicates an octal value
```

```
0xBACC //The leading 0x indicates a hex value
```

- Integral types has int as default data type.
- You can define its long value by appending the letter l or L.
- For example:

```
10L
```



Primitive Data Types: Integral

– byte, short, int & long

- Integral data type have the following ranges:

<i>Integer Length</i>	<i>Name or Type</i>	<i>Range</i>
8 bits	byte	-2^7 to 2^7-1
16 bits	short	-2^{15} to $2^{15}-1$
32 bits	int	-2^{31} to $2^{31}-1$
64 bits	long	-2^{63} to $2^{63}-1$



Primitive Data Types: Integral

– byte, short, int & long

- Coding Guidelines:
 - In defining a long value, a lowercase L is not recommended because it is hard to distinguish from the digit 1.



Primitive Data Types: Floating Point – float and double

- Floating point types has double as default data type.
- Floating-point literal includes either a decimal point or one of the following,

`E or e //(add exponential value)`

`F or f //(float)`

`D or d //(double)`

- Examples are,

`3.14 //A simple floating-point value (a double)`

`6.02E23 //A large floating-point value`

`2.718F //A simple float size value`

`123.4E+306D//A large double value with redundant D`



Primitive Data Types: Floating Point – float and double

- Floating-point data types have the following ranges:

<i>Float Length</i>	<i>Name or Type</i>	<i>Range</i>
32 bits	float	-2^{31} to $2^{31}-1$
64 bits	double	-2^{63} to $2^{63}-1$

Variables

- A variable is an item of data used to store the state of objects.
- A variable has a:
 - data type
 - The data type indicates the type of value that the variable can hold.
 - name
 - The variable name must follow rules for identifiers.



Declaring and Initializing Variables

- Declare a variable as follows:

```
<data type>  <name> [=initial value];
```

- Note: Values enclosed in <> are required values, while those values in [] are optional.



Declaring and Initializing Variables: Sample Program

```
1 public class VariableSamples {
2     public static void main( String[] args ){
3         //declare a data type with variable name
4         // result and boolean data type
5         boolean result;
6
7         //declare a data type with variable name
8         // option and char data type
9         char option;
10        option = 'C'; //assign 'C' to option
11
12        //declare a data type with variable name
13        //grade, double data type and initialized
14        //to 0.0
15        double grade = 0.0;
16    }
17 }
```



Declaring and Initializing Variables: Coding Guidelines

1. It is always good to initialize your variables as you declare them.
2. Use descriptive names for your variables. Like for example, if you want to have a variable that contains a grade for a student, name it as, grade and not just some random letters you choose.



Declaring and Initializing Variables: Coding Guidelines

3. Declare one variable per line of code. For example, the variable declarations,

```
double exam=0;  
double quiz=10;  
double grade = 0;
```

is preferred over the declaration,

```
double exam=0, quiz=10, grade=0;
```



Outputting Variable Data

- In order to output the value of a certain variable, we can use the following commands:

```
System.out.println()
```

```
System.out.print()
```



Outputting Variable Data: Sample Program

```
1 public class OutputVariable {  
2     public static void main( String[] args ){  
3         int value = 10;  
4         char x;  
5         x = 'A' ;  
6  
7         System.out.println( value );  
8         System.out.println( "The value of x=" + x );  
9     }  
10 }
```

The program will output the following text on screen:

```
10  
The value of x=A
```



System.out.println() vs. System.out.print()

- System.out.println()
 - Appends a newline at the end of the data output
- System.out.print()
 - Does not append newline at the end of the data output



System.out.println() vs. System.out.print() Examples

- Program 1:

```
System.out.print( "Hello" );  
System.out.print( "World" );
```

Output:

HelloWorld

- Program 2:

```
System.out.println( "Hello" );  
System.out.println( "World" );
```

Output:

Hello
World



Reference Variables vs. Primitive Variables

- Two types of variables in Java:
 - Primitive Variables
 - Reference Variables
- Primitive Variables
 - variables with primitive data types.
 - stores data in the actual memory location of where the variable is



Reference Variables vs. Primitive Variables

- Reference Variables
 - variables that stores the address in the memory location
 - points to another memory location where the actual data is
 - When you declare a variable of a certain class, you are actually declaring a reference variable to the object with that certain class.



Example

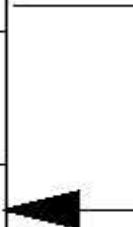
- Suppose we have two variables with data types int and String.

