

# 5. Conditionals and Loops

- Objectives - when we have completed this chapter, you should be familiar with:
  - flow of control: sequence, selection, iteration
  - boolean expressions
  - selection: if and if-else statements
  - iteration: while loops
  - equality, relational, and logical operators
  - block statements
  - comparing objects
  - nested while loops
  - Iterators
  - the ArrayList class

# Flow of Control

- **Sequence** - Unless specified otherwise, the order of statement execution through a method is sequential, one statement after another
- **Selection** - statements that allow us to decide whether or not to execute a particular statement (or block of statements); that is, select among alternatives  
Examples: *if*, *if-else*, *switch* statements
- **Iteration** (repetition) - statements that allow us to execute a statement (or block of statements) over and over, repetitively  
Examples: *while*, *do-while*, *for* statements (or loops)
- Iteration and Selection statements (except *switch*) use ***boolean expressions*** that evaluate to true or false to determine whether a statement (or block of statements) is executed
- The order of statement execution in a method is called the ***flow of control***

# Flow of Control

- **Flow of control:** the order in which statements are executed in a program
  - When we read source code, the sequence, selection, and iteration is relative to the method we're reading
  - Example: In the main method we may have 10 statements that are executed in sequence. If one of the statements invokes/calls a method and we step in (or jump) to that method, we will encounter sequence and possibly selection and/or iteration in this method
  - You can use the debugger to follow the detailed flow of control (see examples in later slides)

# Boolean Expressions

- Boolean expression: an expression that evaluates to true or false.
  - Example: (where num1 and num2 are int values)
- A boolean variable can be assigned the result of a boolean expression:

`num1 > num2 + 5`

- Example: (where email references a String object)


```
boolean validEmail = email.contains( "@" );
```

*boolean expression*

# Boolean Expressions

- An ***if*** statement uses a boolean expression as its condition:
  - Example: temp is a double value representing outdoor temperature

*boolean expression*



```
if (temp > 80) {  
    System.out.println("Stay indoors.");  
}
```

# Operators

- Equality and Relational Operators (review):
  - Evaluate to **true** or **false**
  - Have lower precedence than arithmetic operators

Operator	Meaning
==	equal to
!=	not equal to
<	less than
>	greater than
<=	less than or equal to
>=	greater than or equal to

# Operators

- Logical operators - evaluate to **true** or **false**, have boolean operands, have lower precedence than relational operators

Operator	Meaning
!	Logical NOT (applied before &&,   )
&&	Logical AND
	Logical OR

- Example: A String *mail* is a valid email address if it contains an @ symbol **and** its length **is greater than or equal to 5** **and** it does **not** contain a space.

```

if (mail.contains('@') && mail.length() > 5
    && !mail.contains(' ')) {
    System.out.println("Valid e-mail!");
}

```

# Operators

- The && and || operators are “short circuited”
  - If the first argument of the || is true, the other argument isn’t evaluated
  - If the first argument of the && is false, then the second argument is not evaluated
- Suppose that strInput is a String. Which of the two if clauses will cause a run-time error with a null input?

```
if (strIn != null && strIn.length() > 0)
```

or...

```
if (strIn.length() > 0 && strIn != null)
```



# If / If-Else Statements

- Basic if and if-else statements were introduced in 02\_Lecture\_Notes
- Example: "If the temperature (temp) is greater than 80 and humidity is greater than or equal to 60, then tell the user to stay indoors"

```
if (temp > 80 && humidity >= 60) {  
    System.out.println("Hot: Stay indoors.");  
}
```

# If / If-Else Statements

- Suppose you wanted to add "... otherwise, tell the user that the weather is good."

```
if (temp > 80 && humidity >= 60) {  
    System.out.println("Hot: Stay indoors.");  
}  
else {  
    System.out.println("Weather is good.");  
}
```

# If / If-Else Statements

- What if there were other specific conditions that require a different action?
  - If the temperature  $> 80$  and humidity  $\geq 60$ , tell user it's hot. **if**
  - Otherwise, if the temperature  $< 40$ , tell the user it's cold. **else if**
  - For any other condition, tell the user that the weather is good. **else**

