

Java Programming

Zheng-Liang Lu

Department of Computer Science & Information Engineering
National Taiwan University

Online Course

```
1 class Lecture4 {  
2  
3         "Flow Controls: Loops"  
4  
5 }  
6  
7 // Keywords:  
8 while, do, for, break, continue
```

Essence of Loops¹

A loop can be used to **repeat** statements without writing the similar statements.

- For example, output “Hello, Java.” for 100 times.

```
1 ...  
2     System.out.println("Hello, Java.");  
3     System.out.println("Hello, Java.");  
4     .  
5     . // Copy and paste for 97 times.  
6     .  
7     System.out.println("Hello, Java.");  
8 ...
```

¹You may try <https://www.google.com/doodles/celebrating-50-years-of-kids-coding>.

```
1 ...  
2     int cnt = 0;  
3     while (cnt < 100) {  
4         System.out.println("Hello, Java.");  
5         cnt++;  
6     }  
7 ...
```

- This is a toy example to show the power of loops.
- In practice, any routine which repeats couples of times² can be done by folding them into a loop.

²I prefer to call these routines “patterns.”

成也迴圈，敗也迴圈

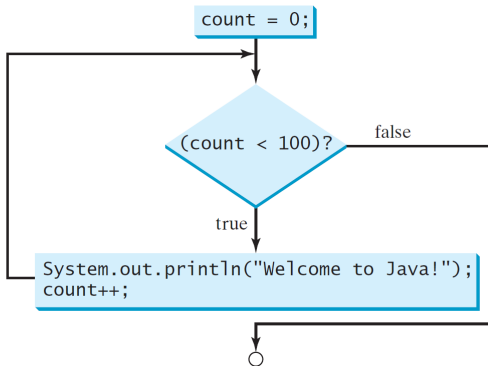
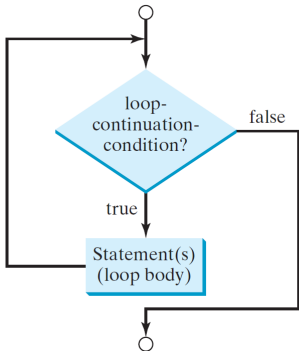
- Loops provide substantial **computational power**.
- Loops bring an **efficient** way of programming.
- Loops could consume a lot of time.
 - We will introduce the analysis of algorithms soon.

The while Loops

A **while** loop executes statements repeatedly while the condition is **true**.

```
1 ...  
2     while (/* Condition: a boolean expression */) {  
3         // Loop body.  
4     }  
5 ...
```

- If the condition is evaluated true, execute the loop body once and re-check the condition.
- The loop no longer proceeds as soon as the condition is evaluated false.



Example

Write a program which sums up all integers from 1 to 100.

- In math,

$$\text{sum} = 1 + 2 + \cdots + 100.$$

- One could ask why not $(1 + 100) \times 100/2$?
- The above formula is suitable to only arithmetic series!
- We don't assume the data being an arithmetic series. (Why?)
- Instead, we rewrite the equation by **decomposing** it into several statements, shown in the next page.


```
1 ...  
2     int sum = 0;  
3     sum = sum + 1;  
4     sum = sum + 2;  
5     .  
6     .  
7     .  
8     sum = sum + 100;  
9 ...
```

- As you can see, there exist many similar statements to be wrapped by a loop!

- Using a **while** loop, the program can be rearranged as follows:

```
1 ...  
2     int sum = 0;  
3     int i = 1;  
4     while (i <= 100) {  
5         sum = sum + i;  
6         ++i;  
7     }  
8 ...
```

- You should guarantee that the loop will terminate as expected.
- In practice, the number of loop steps (iterations) is **unknown** until the input data is given.

Malfunctioned Loops

- It is easy to make an **infinite loop**.

```
1 ...  
2     while (true);  
3 ...
```

- The common errors of the loops are as follows:
 - never start;
 - never stop;
 - not complete;
 - exceed the expected number of iterations;
 - (more and more.)

