

**Kaitlin Hoffmann**

**Office Hours:**

SH 243 MR 11:00 - 12:30 PM via appointment <https://calendly.com/hoffmank4/15min>

**Email:** [hoffmank4@newpaltz.edu](mailto:hoffmank4@newpaltz.edu)

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## CONDITIONAL STATEMENTS

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# COMPUTER SCIENCE I

# OBJECTIVES

- ▶ Review
- ▶ More on Variables
- ▶ Casting
- ▶ if Statements
- ▶ if/else Statements
- ▶ if/else if/else Statements
- ▶ switch Statements
- ▶ More Conditionals



## TRY THE FOLLOWING

- ▶ What is **21 / 2** in Java?
- ▶ What is **21 % 3** in Java?
- ▶ What is **21 % 10** in Java?
- ▶ What is **21.0 / 2** in Java?
- ▶ Declare and initialize a variable to the value **true**.

## TRY THE FOLLOWING

- ▶ What is **21 / 2** in Java?    **10**
- ▶ What is **21 % 3** in Java?    **0**
- ▶ What is **21 % 10** in Java?    **1**
- ▶ What is **21.0 / 2** in Java?    **10.5**
- ▶ Declare and initialize a variable to the value **true**  
**boolean b = true;**

## SOME MORE SHORTCUTS

*//declaring more than one variable on the same line*

```
int x, y, z;
```

*//same as declaring on separate lines*

```
int x;
```

```
int y;
```

```
int z;
```

*//declaring and initialing more than one variable on the same line*

```
int x = 1, y = 2, z = 3;
```

*//same as using separate lines*

```
int x = 1;
```

```
int y = 2;
```

```
int z = 3;
```

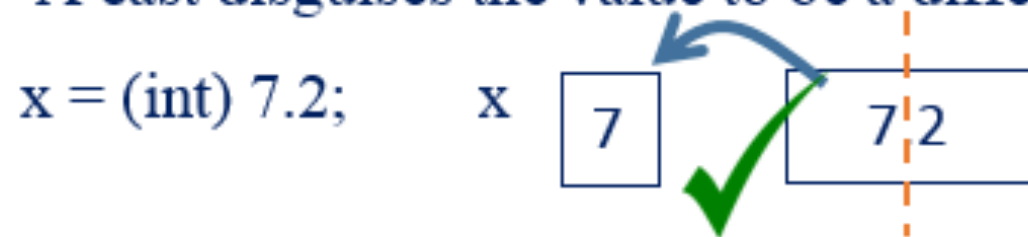
# TYPE CASTING

- ▶ **Casting** is an operation that converts a value of one data type into a value of another data type.
- ▶ Casting a type with a small range to a type with a larger range is known as **widening** a type. Casting a type with a large range to a type with a smaller range is known as **narrowing** a type.
- ▶ Java will automatically widen a type, but you must narrow a type explicitly.
  - ▶ **Widening a type example:**
    - ◆ `int x = 5;`
    - ◆ `double y = x;`
  - ▶ **Narrowing a type example:**
    - ◆ `double x = 3.45;`
    - ◆ `int y = (int) x;` //notice the (int), this is how we explicitly narrow the type

## TYPE CASTING

- ▶ **Narrowing a type** can cause us to lose information, so be mindful of this when you use it.

A cast disguises the value to be a different type.



\*by putting the cast `(int)` it chops the double at the decimal and takes the integer portion only

\*java doesn't know rounding so even if it were 7.9, x would still get 7 after casting.

Besides the differing sizes is there any other reason java would not do auto casting for us here?

## TYPE CASTING EXAMPLES

*//Java doesn't round!*

```
int x = (int)25.76;
```

```
int y = (int)127.92;
```

```
double z = 7.89;
```

```
int i = (int)z;
```

```
System.out.println(x);
```

```
System.out.println(y);
```

```
System.out.println(z); // z is still a double, i is an integer
```

```
System.out.println(i);
```

### Output

25

127

7.89

7



## AN EXAMPLE...

- ▶ Let's look at how to determine **BMI**. How could we create a program that lets us output the health state of a person's BMI?

A person's health state with respect to weight is roughly rated as follows:

$\text{BMI} < 18.5$ : **Underweight**

$18.5 \leq \text{BMI} \leq 25$ : **Normal**

$25 < \text{BMI} \leq 30$ : **Overweight**

$\text{BMI} > 30$ : **Obese**

## AN EXAMPLE...

- ▶ We can use **conditional statements!** (A.K.A. selection statement). We'll first look at the **if statement**.
- ▶ This is where our knowledge of boolean data types and logical operators come into play (&&, ||). Let's first do a recap with boolean symbols...