```
int num = 10;  
String name = "Hello"
```

Example

- The picture shown below is the actual memory of your computer, wherein you have the address of the memory cells, the variable name and the data they hold.

Memory Address	Variable Name	Data
1001	num	10
:		:
1563	name	Address(2000)
:		:
:		:
2000		"Hello"



Operators

- Different types of operators:
 - arithmetic operators
 - relational operators
 - logical operators
 - conditional operators
- These operators follow a certain kind of precedence so that the compiler will know which operator to evaluate first in case multiple operators are used in one statement.



Arithmetic Operators

<i>Operator</i>	<i>Use</i>	<i>Description</i>
+	op1 + op2	Adds op1 and op2
*	op1 * op2	Multiplies op1 by op2
/	op1 / op2	Divides op1 by op2
%	op1 % op2	Computes the remainder of dividing op1 by op2
-	op1 - op2	Subtracts op2 from op1



Arithmetic Operators: Sample Program

```
1 public class ArithmeticDemo {
2     public static void main(String[] args){
3         //a few numbers
4         int i = 37;
5         int j = 42;
6         double x = 27.475;
7         double y = 7.22;
8         System.out.println("Variable values...");
9         System.out.println("    i = " + i);
10        System.out.println("    j = " + j);
11        System.out.println("    x = " + x);
12        System.out.println("    y = " + y);
13        System.out.println("Adding...");
14        System.out.println("    i + j = " + (i + j));
15        System.out.println("    x + y = " + (x + y));
```



Arithmetic Operators: Sample Program

```
15 //subtracting numbers
16 System.out.println("Subtracting...");
17 System.out.println("    i - j = " + (i - j));
18 System.out.println("    x - y = " + (x - y));
19
20 //multiplying numbers
21 System.out.println("Multiplying...");
22 System.out.println("    i * j = " + (i * j));
23 System.out.println("    x * y = " + (x * y));
24
25 //dividing numbers
26 System.out.println("Dividing...");
27 System.out.println("    i / j = " + (i / j));
28 System.out.println("    x / y = " + (x / y));
```



Arithmetic Operators: Sample Program

```
29      //computing the remainder resulting from dividing
30      // numbers
31      System.out.println("Computing the remainder...");
32      System.out.println("      i % j = " + (i % j));
33      System.out.println("      x % y = " + (x % y));
34
35      //mixing types
36      System.out.println("Mixing types...");
37      System.out.println("      j + y = " + (j + y));
38      System.out.println("      i * x = " + (i * x));
39  }
40 }
```



Arithmetic Operators:

Sample Program Output

Variable values...

i = 37

j = 42

x = 27.475

y = 7.22

Adding...

i + j = 79

x + y = 34.695

Subtracting...

i - j = -5

x - y = 20.255

Multiplying...

i * j = 1554

x * y = 198.37

Dividing...

i / j = 0

x / y = 3.8054 Computing
the remainder...

i % j = 37

x % y = 5.815

Mixing types...

j + y = 49.22

i * x = 1016.58



Arithmetic Operators

- Note:
 - When an integer and a floating-point number are used as operands to a single arithmetic operation, the result is a floating point. The integer is implicitly converted to a floating-point number before the operation takes place.



Increment and Decrement Operators

- unary increment operator (++)
- unary decrement operator (--)
- Increment and decrement operators increase and decrease a value stored in a number variable by 1.
- For example, the expression,