Example (Revisited)

Write a program which allows the user to enter a new answer to the sum of two random integers repeatedly until correct.

```
1  ...
2      ...
3
4      while (z != x + y) {
5          System.out.println("Try again?");
6          z = input.nextInt();
7      }
8      System.out.println("Correct.");
9
10     ...
11  ...
```

Loop Design Strategy

- Identify the statements that need to be repeated.
- Wrap those statements by a proper loop.
- Set the **continuation** condition.

Sentinel-Controlled Loops

Another common technique for controlling a loop is to designate a special value when reading and processing a set of values.

- This special input value, known as a **sentinel value**, signifies the end of the loop.
- For example, the operating systems and the GUI apps.

Example: Cashier Problem

Write a program which sums over positive integers from consecutive inputs and then outputs the sum when the input is nonpositive.

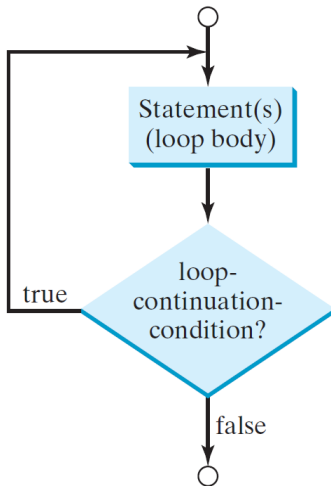
```
1  ...
2      int total = 0, price = 0;
3      Scanner input = new Scanner(System.in);
4
5      System.out.println("Enter price?");
6      price = input.nextInt();
7      while (price > 0) {
8          total += price;
9          System.out.println("Enter price?");
10         price = input.nextInt();
11         // These two lines above repeat Line 5 and 6?!
12     }
13
14     System.out.println("Total = " + total);
15     input.close();
16     ...
```

The do-while Loops

A **do-while** loop is similar to a while loop except that it **first** executes the loop body **and then** checks the loop condition.

```
1 ...  
2     do {  
3         // Loop body.  
4     } while (/* Condition: a boolean expression */);  
5 ...
```

- Do not miss a semicolon at the end of **do-while** loops.
- The **do-while** loops are also called **posttest** loops, in contrast to **while** loops, which are **pretest** loops.



Example (Revisted)

Write a program which sums over positive integers from consecutive inputs and then outputs the sum when the input is nonpositive.

```
1  ...
2      int total = 0, price = 0;
3      Scanner input = new Scanner(System.in);
4
5      do {
6          total += price;
7          System.out.println("Enter price?");
8          price = input.nextInt();
9      } while (price > 0);
10
11     System.out.println("Total = " + total);
12     input.close();
13  ...
```

The for Loops

A **for** loop uses an integer counter to control how many times the body is executed.

```
1 ...  
2     for (init_action; condition; increment) {  
3         // Loop body.  
4     }  
5 ...
```

- *init_action*: declare and initialize a counter.
- *condition*: loop continuation.
- *increment*: how the counter changes after each iteration.

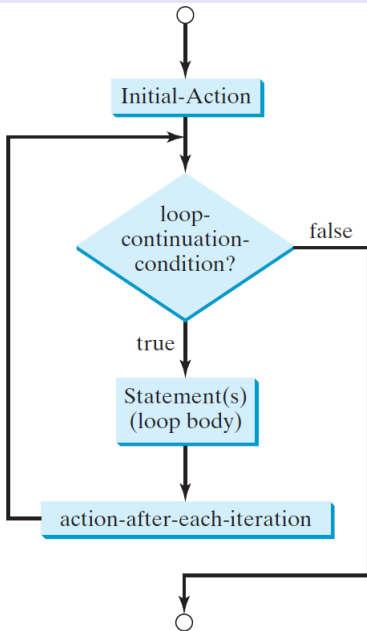
Example

Write a program which sums from 1 up to 100.

```
1 ...  
2     int sum = 0;  
3     int i = 1;  
4     while (i <= 100) {  
5         sum = sum + i;  
6         ++i;  
7     }  
8 ...
```

```
1 ...  
2     int sum = 0;  
3     for (int i = 1; i <= 100; ++i)  
4         sum = sum + i;  
5 ...
```

- Note that the first loop statement in Line 3 of the left listing is executed only once.
- Make sure you are clear with the execution procedure of for loops!