## BOOLEAN RECAP

- ▶ A boolean is a binary type that can be either **true** or **false** in Java.
- ▶ These symbols are important for conditional statements

Symbol	Meaning
<code>==</code>	Equals
<code>!</code>	Not
<code>!=</code>	Not equals
<code>&lt;, &lt;=</code>	Less than, less than or equal
<code>&gt;, &gt;=</code>	Greater than, greater than or equal
<code>&amp;&amp;</code>	And
<code>  </code>	Or

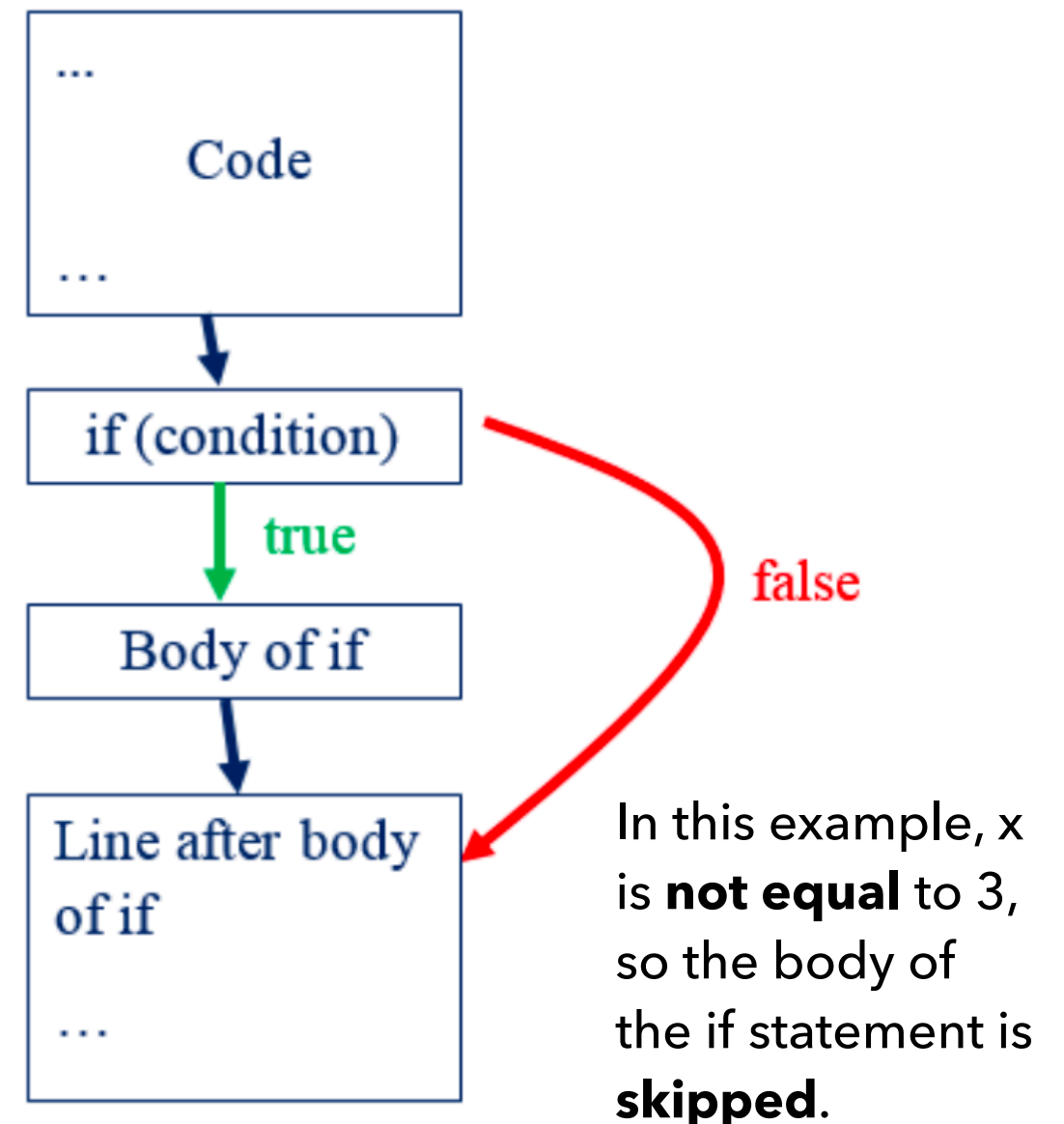
## IF STATEMENT FLOW

- ▶ Every line of code will run until the conditional is hit. If the condition is met, the code inside will run. Else, Java will skip it.

```
int x = 5;  
  
if(x == 3) {  
    System.out.println("equal!");  
}  
  
System.out.println("Hi there.");
```

### Output:

Hi there.