```
count=count + 1;//increment the value of count by 1
```

is equivalent to,

```
count++;
```



Increment and Decrement Operators

<i>Operator</i>	<i>Use</i>	<i>Description</i>
++	op++	Increments op by 1; evaluates to the value of op before it was incremented
++	++op	Increments op by 1; evaluates to the value of op after it was incremented
--	op--	Decrements op by 1; evaluates to the value of op before it was decremented
--	--op	Decrements op by 1; evaluates to the value of op after it was decremented



Increment and Decrement Operators

- The increment and decrement operators can be placed before or after an operand.
- When used before an operand, it causes the variable to be incremented or decremented by 1, and then the new value is used in the expression in which it appears.
- For example,

```
int i = 10;  
int j = 3;  
int k = 0;  
k = ++j + i; //will result to k = 4+10 = 14
```



Increment and Decrement Operators

- When the increment and decrement operators are placed after the operand, the old value of the variable will be used in the expression where it appears.
- For example,

```
int i = 10;  
int j = 3;  
int k = 0;  
k = j++ + i; //will result to k = 3+10 = 13
```



Increment and Decrement Operators: Coding Guidelines

- Always keep expressions containing increment and decrement operators simple and easy to understand.



Relational Operators

- Relational operators compare two values and determines the relationship between those values.
- The output of evaluation are the boolean values true or false.

<i>Operator</i>	<i>Use</i>	<i>Description</i>
>	op1 > op2	op1 is greater than op2
>=	op1 >= op2	op1 is greater than or equal to op2
<	op1 < op2	op1 is less than op2
<=	op1 <= op2	op1 is less than or equal to op2
==	op1 == op2	op1 and op2 are equal
!=	op1 != op2	op1 and op2 are not equal



Relational Operators: Sample Program

```
1 public class RelationalDemo{
2     public static void main(String[] args){
3         //a few numbers
4         int i = 37;
5         int j = 42;
6         int k = 42;
7         System.out.println("Variable values...");
8         System.out.println("    i = " + i);
9         System.out.println("    j = " + j);
10        System.out.println("    k = " + k);
11        //greater than
12        System.out.println("Greater than...");
13        System.out.println("    i > j = " + (i > j)); //false
14        System.out.println("    j > i = " + (j > i)); //true
15        System.out.println("    k > j = " + (k > j)); //false
```



Relational Operators: Sample Program

```
16 //greater than or equal to
17     System.out.println("Greater than or equal to...");
18     System.out.println("    i >= j = "+(i>=j)); //false
19     System.out.println("    j >= i = "+(j>=i)); //true
20     System.out.println("    k >= j = "+(k>=j)); //true
21 //less than
22     System.out.println("Less than...");
23     System.out.println("    i < j = "+(i<j)); //true
24     System.out.println("    j < i = "+(j<i)); //false
25     System.out.println("    k < j = "+(k<j)); //false
26 //less than or equal to
27     System.out.println("Less than or equal to...");
28     System.out.println("    i <= j = "+(i<=j)); //true
29     System.out.println("    j <= i = "+(j<=i)); //false
30     System.out.println("    k <= j = "+(k<=j)); //true
```



Relational Operators: Sample Program