Exercise

Write a program which displays all even numbers between 1 and 100.

- You may use the modular operator (%).

```
1 ...  
2     for (int i = 1; i <= 100; i++) { // Good?  
3         if (i % 2 == 0) System.out.println(i);  
4     }  
5 ...
```

- Also consider this alternative:

```
1 ...  
2     for (int i = 2; i <= 100; i += 2) { // Which is better?  
3         System.out.println(i);  
4     }  
5 ...
```

More Exercises

- Write a program to calculate the factorial of $N \geq 0$.³
 - For example, $10! = 3628800$.
- Write a program to calculate x^n , where x is a double value and n is an integer.
 - For example, $2.0^{10} = 1024.0$.
- Write a program to calculate

$$p = 4 \times \sum_{i=0}^N \frac{(-1)^i}{2i+1}.$$

- For example, the program outputs 3.141492 with $N = 10000$.
- In math, $p \rightarrow \pi$ as $N \rightarrow \infty$.
- Making friends with math.

³See <https://en.wikipedia.org/wiki/Factorial>.

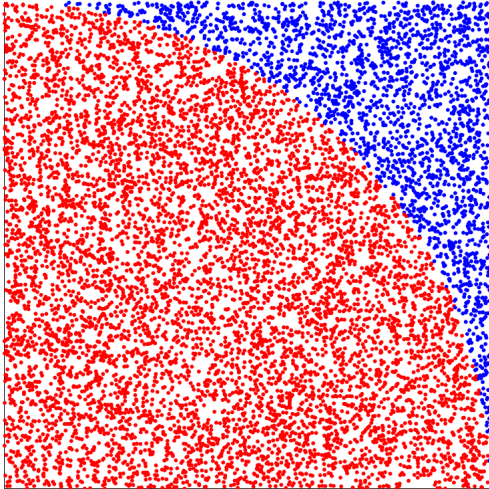
Numerical Example: Monte Carlo Simulation⁴

- Let n be the total number of sample points and m be the number of sample points falling in a quarter circle (shown in the next page).
 - Simply use **Math.random()** to draw a point.
- Write a program to estimate π by calculating

$$\hat{\pi} = 4 \times \frac{m}{n},$$

where $\hat{\pi} \rightarrow \pi$ as $n \rightarrow \infty$ by **the law of large numbers** (LLN).

⁴See https://en.wikipedia.org/wiki/Monte_Carlo_method. Also read https://medium.com/@jonathan_hui/monte-carlo-tree-search-mcts-in-alphago-zero-8a403588276a.




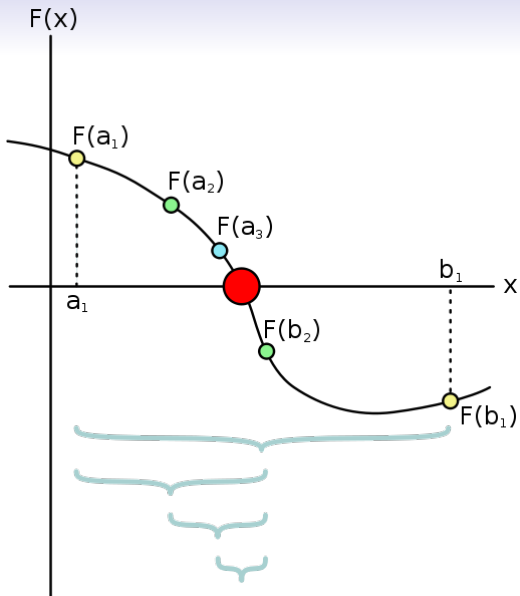
```
1 public class MonteCarloDemo {
2
3     public static void main(String[] args) {
4
5         int N = 100000;
6         int m = 0;
7
8         for (int i = 1; i <= N; i++) {
9
10            double x = Math.random();
11            double y = Math.random();
12
13            if (x * x + y * y < 1) m++;
14
15        }
16
17        System.out.println("pi = " + 4.0 * m / N);
18        // Why 4.0 but not 4?
19
20    }
21
22 }
```