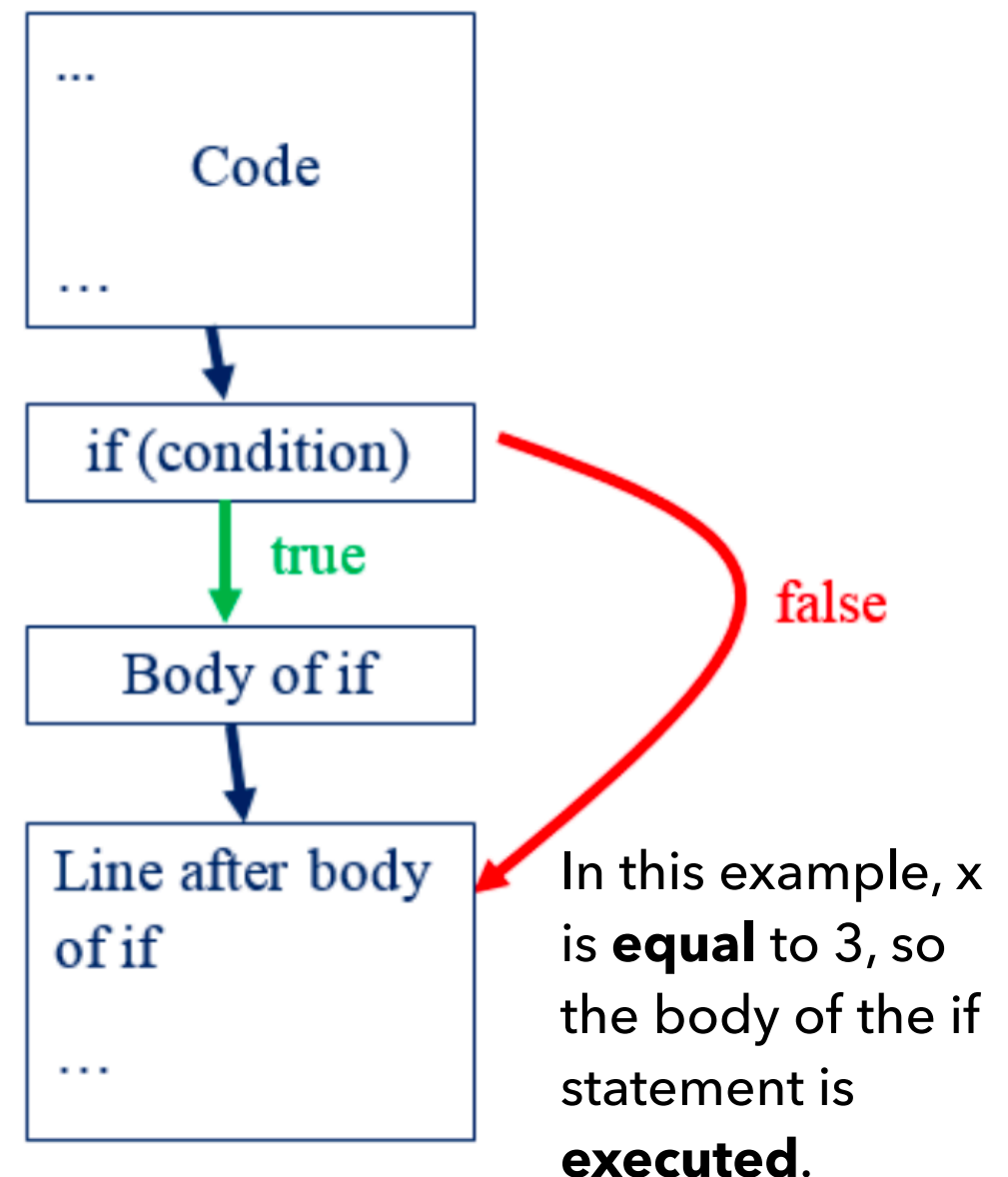
## IF STATEMENT FLOW

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```
int x = 3;  
  
if(x == 3) {  
    System.out.println("equal!");  
}  
  
System.out.println("Hi there.");
```

### Output:

```
equal!  
Hi there.
```



## IF/ELSE STATEMENT

- ▶ What if we want to have a statement for when the first condition is **not met**? We can use the **else** statement along with the if.
- ▶ **NOTE:** You **CANNOT** use an else statement without an if statement first! An error will be thrown.
- ▶ The else statement will only run if the the condition above it **is not met**. If the condition above is met in the if statement. It will not run.
- ▶ Example...

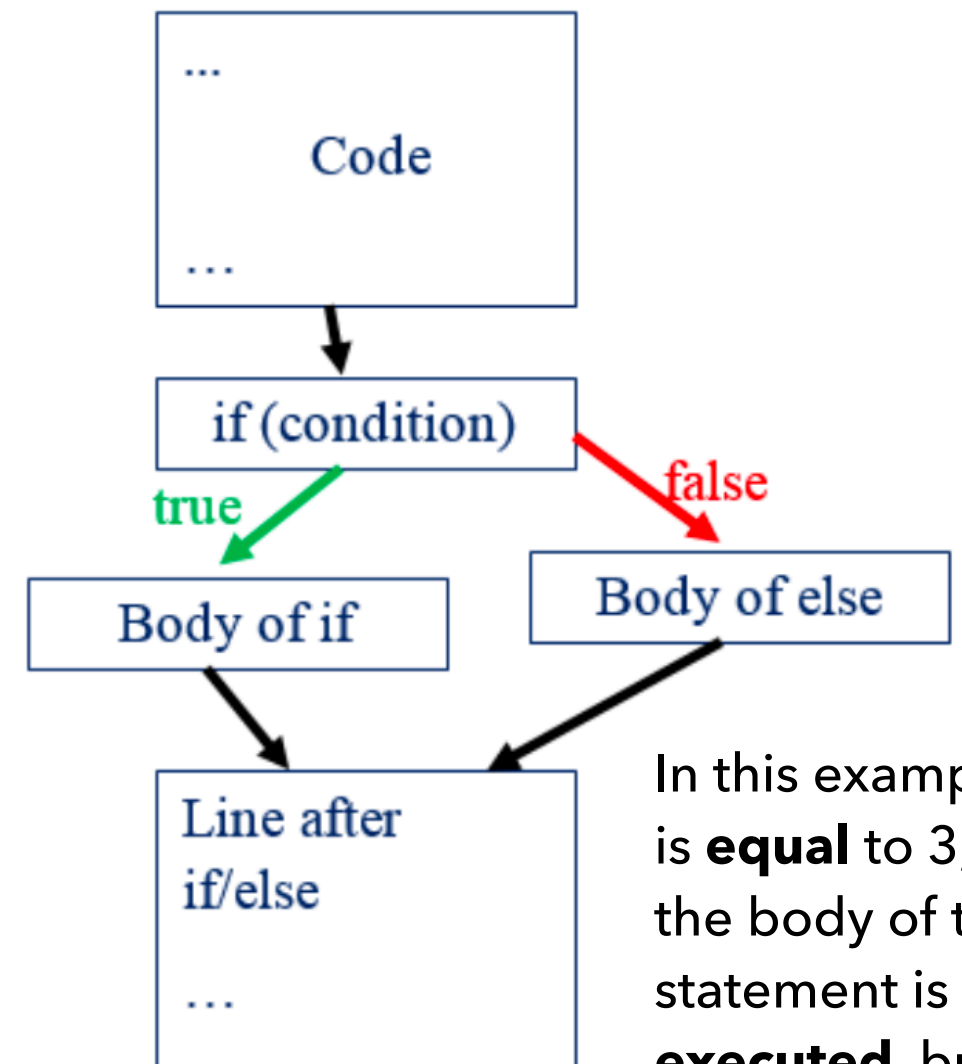
## IF/ELSE STATEMENT FLOW

- ▶ If the condition is **met** inside the first condition, the code inside will run and the code inside the else body will be **skipped**.

```
int x = 3;  
  
