

# Expressions and Flow Control

# Variable's Scope

- o Local variables and local scope.
- o Global variables.

# Local Variables

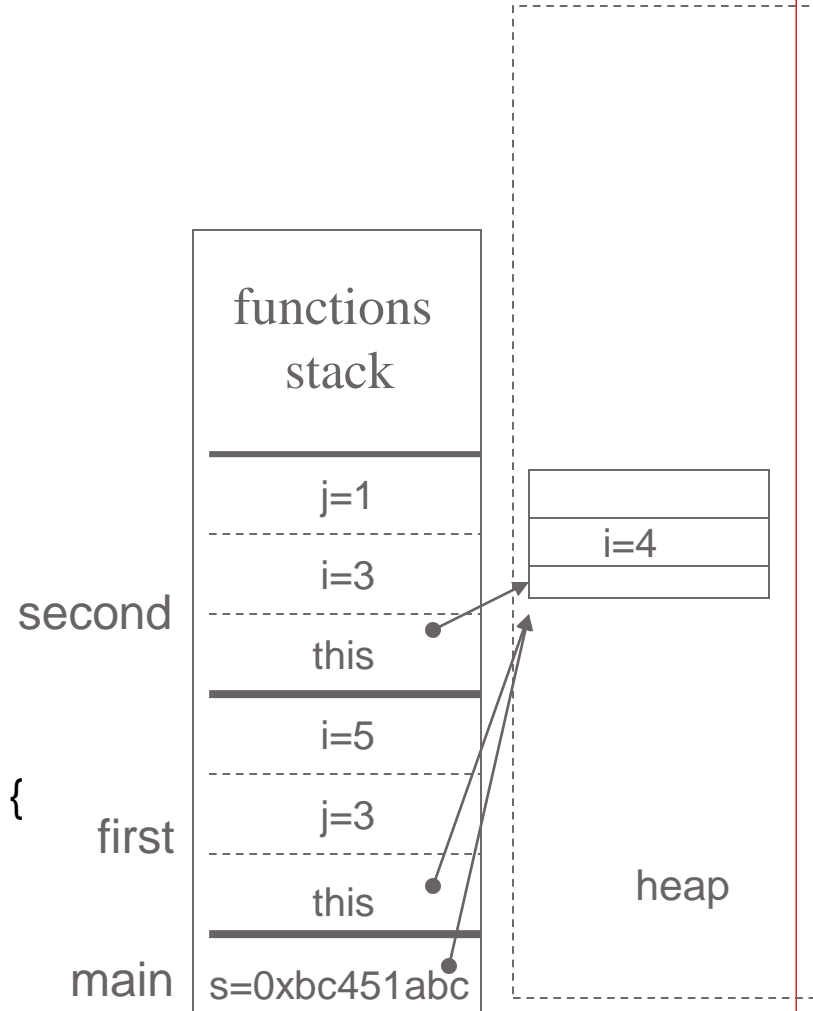
- Are defined inside a method and are called *local*, *automatic*, *temporary*, or *stack* variables.
- Are created when the method is executed and are destroyed when the method is exited.
- Uninitialized automatically. Lack of initialization will result in compile time error.

# Classes and Objects Variables

- Are initialized automatically.
- Object variables exist in the scope of an object.
- Class variables are global.

# Scope Example

```
public class Scope {
    private int i=9;
    public void first() {
        int j=3,i;
        i=5;
        this.i=i+j;
        second(j);
    }
    public void second (int i) {
        int j=1;
        this.i=i+j;
    }
    public static void main(String args[]) {
        Scope s=new Scope();
        s.first();
    }
}
```



# Precedence of Operators

Associative	Operators
R to L	++ -- + - ~ ! (data type)
L to R	* / %
L to R	+ -
L to R	<< >> >>>
L to R	< > <= >= instanceof
L to R	== !=
L to R	&
L to R	^
L to R	
L to R	&&
L to R	
R to L	?:
R to L	= *= /= %= += -= <<=
	>>= >>>= &= ^=  =

# Logical Operators

NOT - !

OR - ||

AND - &&

## Bits Operators

OR - |

XOR - ^

AND - &

ONE'S COMPLEMENT - ~

# Bitwise Logical Operators - Example

$$\sim \begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 0 & 0 & 1 & 1 & 1 & 1 \\ \hline \end{array}$$


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$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 1 & 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ \hline \end{array}$$

$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \\ \hline \end{array}$$

$$\& \begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 0 & 0 & 1 & 1 & 1 & 1 \\ \hline \end{array}$$


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$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 0 & 0 & 0 & 1 & 1 & 0 & 1 \\ \hline \end{array}$$

$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \\ \hline \end{array}$$

$$\wedge \begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 0 & 0 & 1 & 1 & 1 & 1 \\ \hline \end{array}$$


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$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ \hline \end{array}$$

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$$| \begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 0 & 0 & 1 & 1 & 1 & 1 \\ \hline \end{array}$$


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$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 1 & 0 & 1 & 1 & 1 & 1 \\ \hline \end{array}$$



# Shift Operators

>> - Signed right shift.

>>> - Unsigned right shift.

<< - Left shift.