# If / If-Else Statements

```
if (temp > 80 && humidity >= 60) {  
    System.out.println("Hot: Stay indoors.");  
}  
  
else if (temp < 40) {  
    System.out.println("Cold: Stay indoors.");  
}  
  
else {  
    System.out.println("Weather is good.");  
}
```

# If / If-Else Statements

- There can be any number of conditionals in the if statement.

```
// if condition 1...
```

```
// else if condition 2...
```

```
...
```

```
// else if condition n...
```

- The else clause is optional
- Example: [Triangle.java](#)

# While Loop

- Suppose we want to perform a block of statements while a certain condition is true
- A while statement will repeat a block of code until its condition is no longer true
- The debugger is a useful tool when using loops
- Example: print all numbers from 1 to 10

```
int count = 1;
while (count <= 10) {
    System.out.println(count);
    count++;
}
```

[Count1.java](#)

# While Loop

- Example: [NumbersSet.java](#)
  - Return a String that includes all even numbers between two specified values.
    - Begin with count set to the lower number.
    - While count is less than or equal to the higher number...
      - Add count to the output string if it is divisible by 2
      - Increment count
    - Return the output string
  - Return a String that includes all divisors between two specified values.

# ArrayList

- The ArrayList class holds a set of objects.
- Includes operations to add and remove elements, determine if the list is empty, and determine the number of items in the list

```
ArrayList names = new ArrayList();
```



# ArrayList

- You can (and should) specify what type of objects the list will hold using a generic type:
- The list names only holds objects of type String:

```
ArrayList<String> names = new ArrayList<String>();
```

- The list titles only holds objects of type Book:

```
ArrayList<Book> titles = new ArrayList<Book>();
```

# ArrayList

- See the Java API for a list of ArrayList methods. Commonly used methods are:
  - add: adds an object to the list
  - remove: removes an object or the object at a specified index
  - indexOf: returns the index of the specified object (indexed from 0)
  - size: returns the number of objects in the list
- See [TriangleList.java](#)
- Also see page 247 of the book.

# Comparing Data

- Recall that characters (`char`) correspond to numbers
  - Letters A through Z: numerical values 65 to 90
  - Letters a through z: numerical values 97 to 122
  - What happens if you add 32 to an upper-case char value?

```
char value = 'G' + 32;
```

- You can thus use relational and equality operators on char values as well. Suppose that `letterValue` is of type `char`...

```
if (letterValue >= 65 && letterValue <= 90)
{
    System.out.println("Capital letter");
}
```

# Comparing Data

- You can also use equality operators (== and !=) on objects, but remember that reference variables hold memory addresses. The results may not be what you expect!
- Try the following in interactions:

```
String s1 = new String( "Red Sox" );  
String s2 = new String( "Red Sox" );  
s1 == s2  
false
```

# Comparing Data

- Instead, use the equals method to compare objects.
  - Returns a boolean representing whether the objects are equal as defined in the class.
  - You can find out how the equals method works by consulting the Java API for the class.
- For the String class, objects are compared based on the characters that they contain.

```
String s1 = new String("Red Sox");  
String s2 = new String("Red Sox");  
s1.equals(s2)  
true
```

# Comparing Data

- The compareTo method is also available to some classes, but returns an int value

```
int comparison = obj1.compareTo(obj2);
```

- Less than 0 if  $\text{obj1} < \text{obj2}$
  - 0 if obj1 is equal to obj2
  - Greater than 0 if  $\text{obj1} > \text{obj2}$
- Class-specific; check the Java API for each class to see how objects are compared.

