

Java Course

Lecture I - Primitive types and if-else statements



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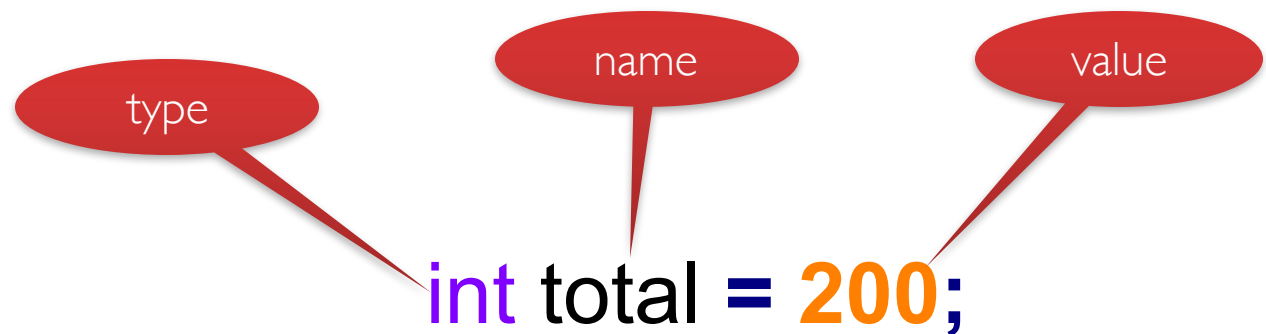
As I said... NO FEAR!





Variables

- Variables in java
 - It's purpose is to hold information
 - Have an unique name
 - Have a type
 - Have a value (can be changed)
- Declaring variable





Primitive Types in Java

- Primitives are basic java type
- Primitives can be used with basic operations
- Primitives' values can be assigned to variables
- Primitive types in java
 - byte, short, int, long
 - float, double
 - boolean
 - char



Numeric Types

- Numeric types are **byte**, **short**, **long**, **int**, **double**, **float**
- **byte** – 8b (-128 : 127)

```
byte b = 100;
```

- **short** – 16b (-32768 : 32767)

```
short s = 10000;
```

- **int** – from integer, 32b (-2^{31} : $2^{31}-1$)

```
int i = 10000;
```



Numeric Types

- **long – 64b ($-2^{63} | 2^{63}-1$)**

long l = 100;

l is added as a suffix to indicate long type

- **float - precision to 32b**

float f = 3.14f;

f is added as a suffix to indicate float type

- **double – precision to 64b**

double d = 3.14;



char and boolean

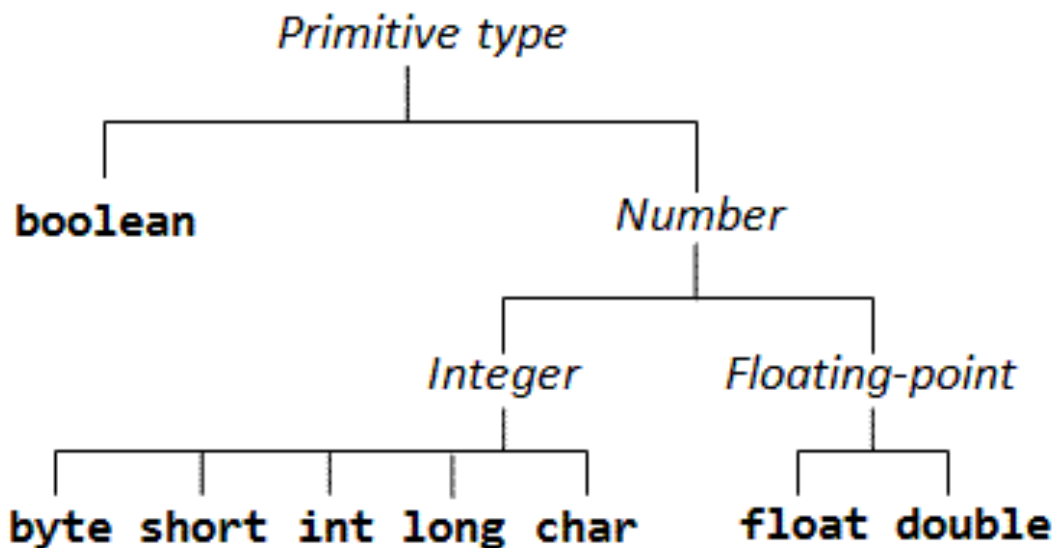
- char is used for 16b unicode character

Char values are embedded in ' '

```
char ch = 'c';
```

- boolean has two values - true or false

```
boolean bool = false;
```



Primitives default values

| Data type | Default value |
|-----------|---------------|
| ● byte | 0 |
| ● short | 0 |
| ● int | 0 |
| ● long | 0 |
| ● float | 0.0 |
| ● double | 0.0 |
| ● char | '\u0000' |
| ● boolean | false |

Operators



Arithmetic operators

| Operator | Result |
|----------|--------------------------------|
| + | Addition |
| - | Subtraction (also unary minus) |
| * | Multiplication |
| / | Division |
| % | Modulus |
| ++ | Increment |
| += | Addition assignment |
| -= | Subtraction assignment |
| *= | Multiplication assignment |
| /= | Division assignment |
| %= | Modulus assignment |
| -- | Decrement |

Compound assignment operators

Try using some of them and print the result in console



Example:

- Calculate the sum of 2 integers

```
public class HelloWorld {  
    public static void main(String[] args) {  
        int firstInt = 2;  
        int secondInt = 4;  
        int result = firstInt + secondInt;  
        System.out.println(result);  
        //increase the sum with 1.  
        result++;  
        //increase the sum with 5.  
        result+=5 ; //same as  
        result=result+5;  
        System.out.println(result);  
    }  
}
```



Reading from console

Using Scanner

```
Scanner sc = new Scanner(System.in);
```

Read user input with `sc.nextXXX()`;

```
sc.nextInt();  
sc.nextDouble();  
sc.nextLong();
```



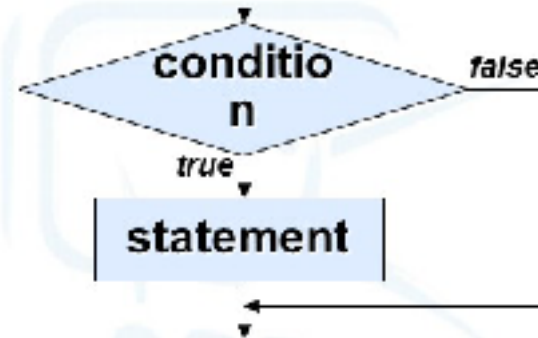
Control flow

- Control flow is the way a program goes – execution of predefined statements
- Control flow may differ each time in dependence of conditions – either input data, or predefined conditions by the programmer(i.e – time and so on)
- During the program execution decisions are being met – the program flow branches

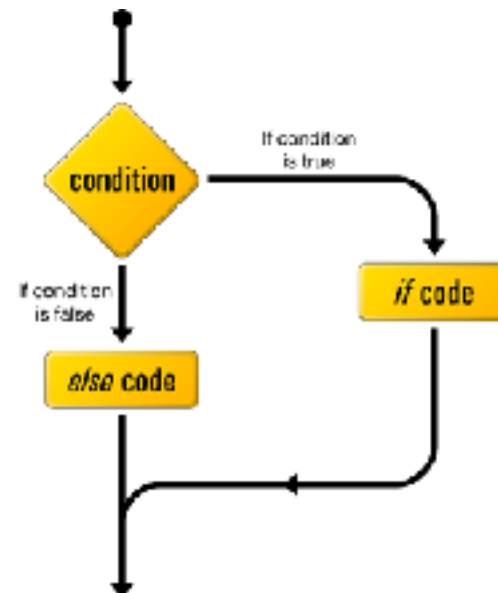


if-else statement

```
if (condition) {  
    statement  
}
```



```
if (condition) {  
    executionA  
} else {  
    executionB  
}
```





if-else statement

- If can exist without else

But

- Else can't exist without if
- Nested if-else statement

```
double a = 7.5;
if (a < 0) {
    System.out.println("a is smaller than 0");
} else {
    if (a == 0) {
        System.out.println("a is 0");
    } else {
        System.out.println("a is bigger than 0");
    }
}
```



Blocks

A block is a group of zero or more statements between balanced braces and can be used anywhere a single statement is allowed

```
if (a > 10) {  
    System.out.println("a is " + a);  
    System.out.println("a is bigger than 10");  
} else {  
    System.out.println("a is not bigger than 10");  
}
```

Always format your code! Do NOT write code like this:

```
if (a > 10) {  
    System.out.println("a is " + a);  
    System.out.println("a is bigger than 10");}  
else {  
    System.out.println("a is not bigger than 10");  
}
```



Mistake

```
int a = 7;  
if (a > 10); {  
    System.out.println("a is " + a);  
    System.out.println("a is bigger than 10");  
}
```

In these cases println statements will be executed no matter the condition!

```
int a = 7;  
if (a > 10);  
{  
    System.out.println("a is " + a);  
    System.out.println("a is bigger than 10");  
}
```


Conditional statement & Unary operators



- Unary NOT operator !
- Conditional AND &&
- Conditional OR ||

| x | y | x AND y | x OR y | NOT x |
|-------|-------|---------|--------|-------|
| TRUE | TRUE | TRUE | TRUE | FALSE |
| TRUE | FALSE | FALSE | TRUE | |
| TRUE | NULL | NULL | TRUE | |
| FALSE | TRUE | FALSE | TRUE | TRUE |
| FALSE | FALSE | FALSE | FALSE | |
| FALSE | NULL | FALSE | NULL | |
| NULL | TRUE | NULL | TRUE | NULL |
| NULL | FALSE | FALSE | NULL | |
| NULL | NULL | NULL | NULL | |



Conditional statements

Example :

```
int a = 10;
if (a > 10 && a < 100) {
    System.out.println(" >10 && < 100" );
} else if( a > 100 && a < 1000) {
    System.out.println(" >100 && < 1000" );
} else if( a <= 10 || a > 1000 {
    System.out.println(" <=10 || > 0100" );
} else {
    System.out.println("..."); //when we will be here?
}
```



Conditional statements

Example :

```
int a = 10;
if (a > 10 && a < 100) {
    System.out.println(" >10 && < 100" );
} else if( a > 100 && a < 1000) {
    System.out.println(" >100 && < 1000" );
} else if( a <=10 || a > 1000 {
    System.out.println(" <=10 || > 0100" );
} else {
    //for example we will hit this else in cases like 100..
    and 1000...
}
```



Link to read !

- <http://docs.oracle.com/javase/tutorial/java/nutsandbolts/datatypes.html>

Q and A ?

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Problems

- What's a variable ?
- Name all primitive types in java ?
- What's the difference between char and string ?
- What the difference between logical AND and logical OR ?
- How does java specify a code block ?
- Write a short program that determines the surface of a right triangle ?