

## 6. More Conditionals and Loops

- Objectives - when we have completed this chapter, you should be familiar with:
  - switch statements
  - the conditional (ternary) operator
  - do statement
  - for loop
  - for-each loop

# Switch Statements

- Consider the following if statement, where input is a char value:

```
String answer;  
if (input == 't') {  
    answer = "true";  
}  
else if (input == 'f') {  
    answer = "false";  
}  
  
else {  
    answer = "invalid";  
}
```

# Switch Statements





- The switch statement is very similar to the if statement (assume input is a char and answer is a String):

```
if (input == 't') {  
    answer = "true";  
}  
else if (input == 'f') {  
    answer = "false";  
}  
else {  
    answer = "invalid";  
}
```

```
switch(input) {  
    case 't':  
        answer = "true";  
        break;  
    case 'f':  
        answer = "false";  
        break;  
    default:  
        answer = "invalid";  
}
```

# Switch Statements

- Now that you know the syntax, let's look a little more closely.


- Expression in the switch is evaluated. 
- Its value is matched to one of the cases. Suppose input is equal to 'f'... answer will be set to "false"   
  

- The break statement breaks out of the switch

```
switch (input) {  
    case 't':  
        answer = "true";  
        break;  
    case 'f':  
        answer = "false";  
        break;  
    default:  
        answer = "invalid";  
}
```

[TrueOrFalse.java](#)

# Switch Statements

- What happens when there is no break statement? Suppose *input* is now true.

- It will jump to the appropriate case...  


```
switch (input) {  
  case 't':  
    answer = "true";  
  case 'f':  
    answer = "false";  
  default:  
    answer = "invalid";  
}
```
- And then move to every other case under it until a break or the end of the switch statement.  
In this case, answer will be invalid even if input is true
- Sometimes it is necessary (think of someone passing through multiple toll booths and getting charged at each one depending on where they started), but in this case we probably meant to include breaks.

# Switch Statements

- When to use a switch statement?
  - You need to check to see if one value is equal to others (you have a lot of == logic)
  - You need put things in categories based on an integral value.
  - Switch statements only work on char, byte, short, int.
    - In Java 7 they now work with String objects as well!  
Don't use a String in the switch in your projects; we are still using Java 6 in Web-CAT for our Mac users.

[TaxesWithIfElseIf.java](#)

[TaxesWithSwitch.java](#)

# Switch Statements

- Why use a switch statement?
  - Depending on the circumstances, it can reduce a code's visual complexity
    - Think of the toll booth example; that would be a messy if statement!
  - A switch statement can jump directly to the correct case, whereas an if-else-if has to evaluate the if and every else if until the appropriate condition is met.
    - In other words, sometimes using a switch statement will make your program more efficient.

# Conditional (Ternary) Operator

- It's like a very concise if-else. Syntax:

*boolean expression ? do this if true : do this if false;*

- Examples:

- Print "Right!" if `isCorrect` is true, "Wrong." if false.

```
System.out.println(isCorrect ? "Right!" : "Wrong.");
```

- Subtract *discount* (a double) from *price* (a double) only if *discount* is above 0.

```
double total = (discount > 0) ? (price - discount) : price;
```

- Print "unit" or "units" with respect to the value of `unit`

```
System.out.println("Total: " + units + (units == 1 ? " unit":" units"));
```



# Conditional (Ternary) Operator

- When to use the ternary operator:
  - It can make simple a simple if-else much more concise:

```
if (isCorrect) {  
    System.out.println("Right!");  
}  
else {  
    System.out.println("Wrong.");  
}
```

can be converted to...

```
System.out.println(isCorrect ? "Right!" : "Wrong.");
```

# Conditional (Ternary) Operator

- When not to use the ternary operator:
  - It can make the logic of your code hard to follow.
  - The following method is creates a number of small or large chocolate bars based on the amount of chocolate available.

```
public int makeChocolate(int sm, int big, int goal) {  
    return sm- (goal- (big*5>goal?goal/5:big) *5) >=0? (goal- (big*5>goal?goal/5:big) *5) :-1;  
}
```



# Do Statement

- do-while loops:
  - Exactly like while loops, except that the boolean expression is evaluated at the end of the loop (do-while is a “post-test” whereas the while loop is a pre-test loop).
  - This means the body of the do-while will always be executed at least once, regardless of whether the condition is true.

```
do {  
    /* code performed on each iteration */  
} while ( /* boolean expression */ );
```

# Do Statement

- A good use of a do-while is evaluating user input.
- Suppose the user is entering either a y or n value, and you want to repeat the code until the input is y or n:

```
Scanner stdIn = new Scanner(System.in);  
char yOrN;  
do {  
    System.out.print("Continue? (enter y or n): ");  
    yOrN = stdIn.nextLine().charAt(0);  
} while (yOrN != 'y' && yOrN != 'n');
```

[YesOrNoInput.java](#)

# For Loop

- Similar to the while and do-while loops, but well-suited for iterating through a loop for predetermined number of times.

```
for ( _____ ; _____ ; _____ ) {  
    /* code performed on each iteration */  
}
```

Performed before  
the first iteration.

boolean  
expression

Performed after  
each iteration.

# For Loop

- Suppose that you wanted code that would calculate the sum of all numbers from 1 to 5. (i.e.  $1+2+3+4+5$ )
  - Initialize a sum to 0.
  - Set up an index to count from 1 to 5.
  - On each iteration of the loop...
    - Add the current index to a the sum
    - Increment the index
  - Break out of the loop if the index exceeds 5.

# For Loop

- Suppose that you wanted code that would calculate the sum of all numbers from 1 to 5. (i.e.  $1+2+3+4+5$ )

```
int sum = 0;
for (int i = 1; i <= 5; i++) {
    sum += i;
}
```

[AddMultiplyInts.java](#)

# For Loop

- Suppose that list is an ArrayList holding names, and that you wanted to print out each name. You could use the following code:

```
for (int i = 0; i < list.size(); i++) {  
    System.out.println(list.get(i));  
}
```



# For Loop

- An ArrayList, however, is an Iterable object, meaning that it has a built-in method of iterating through its contents.
- Because of this property, you can use a “for each” loop:

```
for (String currentName : list) {  
    System.out.println(currentName);  
}
```

# For Loop

- The loop takes the objects out in order. On each iteration, the name can be accessed using the specified variable

Type of object held  
in the ArrayList.

The variable name for  
the ArrayList.

```
for (String currentName : list) {  
    System.out.println(currentName);  
}
```

Variable used to  
reference the current  
item in each iteration.

[GroupRoster.java](#)

# On Your Own

- See the examples in the book (GradeReport, ReverseNumber, Multiples, and Stars).
- Also run [EmployeeReviewer.java](#) in the examples folder on your own.
- [Review.java](#) and [EmployeeReviewer.java](#) contain examples of correct Javadoc documentation for a class.