# Comparing Data

- The compareTo method compares Strings based on the value of its characters.
  - What does the following code print?

```
String food1 = "Apple", food2 = "Banana";  
if (food1.compareTo(food2) < 0) {  
    System.out.println(food1 + " before " + food2);  
}  
else {  
    System.out.println(food2 + " before " + food1);  
}
```

# Comparing Data

- Remember that any upper case value will have a lower value than any lower case value

```
String food3 = "apple", food4 = "Carrot";  
if (food3.compareTo(food4) < 0) {  
    System.out.println(food3 + " before " + food4);  
}  
else {  
    System.out.println(food4 + " before " + food3);  
}
```

- The String class has the equalsIgnoreCase and compareToIgnoreCase methods



# Indentation Revisited

- Remember that indentation in the Java language is for the human reader, and is ignored by the computer



```
if (total > MAX)
    System.out.println ("Error!!");
    errorCount++;
```

**Despite what is implied by the indentation, the increment will occur whether the condition is true or not**

# Block Statements

- Several statements can be grouped together into a *block statement* delimited by braces
- A block statement can be used wherever a statement is called for in the Java syntax rules

```
if (total > MAX)
{
    System.out.println ("Error!!");
    errorCount++;
}
```

- Our coding standard (supported by Checkstyle) requires blocks in if statements

# Nested if Statements

- The statement executed as a result of an `if` statement or `else` clause could be another `if` statement
- These are called *nested if statements*
- An `else` clause is matched to the last unmatched `if` (no matter what the indentation implies)
- Braces can be used to specify the `if` statement to which an `else` clause belongs
- See [Taxes.java](#)

# Infinite Loops

- A statement in the body of a `while` loop eventually must make the loop condition false
- Otherwise, we have an *infinite loop*, which will execute until the program is interrupted from outside the loop (usually by the user)
- Common logical error
- Double check the logic of a program to ensure that your loops will terminate normally

# Infinite Loops

- An example of an infinite loop:

```
int count = 1;
while (count <= 25)
{
    System.out.println (count);
    count = count - 1;
}
```

- This loop will continue executing until interrupted ("Control-C" in DOS window or "End" on jGRASP Run I/O tab) or until an underflow error occurs

[CountInfinite.java](#)

# Nested Loops

- Similar to nested `if` statements, loops can be nested as well
- That is, the body of a loop can contain another loop
- For each iteration of the outer loop, the inner loop iterates completely

# Nested Loops

- How many times will the string "Here" be printed?

```
count1 = 1;
while (count1 <= 10)
{
    count2 = 1;
    while (count2 <= 20)
    {
        System.out.println ("Here");
        count2++;
    }
    count1++;
}
```

**10 \* 20 = 200**

# Nested Loops

- Example: Read in a line of text from the user; print the words in reverse order; query the user to do again; repeat if "y".
- Strategy:
  - Use an outer loop to read lines of text
  - Use an inner loop to store words in an ArrayList
  - Print the ArrayList
  - Print the elements of the ArrayList in order (using a loop)
  - Print the elements of the ArrayList in reverse order (using a loop)
  - Repeat?

[ReverseWords.java](#)



# Nested Loops

- A break statement in a loop will skip the rest of the code in that iteration and exit the loop
- The continue statement will skip the rest of the code in that iteration and move to the next iteration of the loop
- In general, you should avoid using these statements in loops
- In chapter 6, you will see how to use a break statement when writing a switch statement

# Iterators

- An *iterator* is an object that allows you to process a collection of items one at a time (lets you step through each item in turn and process it as needed)
- An iterator object has a `hasNext` method that returns `true` if there is at least one more item to process
- The `next` method returns the next item
- Iterator objects are defined using the `Iterator` interface, which is discussed further in Chapter 6

# Iterators

- Several classes in the Java standard class library are iterators
- The `Scanner` class is an iterator
  - the `hasNext` method returns `true` if there is more data to be scanned
  - the `next` method returns the next scanned token as a string
- The `Scanner` class also has variations on the `hasNext` method for specific data types (such as `hasNextInt`)

# Iterators

- The fact that a `Scanner` is an iterator is particularly helpful when reading input from a file
- Suppose we wanted to read and process a list of URLs stored in a file
- One scanner can be set up to read each line of the input until the end of the file is encountered
- Another scanner can be set up for each URL to process each part of the path
- See page 242-243 in the book on your own

# More Information

- See the book and the File I/O tutorial on the class website for more information on reading from files
- See the GUI slides for information on creating GUIs