```
31 //equal to
32     System.out.println("Equal to...");
33     System.out.println("    i == j = " + (i==j)); //false
34     System.out.println("    k == j = " + (k==j)); //true
35 //not equal to
36     System.out.println("Not equal to...");
37     System.out.println("    i != j = " + (i!=j)); //true
38     System.out.println("    k != j = " + (k!=j)); //false
39 }
40 }
```



Relational Operators:

Sample Program Output

Variable values...

i = 37

j = 42

k = 42

Greater than...

i > j = false

j > i = true

k > j = false

Greater than or equal to...

i >= j = false

j >= i = true

k >= j = true

Less than...

i < j = true

j < i = false

k < j = false

Less than or equal to...

i <= j = true

j <= i = false

k <= j = true

Equal to...

i == j = false

k == j = true

Not equal to...

i != j = true

k != j = false



Logical Operators

- Logical operators have one or two boolean operands that yield a boolean result.
- There are six logical operators:
 - && (logical AND)
 - & (boolean logical AND)
 - || (logical OR)
 - | (boolean logical inclusive OR)
 - ^ (boolean logical exclusive OR)
 - ! (logical NOT)



Logical Operators

- The basic expression for a logical operation is,
$$x1 \text{ op } x2$$
where,
x1, x2 - can be boolean expressions, variables or constants
op - is either &&, &, ||, | or ^ operator.
- The truth tables that will be shown next, summarize the result of each operation for all possible combinations of x1 and x2.



Logical Operators: &&(logical) and &(boolean logical) AND

- Here is the truth table for && and &,

x1	x2	<i>Result</i>
TRUE	TRUE	TRUE
TRUE	FALSE	FALSE
FALSE	TRUE	FALSE
FALSE	FALSE	FALSE



Logical Operators: &&(logical) and &(boolean logical) AND

- The basic difference between && and & operators :
 - && supports short-circuit evaluations (or partial evaluations), while & doesn't.
- Given an expression:
 `exp1 && exp2`
 - && will evaluate the expression `exp1`, and immediately return a false value if `exp1` is false.
 - If `exp1` is false, the operator never evaluates `exp2` because the result of the operator will be false regardless of the value of `exp2`.
- In contrast, the & operator always evaluates both `exp1` and `exp2` before returning an answer.



Logical Operators: &&(logical) and &(boolean logical) AND

```
1 public class TestAND {
2     public static void main( String[] args ){
3         int i = 0;
4         int j = 10;
5         boolean test= false;
6         //demonstrate &&
7         test = (i > 10) && (j++ > 9);
8         System.out.println(i);
9         System.out.println(j);
10        System.out.println(test);
11        //demonstrate &
12        test = (i > 10) & (j++ > 9);
13        System.out.println(i);
14        System.out.println(j);
15        System.out.println(test);
16    }
17 }
```



Logical Operators: &&(logical) and &(boolean logical) AND

- The output of the program is,

0

10

false

0

11

false

- Note, that the `j++` on the line containing the `&&` operator is not evaluated since the first expression (`i>10`) is already equal to false.



Logical Operators: || (logical) and | (boolean logical) inclusive OR

- Here is the truth table for || and |,

<i>x1</i>	<i>x2</i>	<i>Result</i>
TRUE	TRUE	TRUE
TRUE	FALSE	TRUE
FALSE	TRUE	TRUE
FALSE	FALSE	FALSE

Logical Operators: `||` (logical) and `|` (boolean logical) inclusive OR

- The basic difference between `||` and `|` operators :
 - `||` supports short-circuit evaluations (or partial evaluations), while `|` doesn't.
- Given an expression:
`exp1 || exp2`
 - `||` will evaluate the expression `exp1`, and immediately return a true value if `exp1` is true
 - If `exp1` is true, the operator never evaluates `exp2` because the result of the operator will be true regardless of the value of `exp2`.
 - In contrast, the `|` operator always evaluates both `exp1` and `exp2` before returning an answer.



Logical Operators: || (logical) and | (boolean logical) inclusive OR

```
1 public class TestOR {
2     public static void main( String[] args ){
3         int i = 0;
4         int j = 10;
5         boolean test= false;
6         //demonstrate ||
7         test = (i < 10) || (j++ > 9);
8         System.out.println(i);
9         System.out.println(j);
10        System.out.println(test);
11        //demonstrate |
12        test = (i < 10) | (j++ > 9);
13        System.out.println(i);
14        System.out.println(j);
15        System.out.println(test);
16    }
17 }
```



Logical Operators: || (logical) and | (boolean logical) inclusive OR

- The output of the program is,

