

Java Programming I

Session 3

Program Control Statements

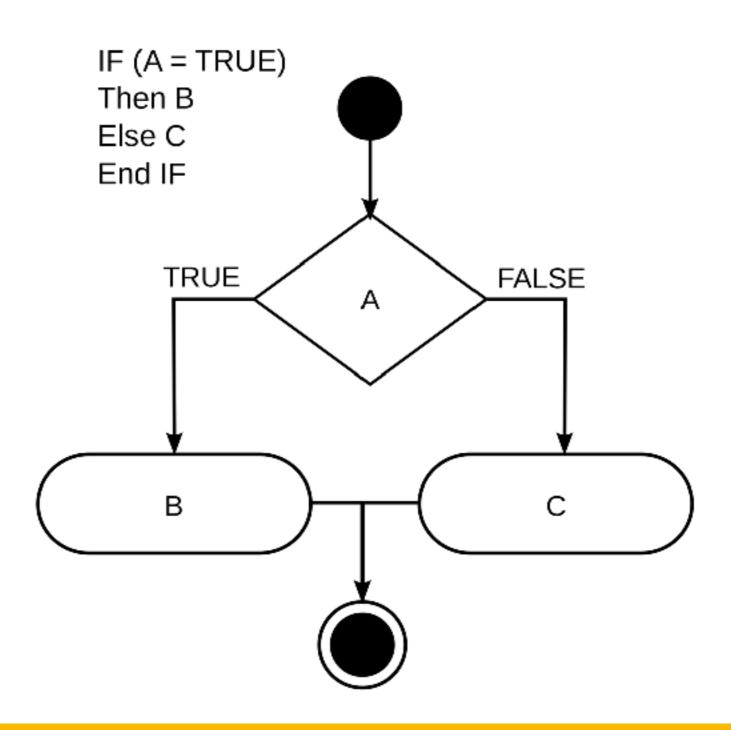
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Agenda

- IF/ELSE STATEMENT
- SWITCH STATEMENTS
- L00PS
- ARRAYS
- STRINGS

If & else

the basic conditional statement



If & else

chose between options

```
if (condition) statement
public class Product{
   int quantity;
   public boolean inStock(){
       if (quantity > 0){
           return true;
       return false;
   public static void main(String args[]){
       Product laptop_A = new Product();
       laptop_A.quantity = 10;
       if (laptop_A.inStock())
           System.out.println("It is available!");
       } else {
           System.out.println("Sorry, it is unavailable!");
       System.out.println("Continue");
```

If, else if ... else

3 or more options

```
public class Product{
   int quantity;
    public static void main(String args[]){
        Product laptop_A = new Product();
        laptop_A.quantity = 5;
       if (laptop_A.quantity == 5)
            System.out.println("We've got plenty");
       } else if (laptop_A.quantity == 4) {
            System.out.println("We're running out!");
       } else if (laptop_A.quantity == 3) {
            System.out.println("Almost gone!");
        } else {
            System.out.println("Act now!!");
     System.out.println("Continue");
```

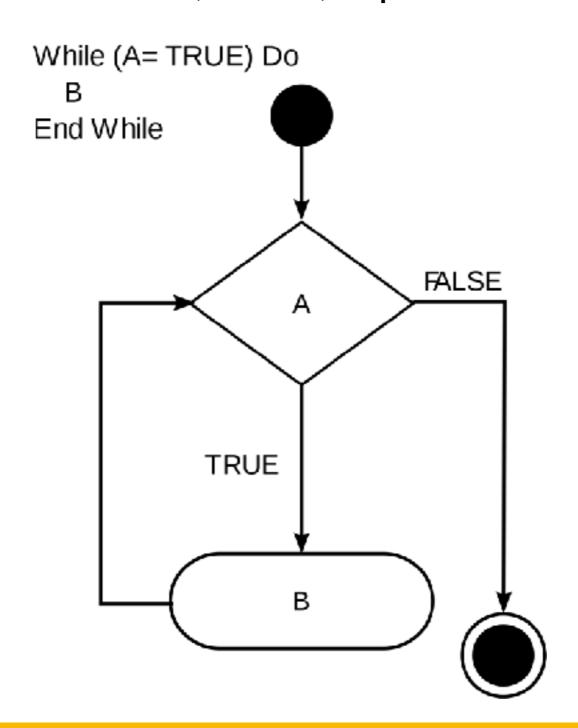
Switch...case

one of many

```
switch (condition) {}
public class Product{
   int quantity;
   public static void main(String args[]){
      Product laptop_A = new Product();
      laptop_A.quantity = 5;
      switch (laptop_A.quantity){
          case 5:
              System.out.println("We've got plenty");
          case 4:
              System.out.println("We're running out!");
              break:
          case 3:
              System.out.println("Almost gone!");
              break:
          default:
              System.out.println("Act now!!");
      System.out.println("Continue");
```