Numerical Example: Bisection Method for Root-Finding⁶

- Consider the polynomial $x^3 - x - 2$.
- Now we proceed to find the root x' such that $x'^3 - x' - 2 = 0$.
- First choose $a = 1$ and $b = 2$ as an **initial guess**.⁵
- By using the bisection method, **repeatedly** divide the search interval into two sub-intervals, and decide which sub-interval is the next search interval.
- Due to finite precision of floats, we terminate the algorithm earlier by setting an **error tolerance**, say $\varepsilon = 1e - 9$, to strike a balance **between efficiency and accuracy**.

⁵For most of numerical algorithms, say Newton's method, we need an initial guess to start the root-finding procedure. Even more, the result is severely sensitive to an initial guess.

⁶See https://en.wikipedia.org/wiki/Bisection_method. 



https://en.wikipedia.org/wiki/Bisection_method#/media/File:Bisection_method.svg

```
1 ...
2     double a = 1, b = 2, c = 0, eps = 1e-9;
3
4     while (b - a > eps) {
5
6         c = (a + b) / 2; // Find the middle point.
7
8         double fa = a * a * a - a - 2;
9         double fc = c * c * c - c - 2;
10
11         if (fa * fc < 0) {
12             b = c;
13         } else {
14             a = c;
15         }
16
17     }
18
19     System.out.println("Root = " + c);
20     double residual = c * c * c - c - 2;
21     System.out.println("Residual = " + residual);
22 ...
```

Jump Statements


The statement **break** and **continue** are often used in repetition structures to provide additional controls.

- The loop is **terminated** right after a **break** statement is executed.
- The loop **skips** this iteration right after a **continue** statement is executed.
- In practice, jump statements should be conditioned.


```
1  ...
2      Scanner input = new Scanner(System.in);
3      System.out.println("Enter x > 2?");
4      int x = input.nextInt();
5      boolean isPrime = true;
6      input.close();
7
8      for (int y = 2; y <= Math.sqrt(x); y++) {
9          if (x % y == 0) {
10              isPrime = false;
11              break;
12          }
13      }
14
15      if (isPrime) {
16          System.out.println("Prime");
17      } else {
18          System.out.println("Composite");
19      }
20  ...
```


Exercises

- Write a program to list all primes smaller than 100000 by extending the program in the previous page.
 - There are 9592 primes smaller than 100000.
 - The largest one of 9592 primes is 99991.
- Improve the primality test by checking whether any prime integer m from 2 to \sqrt{n} .
 - How to store primes which are already known?
- Improve the primality test by using the simple $6k \pm 1$ optimization, which is 3 times as fast as testing all m .⁸

⁸See https://en.wikipedia.org/wiki/Primality_test#Pseudocode. 

Another Example: Cashier Problem (Revisited)

- Redo the cashier problem by using an infinite loop with a **break** statement.

```
1 ...  
2     while (true) {  
3  
4         System.out.println("Enter price?");  
5         price = input.nextInt();  
6         if (price <= 0) break; // Stop criteria.  
7         total += price;  
8  
9     }  
10    System.out.println("Total = " + total);  
11 ...
```

Equivalence: `while` and `for` Loops

If the number of repetitions is known in advance a `for` loop may be used; otherwise, a `while` loop is preferred.

- One can always transform `for` loops to `while` loops, and versa.

Example: Compounding

Write a program to determine the holding years for an investment doubling its value.

- Let *balance* be the current amount, *goal* be the goal of this investment, and *r* be the annual interest rate (%).
- We may use the compounding formula

$$balance = balance \times (1 + r / 100.0).$$

- Then output the holding year *n* with the final balance.

```

1 ...
2     int r = 18; // In percentage.
3     int balance = 100;
4     int goal = 200;
5
6     int years = 0;
7     while (balance < goal) {
8         balance *= (1 + r / 100.0);
9         years++;
10    }
11
12    System.out.println("Holding years = " + years);
13    System.out.println("Balance = " + balance);
14 ...

