

Java Programming

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Online Course

```
1 class Lecture3 {  
2  
3     "Flow Controls: Selection"  
4  
5 }  
6  
7 // Keywords:  
8 if, else, switch, case, default, break
```

Flow Controls

- We proceed to introduce the building blocks of algorithms as follows.
- First, most of statements are executed **in order**.
- A program can handle with multiple situations if the **branching (selection) rules** are known.
- Moreover, the program can **repeat** actions if necessary.
- For example, remember how to find the maximum in the input list?

Representation for Branching

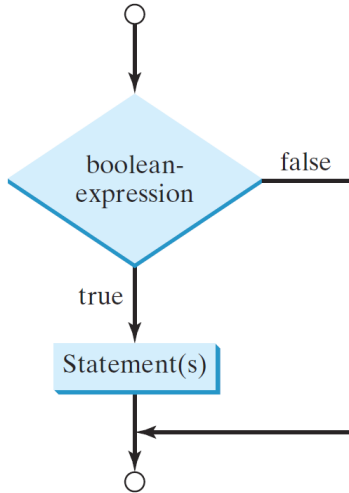
- Conditional statements by **if-else**.
- Conditional statements by **switch-case-break-default**.
- Conditional operators.

Branching Statements by if

- The syntax is simple, shown below.

```
1 ...  
2     if (/* Condition: a boolean expression */) {  
3         // Selection body: conditional statements.  
4     }  
5 ...
```

- If the condition is evaluated **true**, then the conditional statements will be executed **once**.
- If **false**, then the selection body will be ignored (or we say that the program jumps to Line 5).
- Note that the braces can be omitted **if the body contains only single statement**.



Example: Circle Area (Revisited)

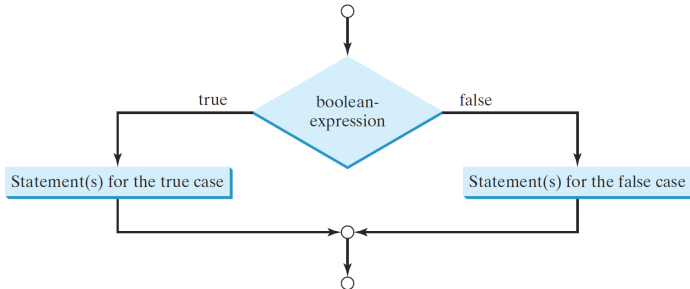
Write a program which receives a positive number as the circle radius and outputs the resulting area.

```
1 ...  
2     if (r > 0) {  
3         double A = r * r * 3.14;  
4         System.out.println(A);  
5     }  
6 ...
```

- What if the false case?

The if-else Statements

```
1 ...  
2     if (/* Condition: a boolean expression */) {  
3         // Body for the true case.  
4     } else {  
5         // Body for the false case.  
6     }  
7 ...
```



Example: Circle Area (Revisited)

- Now add a conditional statement for the false case.

```
1 ...  
2     if (r > 0) {  
3         double A = r * r * 3.14;  
4         System.out.println(A);  
5     } else {  
6         System.out.println("Not a circle.");  
7     }  
8 ...
```

Nested Conditional Statements by Example

- Write a program to convert percentage grades to letter grades.

```
1  ...
2      if (score >= 90)
3          System.out.println("A");
4      else {
5          if (score >= 80)
6              System.out.println("B");
7          else {
8              if (score >= 70)
9                  System.out.println("C");
10             else {
11                 if (score >= 60)
12                     System.out.println("D");
13                 else
14                     System.out.println("F");
15             }
16         }
17     }
18  ...
```

Multiple Branches

```
1 ...  
2     if (score >= 90)  
3         System.out.println("A");  
4     else if (score >= 80)  
5         System.out.println("B");  
6     else if (score >= 70)  
7         System.out.println("C");  
8     else if (score >= 60)  
9         System.out.println("D");  
10    else  
11        System.out.println("F");  
12 ...
```

- Easier to read!
- We should avoid deep indentation.

- The alternative to the previous program looks like:

```
1 ...  
2     if (score >= 90 && score <= 100)  
3         System.out.println("A");  
4     else if (score >= 80 && score < 90)  
5         System.out.println("B");  
6     else if (score >= 70 && score < 80)  
7         ...  
8 ...
```

- However, the order of conditions may be relevant. (Why?)
- The performance may degrade due to the order of conditions. (Why?)