```
0
10
true
0
11
true
```

- Note, that the j++ on the line containing the || operator is not evaluated since the first expression (i<10) is already equal to true.



Logical Operators: \wedge (boolean logical exclusive OR)

- Here is the truth table for \wedge ,

x1	x2	<i>Result</i>
TRUE	TRUE	FALSE
TRUE	FALSE	TRUE
FALSE	TRUE	TRUE
FALSE	FALSE	FALSE

- The result of an exclusive OR operation is TRUE, if and only if one operand is true and the other is false.
- Note that both operands must always be evaluated in order to calculate the result of an exclusive OR.



Logical Operators: ^ (boolean logical exclusive OR)

```
1 public class TestXOR {  
2     public static void main( String[] args ){  
3         boolean val1 = true;  
4         boolean val2 = true;  
5         System.out.println(val1 ^ val2);  
6         val1 = false; val2 = true;  
7         System.out.println(val1 ^ val2);  
8         val1 = false; val2 = false;  
9         System.out.println(val1 ^ val2);  
10        val1 = true; val2 = false;  
11        System.out.println(val1 ^ val2);  
12    }  
13 }
```



Logical Operators: ^ (boolean logical exclusive OR)

- The output of the program is,
false
true
false
true



Logical Operators: ! (logical NOT)

- The logical NOT takes in one argument, wherein that argument can be an expression, variable or constant.
- Here is the truth table for !,

<i>x1</i>	<i>Result</i>
TRUE	FALSE
FALSE	TRUE



Logical Operators: ! (logical NOT)

```
1 public class TestNOT {  
2     public static void main( String[] args ){  
3         boolean val1 = true;  
4         boolean val2 = false;  
5         System.out.println(!val1);  
6         System.out.println(!val2);  
7     }  
8 }
```

- The output of the program is,
false
true



Logical Operators:

Conditional Operator (?:)

- The conditional operator ?:
 - is a ternary operator.
 - This means that it takes in three arguments that together form a conditional expression.
 - The structure of an expression using a conditional operator is `exp1?exp2:exp3`
wherein,
exp1 - is a boolean expression whose result must either be true or false
 - Result:
If exp1 is true, exp2 is the value returned.
If it is false, then exp3 is returned.



Logical Operators:

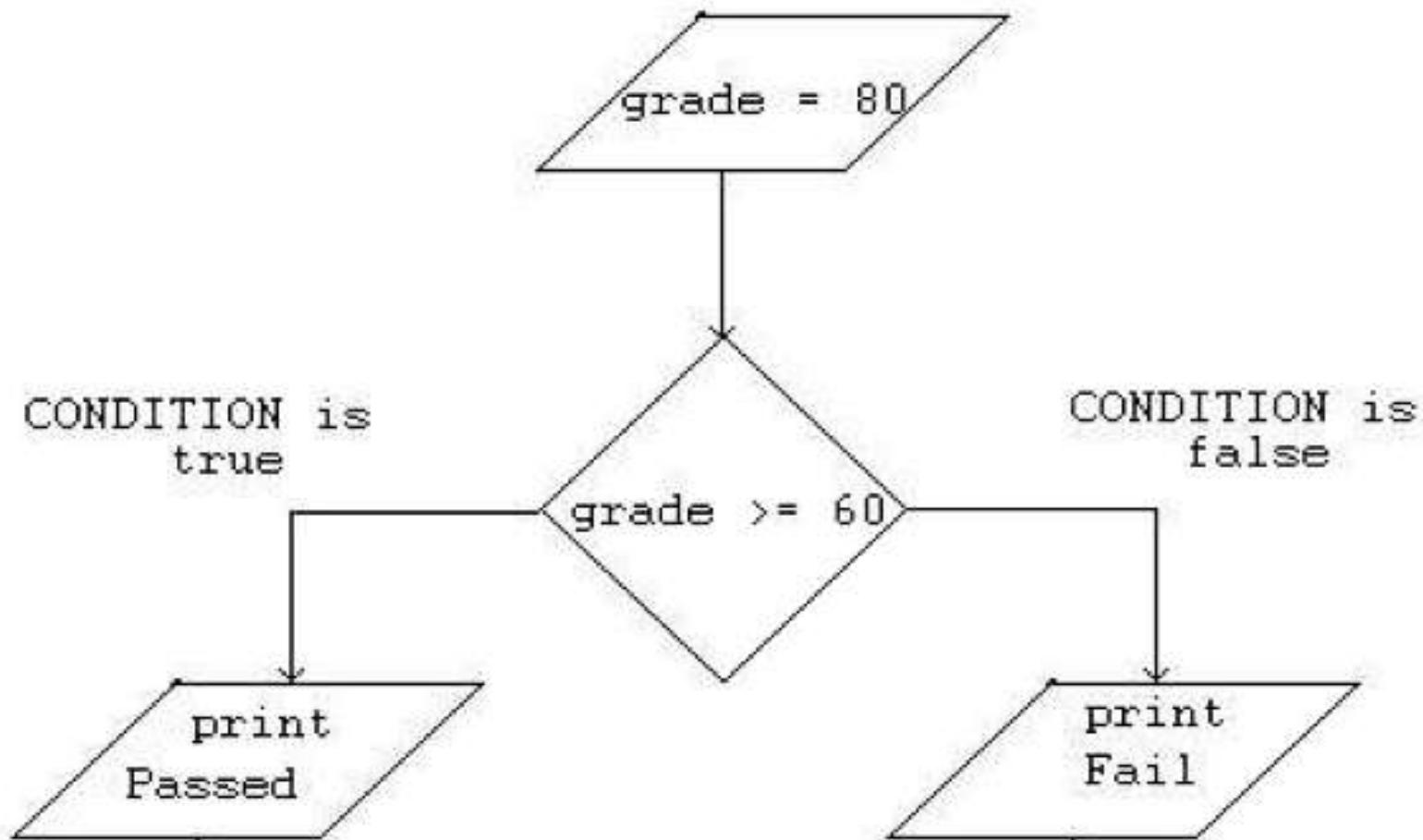
Conditional Operator (?:)