Loops

rinse, wash, repeat



while...

not tied to a counter

```
int x = 0;
while (True){
   if (x > 10){
      break;
   // Do something
   X++;
```

do while...

do at least once

```
int x = 0;
do {
   if (x > 10){
      break;
   // Do something
   X++;
} while (True)
```

for

Object oriented no matter what

```
for (init; condition; increment)
for(int x = 0; x < 10; x++){
   // Do something
```

for (each)

Object oriented no matter what

```
for (type name: iterator)
int x[] = \{1,2,3\};
for (int item : x){
    System.out.println(item);
```

break

exit the loop

```
// Finding a multiple of 3
int x = 3;
while(true){
    int y = (int) (Math.random() * 100);
   if (y % x == 0)
        System.out.println("Found y:" + y + " and x:" + x);
        break;
```

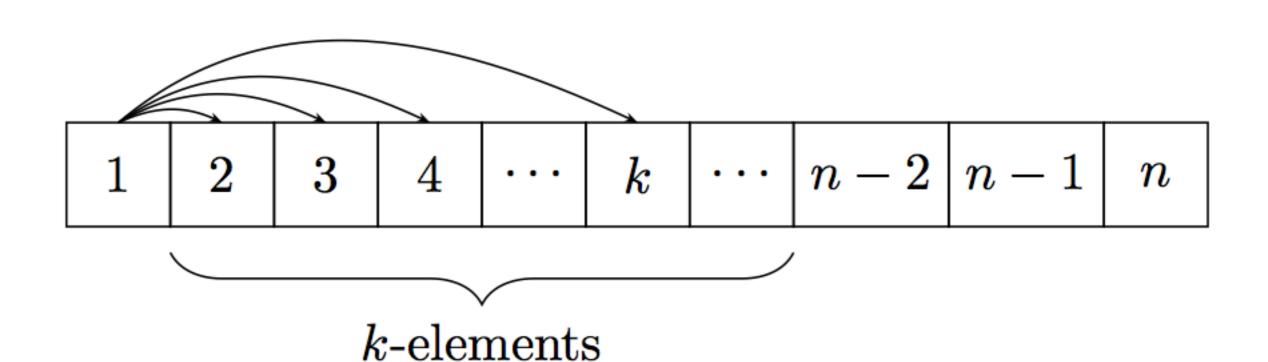
continue

useful for performance

```
// Once done, don't even process the rest
for(int x = 2; x < 10; x++){
    int y = (int) (Math.random() * 100);
    if (y \% x == 0)
        System.out.println("Found y:" + y + " and x:" + x);
        break;
   continue;
```

Arrays

a list of elements

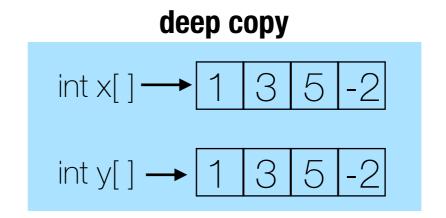


Arrays

Special considerations

- Once declared, they cannot change in size
- All elements are one single data type
- Created using a creator (new) or initializer
- Item values have no particular order

shallow copy int $x[] \longrightarrow 1 3 5 -2$ int y[]



Arrays Read operation

```
int ages[] = \{20, 22, 23, 28, 32\};
for (int x=0; x<ages.length; x++){</pre>
    String msg = String.format("Person #%d = %d",x, ages[x]);
    System.out.println(msg);
```

Arrays Write Operation

```
int ages[]=new int[5];
int max_age = 30;
for (int x=0; x<ages.length; x++){</pre>
    int random_age = ((int) (Math_random()*100) % max_age);
    System.out.println(random_age);
    ages[x] = random_age;
String msg = String.format("All ages: %s",Arrays.toString(ages));
System.out.println(msg);
```

Arrays Sort the following

```
int[] ages= {24, 36, 14, 35, 22, 37, 42, 25};
```

Strings a list of characters

index 0 1 2 3 4 5

String x H e I I o

Strings Special considerations

- They are char arrays. All array considerations apply
- Strings are immutable
- For convenience java provides String object vs char[]
- Strings work with Switch statements
- Strings are not a primitive ("string" == String object)

Strings String exercises

```
char data[] = {'R','i','n','g','o'}; // No double quotes for chars
String drummer = new String(data);
String drummer2 = "Rin" + "go";
if(drummer == drummer2)
{
    System.out.println("Both are ");
}
System.out.println(drummer + " vs " + drummer2);
```

Then

- Compare them using == vs equals method
- Try using the API to replace the R for B
- Try using the API to find out if the string starts with "Bing"
- Try using the API to get the last 4 characters as a string
- Try using the API to remove trailing spaces

Strings Reverse the following String

```
String title = "Strawberry Fields Forever";
```