if(x == 3) {  
    System.out.println("equal!");  
} else {  
    System.out.println("Not equal!");  
}
```

**Output:**

equal!



In this example, x is **equal** to 3, so the body of the if statement is **executed**, but the body of the else is **not**.

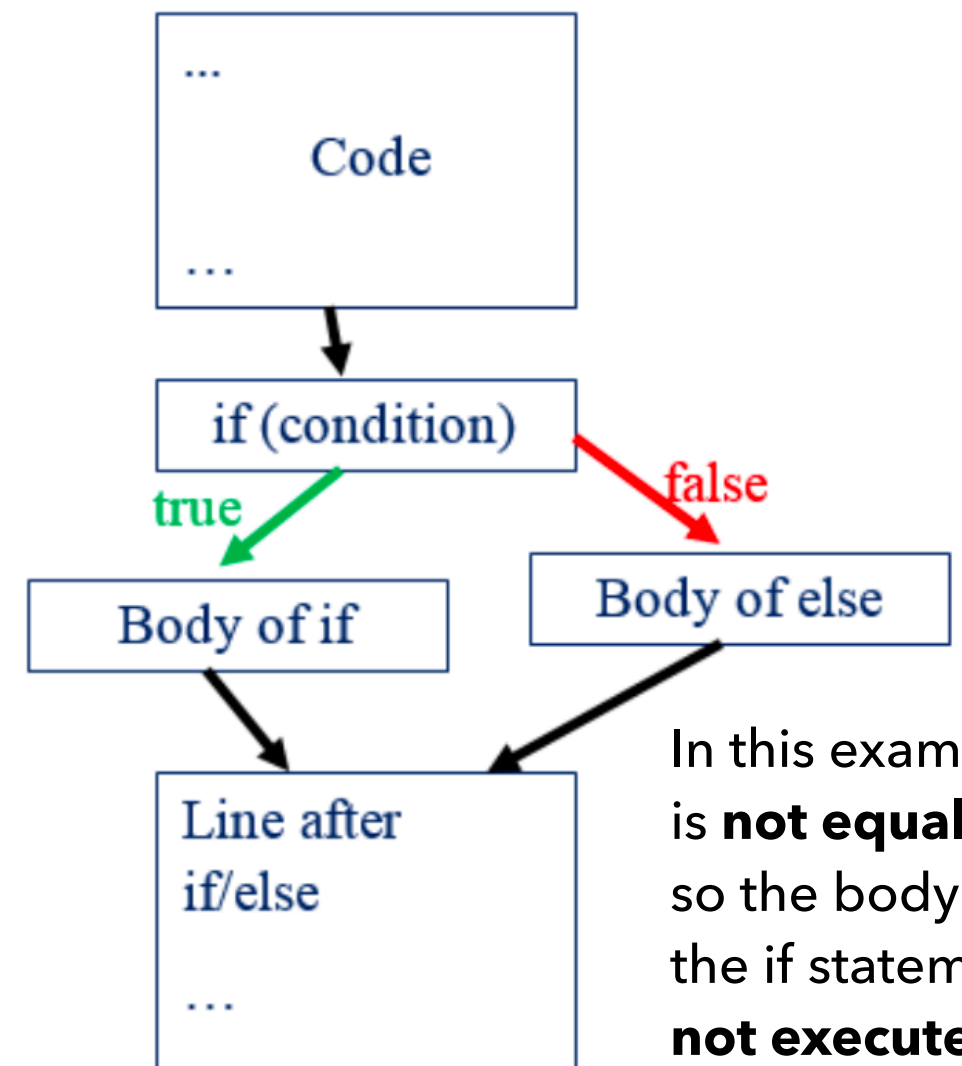
## IF/ELSE STATEMENT FLOW

- ▶ If the condition is **not met** inside the first condition, the code inside will be skipped, and the code inside the else body will **run**.

```
int x = 5;  
  