- o Syntax:

num >> no\_of\_right\_shifts

num >>> no\_of\_right\_shifts

num << no\_of\_left\_shifts

- o Example:

$30 \gg 4 = 30 / 2^4$

$30 \ll 4 = 30 * 2^4$

$-30 \ggg 4 = 30 / 2^4$

# Shifts Examples

1357 = 

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0	0	1	1	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

-1357 = 

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	0	1	0	1	1	0	0	1	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

1357 >> 5 = 

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

-1357 >> 5 = 

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	0	1	0	1
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1357 >>> 5 = 

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0
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-1357 >>> 5 = 

0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	0	1	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

1357 << 5 = 

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	1	0	0	1	1	0	1	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

-1357 << 5 = 

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	0	1	0	1	1	0	0	1	1	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# String Concatenation

- String objects are concatenated using the '+' operator.
- One of the objects must be a string and the other one will be converted automatically to a string.
- An object may be cast to a string using the toString( ) method (will be explained in a later module).

# String Concatenation - Example

```
String s = "Hello ";  
String name= "kuky";  
int num = 3;  
s = s+"to "+name+" and his "+num+" dogs.";  
System.out.println(s);  
/* "Hello to kuky and his 3 dogs."  
   will be printed. */
```

# Casting

- Explicit cast is required when assigning a larger type value into a smaller type variable.
- A cast will not affect the right side value.
- In a mixed type expression, variables are automatically promoted to a larger type.



# Casting Examples

<code>int num = 100L ;</code>	<code>//error</code>
<code>float fnum = 234.78 ;</code>	<code>//error, default value of a floating point //number is double.</code>
<code>int num = 10;</code>	<code>//fine.</code>
<code>float fnum = 5.4f;</code>	<code>//fine.</code>
<code>float fnum = (float) 4.44;</code>	<code>//fine.</code>
<code>double dnum = 7.5f;</code>	<code>//fine, an assignment from float to double, //can not result in information lost.</code>
<code>int n = 5;</code>	
<code>long l_num=n;</code>	<code>//fine, an assignment from int to long, //can not result in information lost.</code>

# Branching Statements - If

- o An if statement:  
    if (boolean expression) {  
        statement or block;  
    }
- o An if-else statement:  
    if ( boolean expression) {  
        statement or block;  
    }  
    else {  
        statement or block;  
    }



# An If-Else Example

```
If (no_of_student > MAX_STUDENTS)  
    openAnotherClass( );  
else if (no_of_student < MIN_STUDENTS)  
    closeClass( );  
else  
    enterClass( );
```

# Branching Statements – Switch

The switch statement syntax:

```
switch (expr1) {  
    case constant2:  
        statements;  
        break;  
    case constant3:  
        statements;  
        break;  
    default:  
        statements;  
        break;  
}
```

# Branching Statements – Switch

- Cases may be one of the following:

*byte*

*short*

*char*

*Int*

Example:

```
int x=getXFromUser();
```

```
switch(x){
```

```
...
```

# Loops in Java - The *for* Loop

```
for (init_expr; boolean_test_expr; alter_expr) {  
    statement or block;  
}
```

Example:

```
for (i=0; i< NO_OF_ITERATIONS; i++)  
    System.out.println("Counter is: "+i);
```

# Loops in Java-The *while* Loop

- while (boolean\_test\_expr) {  
    statement or block ;  
}
- Example:  
    *int i=0;*  
    *while ( i< NO\_OF\_ITERATIONS) {*  
        *System.out.println("Counter is: "+i);*  
        *i++;*  
    *}*

# Loops in Java - The *do-while* Loop

- o do {  
    statement or block ; }  
while (boolean\_test\_expr) ;
- o Example:  
    *int i=0;*  
    do {  
        *System.out.println("Counter is: "+i);*  
        *i++; }*  
    *while ( i < NO\_OF\_ITERATIONS) ;*

# Loop Flow Control

- o `break [label];`
- o `continue [label];`
- o `label: loop;`

# Loop Flow Control

- The **break** statement will lead to permanently exit from the loop (“break” the loop).
- The **continue** statement will lead to exit the current iteration and to continue the flow of the loop from the beginning of the next iteration.
- The **label** statement identifies any valid statement to which the control must be transferred. For a **break** statement, a valid **label** may be any legal statement. For a **continue** statement, a valid **label** must identify a loop.



# The *break* statement:

```
do {  
    statement;  
    if ( condition is true ) {  
        break;  
    }  
    statement;  
} while ( boolean expression );
```

# The *continue* statement:

```
do {  
    statement;  
    if ( condition is true ) {  
        continue;  
    }  
    statement;  
} while ( boolean expression );
```

# Loop Flow Control - The *break* Statement

```
outer: do {  
    statement;  
    do {  
        statement;  
        if ( boolean expression ) {  
            break outer;  
        }  
        statement;  
    } while ( boolean expression );  
    statement;  
} while ( boolean expression );
```

# Loop Flow Control-The *continue* statement

```
outer: do {  
    statement;  
    do {  
        statement;  
        if ( boolean expression) {  
            continue outer;  
        }  
        statement;  
    } while ( boolean expression);  
    statement;  
} while ( boolean expression);
```