```

- If the interests are paid monthly, how many months you may hold to reach the goal?⁹

⁹Contribution by Yi-Hsuan Lee (Java320) on Sep. 29, 2019.

```
1 ...  
2     int years = 0; // Should be declared here; scope issue.  
3     for (; balance < goal; years++) {  
4         balance *= (1 + r / 100.0);  
5     }  
6 ...
```

```
1 ...  
2     int years = 1; // Why?  
3     for (; ; years++) {  
4         balance *= (1 + r / 100.0);  
5         if (balance > goal) break;  
6     }  
7 ...
```

- Leaving the condition (the middle statement) blank assumes true.

Nested Loops by Example

Write a program to show a 9×9 multiplication table.

1	2	3	4	5	6	7	8	9
2	4	6	8	10	12	14	16	18
3	6	9	12	15	18	21	24	27
4	8	12	16	20	24	28	32	36
5	10	15	20	25	30	35	40	45
6	12	18	24	30	36	42	48	54
7	14	21	28	35	42	49	56	63
8	16	24	32	40	48	56	64	72
9	18	27	36	45	54	63	72	81

```

1  ...
2      public static void main(String[] args) {
3
4          for (int i = 1; i <= 9; ++i) {
5
6              // In row i, output each j.
7              for (int j = 1; j <= 9; ++j) {
8                  System.out.printf("%3d", i * j);
9              }
10             System.out.println();
11
12         }
13
14     }
15     ...

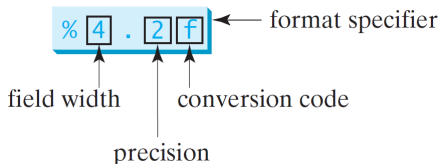
```

- For each i , the inner loop goes from $j = 1$ to $j = 9$.
- As an analog, i acts like the hour hand of the clock, while j acts like the minute hand of the clock.

Digression: Output Format

- Use **System.out.printf()** to display **formatted** outputs.
- For example,

```
1 ...  
2     System.out.printf("Pi = %4.2f", 3.1415926);  
3     // Output 3.14.  
4 ...
```



- Without specifying the width, only 6 digits after the decimal point are displayed.

Format specifier	Corresponding type	Example
%b	boolean	true, false
%c	char	a
%d	int	123
%f	float, double	3.141592
%e	float, double	6.626070e-34
%s	String	NTU

- By default, the output is **right** justified.
- If a value requires more spaces than the specified width, then the width is **automatically** increased.
- One may try various parameters such as the plus sign (+), the minus sign (-), and 0 in the middle of format specifiers.
 - Say % + 8.2f, % - 8.2f, and %08.2f.

Formatted Output with Multiple Items

```
int count = 5;  
double amount = 45.56;  
System.out.printf("count is %d and amount is %f", count, amount);
```



display count is 5 and amount is 45.560000

- All items must match the format specifiers **in order**, **in number**, and **in exact type**.

Example: Triangles

*	* * * * *	*	* * * * *
* *	* * * *	* *	* * * *
* * *	* * *	* * *	* * *
* * * *	* *	* * * *	* *
* * * * *	*	* * * * *	*

Case (a)

Case (b)

Case (c)


Case (d)

```
1 ...
2
3 // Case (a)
4 for (int i = 1; i <= 5; i++) {
5     for (int j = 1; j <= i; j++) {
6         System.out.printf("*");
7     }
8     System.out.println();
9 }
10
11 // Case (b)
12 // Your work here.
13
14 // Case (c)
15 // Your work here.
16
17 // Case (d)
18 // Your work here.
19
20 ...
```

Exercise: Pythagorean Triples¹⁰

- Let $a < b < c \leq 20$ be three distinct positive integers.
- Write a program to find all triples satisfied with $a^2 + b^2 = c^2$.

```
1 ...  
2     for (int a = 1; a <= 20; a++) {  
3         for (int b = a + 1; b <= 20; b++) {  
4             for (int c = b + 1; c <= 20; c++) {  
5                 if (a * a + b * b == c * c) {  
6                     System.out.printf("%d %d %d\n", a, b, c);  
7                 }  
8             }  
9         }  
10    }  
11 ...
```

¹⁰See https://en.wikipedia.org/wiki/Pythagorean_triple. 