```
1 public class ConditionalOperator {  
2     public static void main( String[] args ){  
3         String status = "";  
4         int grade = 80;  
5         //get status of the student  
6         status = (grade >= 60)? "Passed": "Fail";  
7         //print status  
8         System.out.println( status );  
9     }  
10 }
```

- The output of this program will be,
Passed



Logical Operators: Conditional Operator (?:)

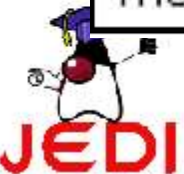


Operator Precedence

The following is the list of Java operators from highest to lowest precedence:

.	[]	()	
++	--	!	~
*	/	%	
+	-		
<<	>>	>>>	<<<
<	>	<=	>=
==	!=		
&			
^			
&&			
?:			
=			

The highest precedence is on the top row and the lowest is on the bottom row.



Operator Precedence

- Given a complicated expression,

$$6\%2*5+4/2+88-10$$

we can re-write the expression and place some parenthesis base on operator precedence,

$$((6\%2)*5)+(4/2)+88-10;$$



Operator Precedence: Coding Guidelines

- To avoid confusion in evaluating mathematical operations, keep your expressions simple and use parentheses.



Summary

- Java Comments (C++-Style Comments, C-Style Comments, Special Javadoc Comments)
- Java statements, blocks, identifiers, keywords
- Java Literals (integer, floating point, boolean, character, String)
- Primitive data types(boolean, char, byte, short, int, long, float, double)



Summary

- Variables (declare, initialize, output)
- `System.out.println()` vs. `System.out.print()`
- Reference Variables vs. Primitive Variables
- Operators (Arithmetic operators, Increment and Decrement operators, Relational operators, Logical operators, Conditional Operator `?:`, Operator Precedence)