if(x == 3) {  
    System.out.println("equal!");  
} else {  
    System.out.println("Not equal!");  
}
```

**Output:**

Not equal!



In this example, x is **not equal** to 3, so the body of the if statement is **not executed**, but the body of the else is **executed**.



## IF/ELSE IF/ELSE STATEMENT

- ▶ What if we want to have several conditions to check for?? We can use the **else if** statement along with the if.
- ▶ **NOTE:** You **CANNOT** use an else if statement without an if statement first! An error will be thrown. However, you don't need an else statement.
- ▶ Like before, the else if statement will only run if the the condition above it **is not met**. If the condition above it is met, it will not run, and the rest of the else if/else conditional statements will be skipped.
- ▶ Example...

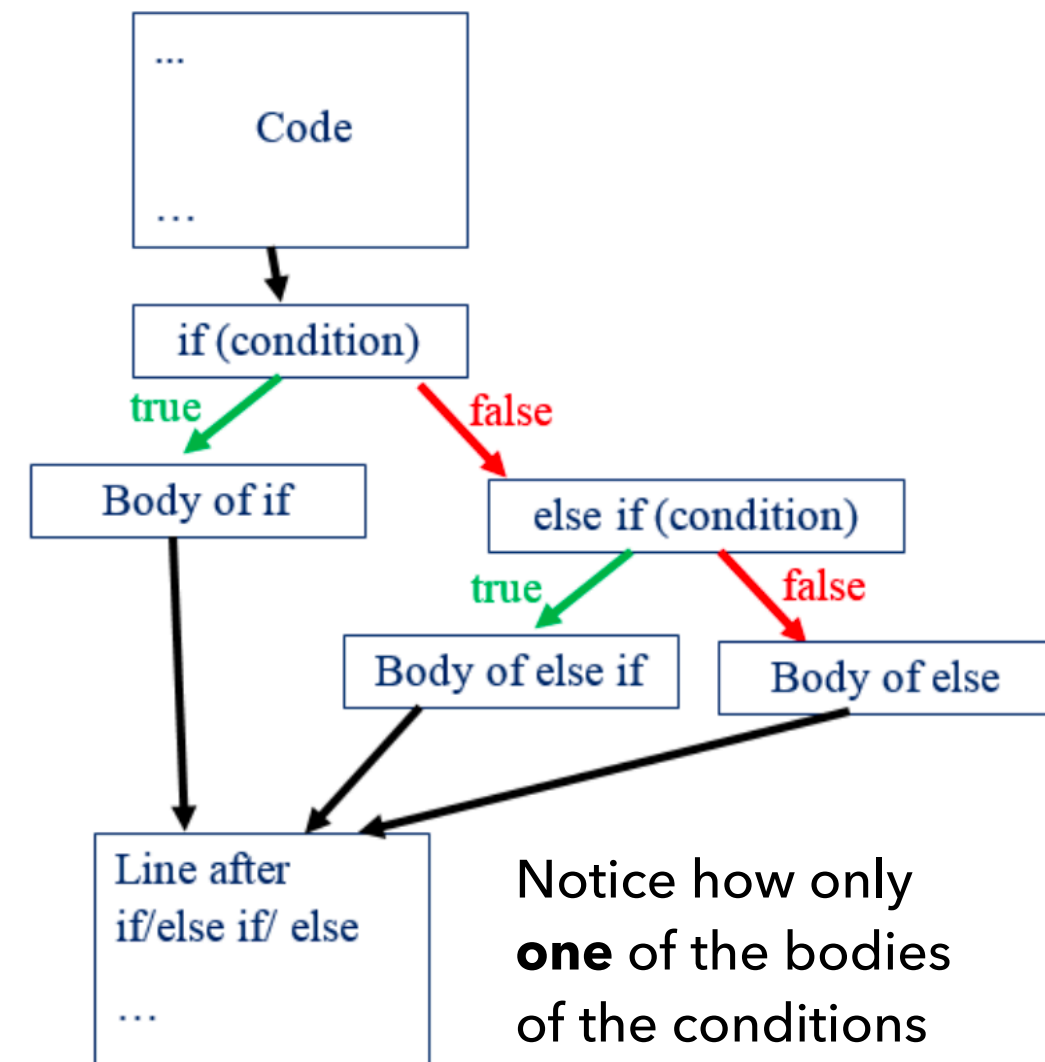
## IF/ELSE IF/ELSE STATEMENT FLOW

- ▶ If the condition is **met** inside the first condition, the code inside will run and the code inside the rest of the conditional else if/else statements will be **skipped**. If the first condition is not met, the next condition will be checked, and so on and so on.

```
int x = 5;  
  