Analysis of Algorithms

- There may exist various algorithms for the same problem.
- We then compare these algorithms by measuring their **efficiency**.
- To do so, we estimate the **growth rate** of running time in function of **input size n** .
- We proceed to introduce the notion of **time complexity**.¹¹
- Similar to time complexity, we later turn to the notion of **space complexity**.

¹¹Also see https://en.wikipedia.org/wiki/Time_complexity.

Example: SUM

```
1 ...  
2     int sum = 0, i = 1; // Assign          -> 2.  
3     while (i <= n) {    // Compare         -> n + 1.  
4         sum = sum + i;  // Add and assign  -> 2n.  
5         ++i;           // Increase by 1   -> n.  
6     }  
7 ...
```

- Let n be any positive number.
- Recall that all declarations are finished in compile time.
- Hence we don't count them in the calculation.
- The number of total operations is $4n + 3$.

Exercise: TRIANGLE

```
1 ...  
2     for (int i = 1; i <= n; i++) {  
3         for (int j = 1; j <= i; j++)  
4             System.out.printf("*");  
5         System.out.println();  
6     }  
7 ...
```

- I think, before counting, it may be $cn^2 + \dots$ with some c .
- What is the number of operations? (Try.)

Big-O Notation¹²

- We define

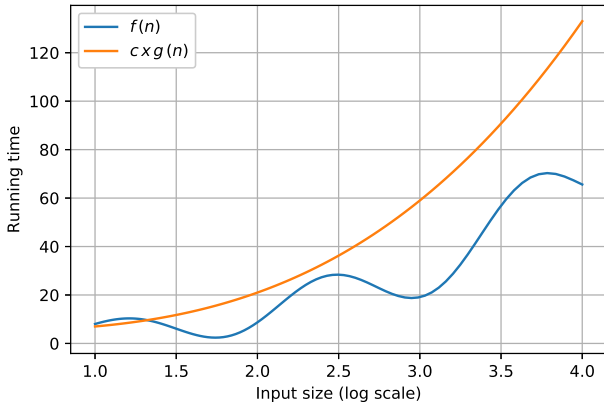
$$f(n) \in O(g(n)) \text{ as } n \rightarrow \infty$$

if there is a constant $c > 0$ and some n_0 such that

$$f(n) \leq c \times g(n) \quad \forall n \geq n_0.$$

- Note that $f(n) \in O(g(n))$ is equivalent to say that $f(n)$ is one instance of $O(g(n))$.

¹²See https://en.wikipedia.org/wiki/Big_O_notation.



- $f(n) \in O(g(n))$ indicates the **asymptotic upper bound** of $f(n)$.
- In other words, big- O describes the **worst** case of this algorithm.

Discussions (1/3)

- For example, consider $8n^2 - 3n + 4$.
- For n large enough, ignore the last two terms. (Why?)
- It is easy to find a constant $c > 0$, say $c = 9$.
- So we have $8n^2 - 3n + 4 \in O(n^2)$.
- A shortcut to identify the order of time complexity is as follows:
 - Keep the leading term only.
 - Drop the coefficient.
- See? $8n^2 - 3n + 4 \in O(n^2)$.

Discussions (2/3)

- Can you determine the order of time complexity for the previous two examples?
 - SUM: $O(n)$.
 - TRIANGLE: $O(n^2)$.
- As a thumb rule, k -level loops run in $O(n^k)$ time.

Which Algorithm Will You Choose?

Benchmark

Size	$O(n)$	$O(n^2)$	$O(n^3)$
1	c_1	c_2	c_3
10	$10c_1$	$100c_2$	$1000c_3$
100	$100c_1$	$10000c_2$	$1000000c_3$

- In theory, the smaller the order, the faster the algorithm.

Discussions (3/3)

- It is worth to note that

$$8n^2 - 3n + 4 \notin O(n),$$

and

$$8n^2 - 3n + 4 \in O(n^3).$$

- However, we should say that $8n^2 - 3n + 4 \in O(n^2)$ when it comes to classification of algorithms. (Why?)