Common Bugs

```
1 ...  
2     if (r > 0);  
3         double A = r * r * 3.14;  
4         System.out.println(A);  
5 ...
```

- Don't add a semicolon to the condition (in Line 2).
 - If you do so in Line 2, this statement is not effective (useless).
- Multiple conditional statements should be grouped by braces.

Example with Uncertainty

Write a program which first shows a math question, say sum of two random integers ranging from 0 to 9, and asks the user to type an answer.

- For example, the program shows $2 + 5 = ?$
- If the user types 7, then the program reports “Correct.”
- Otherwise, the program reports “Wrong answer. The correct answer is 7.”
- You may use **Math.random()** for a random value between 0.0 and 1.0, excluding themselves.

Digression: Random Number Generation (RNG)¹

- **Math.random()** produces numbers only between 0.0 and 1.0, exclusive.
- To generate any integer ranging 0 to 9, we could do

`(int) (Math.random() × 10),`

because there are 10 possible states: 0, 1, 2, ..., 9.

- In general, you could generate any integer between L and U by using

`(int) (Math.random() × (U - L + 1)) + L.` (Why?)

¹See

```

1  ...
2      // (1) Generate two random integers.
3      int x = (int) (Math.random() * 10);
4      int y = (int) (Math.random() * 10);
5
6      // (2) Display the math question.
7      System.out.println(x + " + " + y + " = ?");
8
9      // (3) Ask the user to type his/her answer.
10     Scanner input = new Scanner(System.in);
11     int z = input.nextInt();
12     input.close();
13
14     // (4) Judge the input.
15     if (z == x + y) {
16         System.out.println("Correct.");
17     } else {
18         System.out.println("Wrong.");
19         System.out.println("It is " + (x + y) + ".");
20     }
21     ...

```

- Can you extend this program for all arithmetic operators (+ − × ÷)?

“Exploring the unknown requires tolerating uncertainty.”

– Brian Greene

*“I can live with doubt, and uncertainty, and not knowing.
I think it is much more interesting to live not knowing than
have answers which might be wrong.”*

– Richard Feynman

Exercise

Write a program which outputs the maximum value in 3 random integers ranging from -50 to 50 .

- Recall the first algorithm example in our class.

```
1 ...  
2     int x = (int) (Math.random() * 101) - 50;  
3     int y = (int) (Math.random() * 101) - 50;  
4     int z = (int) (Math.random() * 101) - 50;  
5  
6     int max = x;  
7     if (y > max) max = y;  
8     if (z > max) max = z;  
9     System.out.println("max = " + max);  
10 ...
```

- This program is limited by the number of data.
- To develop a reusable solution, we need **arrays** and **loops**.

The switch-case-break-default Statements

```
1 ...  
2     switch (target) {  
3         case v1:  
4             // Conditional statements.  
5             break; // Leaving (jump to Line 16).  
6         case v2:  
7             .  
8             .  
9             .  
10        case vk:  
11            // Conditional statements.  
12            break; // Leaving (jump to Line 16).  
13        default:  
14            // Default statements.  
15    }  
16 ...
```

- The structure is convenient for **finite** and **discrete** conditions.
- The variable *target* must be a value of **char**, **byte**, **short**, **int**, or **String** type.
- The type of v_1, \dots , and v_k must be identical to *target*.
- A **break** statement may be needed to leave the construct.²
- The **default** case is used to perform default actions when none of cases matches *target*.
 - This acts like the **else** statements.

²If not, there will be a fall-through behavior.

Example

```
1  ...
2      // We define the traffic lights as follows:
3      // RED: 0
4      // YELLOW: 1
5      // GREEN: 2
6
7      int trafficLight = (int) (Math.random() * 3);
8
9      switch (trafficLight) {
10         case 0:
11             System.out.println("Stop!!!");
12             break;
13         case 1:
14             System.out.println("Slow down!!");
15             break;
16         case 2:
17             System.out.println("Go!");
18     }
19  ...
```

Conditional Operators by Example

```
1 ...  
2     if (num1 > num2)  
3         max = num1;  
4     else  
5         max = num2;  
6  
7     // The above statement is equivalent to the following:  
8     max = num1 > num2 ? num1 : num2;  
9 ...
```

- If $\text{num1} > \text{num2}$, then do `max = num1`.
- Instead, do `max = num2`.

*"We must all face the choice between what is **right** and what is **easy**."*

– Prof. Albus Dumbledore,
Harry Potter and the Goblet of Fire, J.K. Rowling

"To be or not to be, that is the question."

– Prince Hamlet, *Hamlet*, William Shakespeare