if(x == 3) {  
    System.out.println("x is equal to 3");  
} else if(x == 4){  
    System.out.println("x is equal to 4");  
} else {  
    System.out.println("x is not equal to 3 or 4");  
}
```

### Output:

x is not equal to 3 or 4



Notice how only **one** of the bodies of the conditions is executed.

## IF/ELSE IF/ELSE STATEMENT FLOW

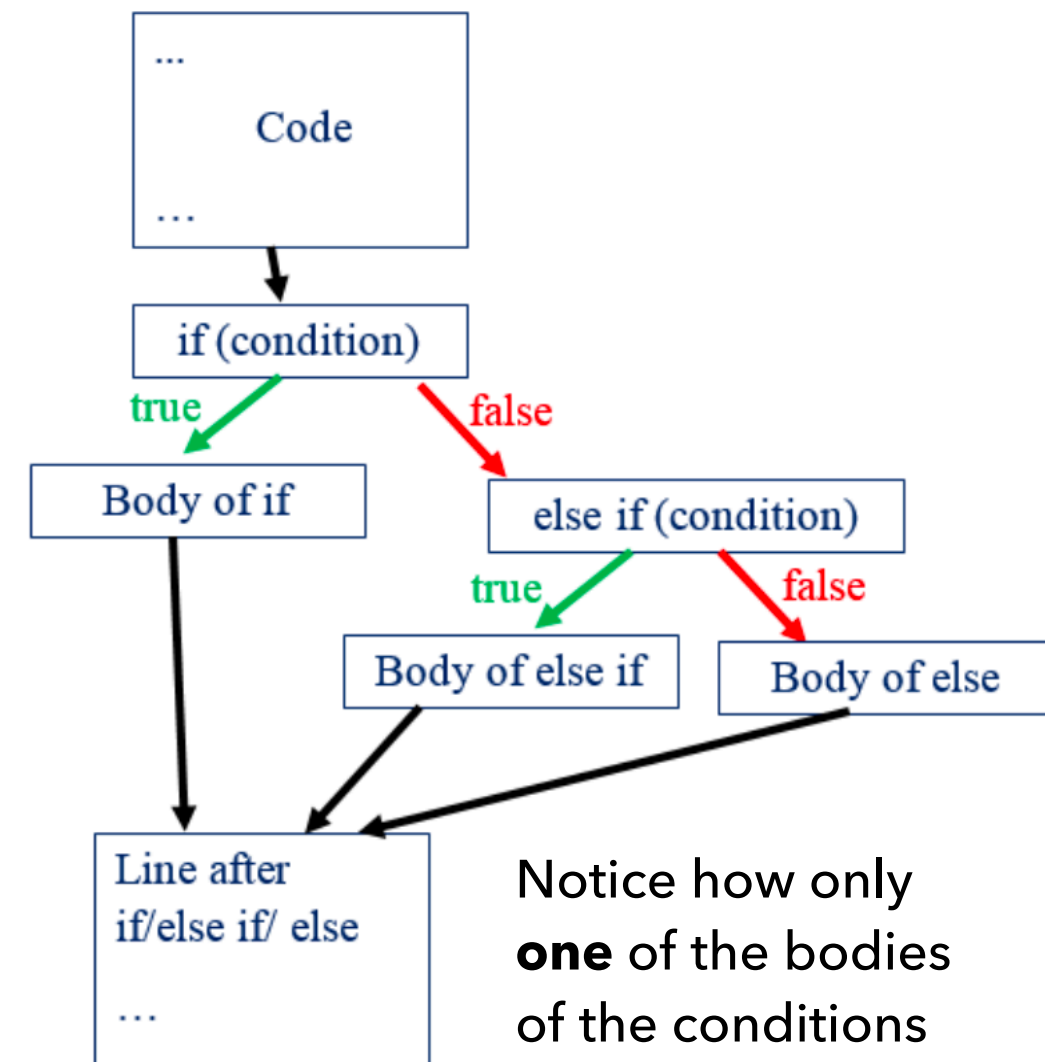
- ▶ If the condition is **met** inside the first condition, the code inside will run and the code inside the rest of the conditional else if/else statements will be **skipped**. If the first condition is not met, the next condition will be checked, and so on and so on.

```
int x = 4;