Orders of Growth Rates

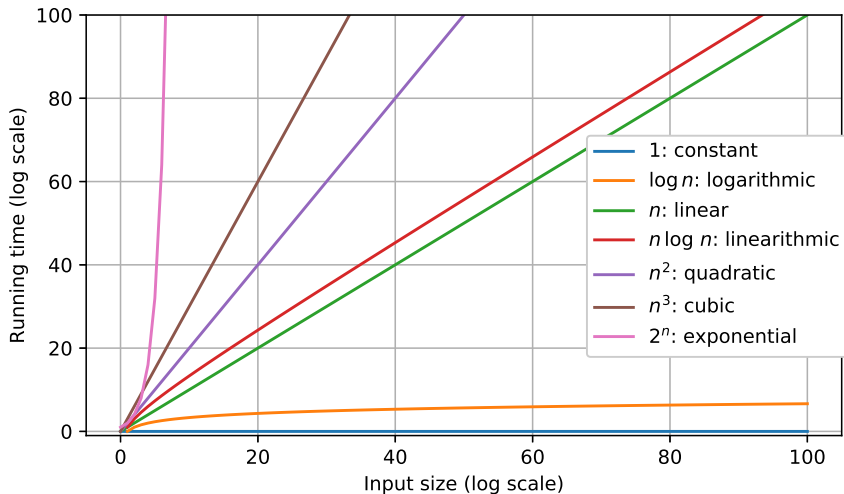


Table of Big-O

Growth order	Description	Example
$O(1)$	independent of n	$x = y + z$
$O(\log n)$	divide in half	binary search
$O(n)$	one loop	find maximum
$O(n \log n)$	divide and conquer	merge sort
$O(n^2)$	double loop	check all pairs
$O(n^3)$	triple loop	check all triples
$O(2^n)$	exhaustive search	check all subsets

Constant-Time Algorithms

- Basic instructions run in $O(1)$ time. (Why?)
- However, not every single statement runs in $O(1)$ time.
 - For example, calling **Arrays.sort()** does not imply that sorting is cheap.
- Some algorithms also run in $O(1)$ time, for example, the arithmetic formulas. (Why?)
- However, there is no free lunch.
- A trade-off between **generality** and **efficiency** should be made to strike a balance.


Exponential-Time Algorithms & Computability

- We are actually overwhelmed by lots of **intractable** problems.
 - For example, the travelling salesman problem (TSP).¹³
- Playing game well is even hard.¹⁴
 - Check out AlphaGo and AlphaStar.¹⁵
- Moreover, **there exist problems which cannot be solved by computers.**
 - Turing (1936) proved the first unsolvable problem, called the halting problem.¹⁶

¹³See https://en.wikipedia.org/wiki/Travelling_salesman_problem.

¹⁴See https://en.wikipedia.org/wiki/Game_complexity.

¹⁵See <https://en.wikipedia.org/wiki/AlphaGo> and <https://deepmind.com/blog/article/AlphaStar-Grandmaster-level-in-StarCraft-II-using-multi-agent-reinforcement-learning>.

¹⁶See https://en.wikipedia.org/wiki/Halting_problem. 

Logarithmic-Time Algorithms

- We have learned one of logarithmic-time algorithms. (Which?)

Outstanding Theoretical Problem¹⁸

$$\mathbb{P} \stackrel{?}{=} \text{NP}$$

- In layman's term, \mathbb{P} is the problem set of “being solved and verified in polynomial time.”
- NP is the problem set of “being verified in polynomial time but **solved in exponential time**.”
 - For example, id verification is easier than hacking an account.
- One could say that \mathbb{P} is easier than NP .
- $\mathbb{P} \stackrel{?}{=} \text{NP}$ is asking if NP is solved by \mathbb{P} .
- We don't have any rigorous proof yet.
- It is also one of the Millennium Prize Problems.¹⁷

¹⁷See https://en.wikipedia.org/wiki/Millennium_Prize_Problems.

¹⁸See https://en.wikipedia.org/wiki/P_versus_NP_problem.