if(x == 3) {
    System.out.println("x is equal to 3");
} else if(x == 4){
    System.out.println("x is equal to 4");
} else {
    System.out.println("x is not equal to 3 or 4");
}
```

### Output:

x is equal to 4



Notice how only **one** of the bodies of the conditions is executed.

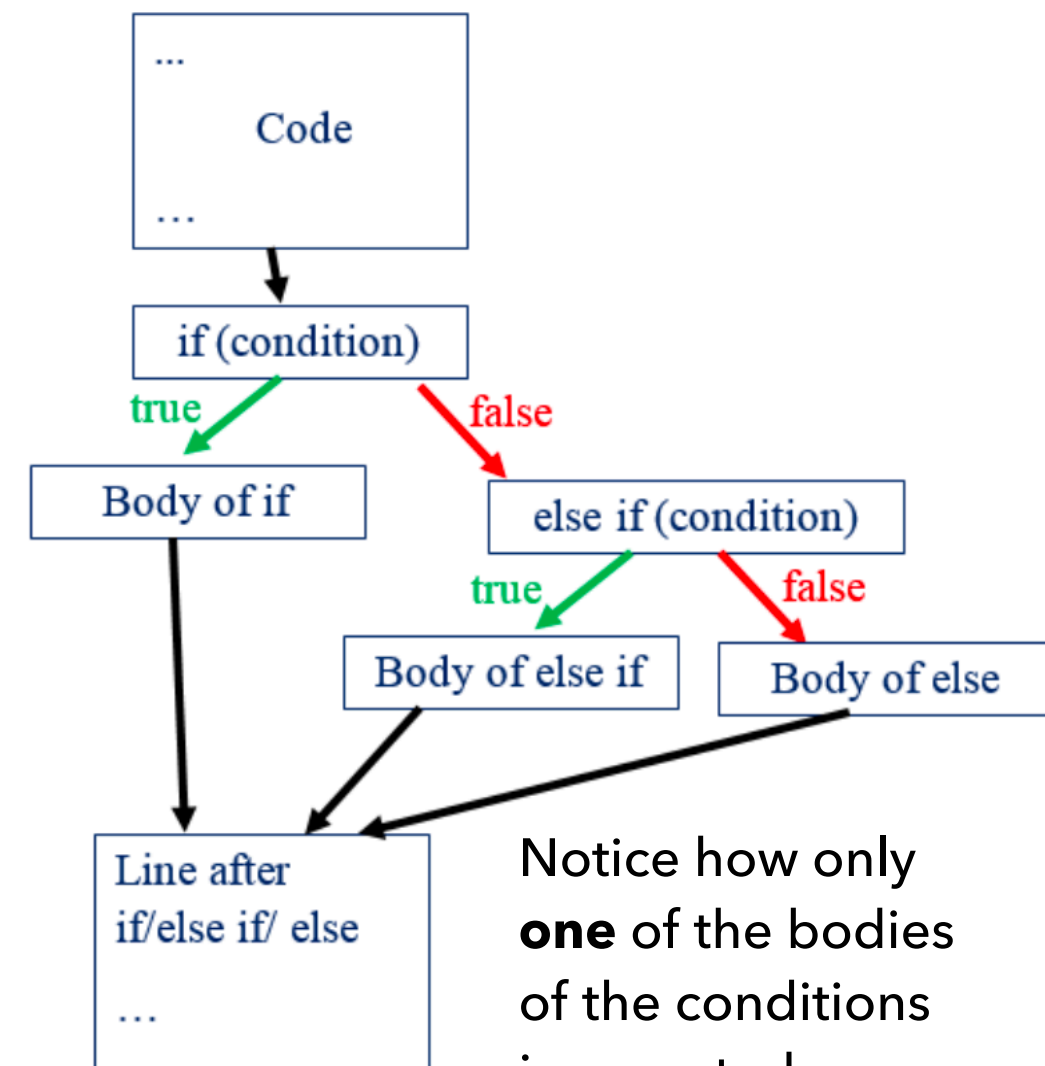
## THE ELSE STATEMENT AGAIN

- ▶ The else statement is a great catchall for when none of the conditions are met! Even though it's not necessary, it's a good idea to include it.
- ▶ This is also an example of using a logical operator inside one of our conditions

```
int id = 223;  
String occupation;  
  
if(id > 300 && id < 500) {  
    occupation = "software developer";  
} else if(id < 300){  
    occupation = "QA tester";  
} else {  
    occupation = "intern";  
}  
  
System.out.println("Occupation is " + occupation);
```

### Output:

Occupation is QA tester



## OUR BMI QUESTION AGAIN

- ▶ How could we create a program that lets us output the health state of a person's BMI? (Lets say **height** is 64.5 inches and **weight** is 145 pounds)

A person's health state with respect to weight is roughly rated as follows:

BMI < 18.5: **Underweight**

18.5 ≤ BMI ≤ 25: **Normal**

25 < BMI ≤ 30: **Overweight**

BMI > 30: **Obese**

$$BMI = \frac{(\text{Weight in Pounds}) * 703}{(\text{Height in inches})^2}$$

**Lets do this in Java**

## OUR BMI QUESTION AGAIN – BREAK IT UP IN STEPS

```
// 1. determine variables needed
```

```
String healthState;
```

```
int weight = 145;
```

```
double height = 64.5;
```

```
// 2. solve for BMI:
```

```
double bmi = (weight * 703) / (height * height);
```

```
// 3. determine the health state
```

```
if(bmi < 18.5) {
```

```
    healthState = "Underweight";
```

```
} else if(bmi <= 25) {
```

```
    healthState = "normal";
```

```
} else if(bmi <= 30) {
```

```
    healthState = "Overweight";
```

```
} else {
```

```
    healthState = "Obese";
```

```
}
```

```
// 4. display the health state
```

```
System.out.printf("%s%.2f%s%s", "BMI: ", bmi, ", Health State: ", healthState);
```

### Output:

BMI: 24.50, Health State: normal

## BREAK THE PROBLEM DOWN

- ▶ Whenever you have a programming question, stop, and **write out** your plan on paper. This is what I like to do:
  1. Determine your variables needed and declare/initialize them
  2. If you need to solve some kind of equation, solve it first and store it in a variable.
  3. Write out your conditions and determine what should be **executed** if the condition is met.
  4. Display your result to check your work.

## MORE EXAMPLES

- ▶ How do we check if a number is **positive**?
- ▶ How do we check if a number is **even**?
- ▶ How do we check if a number is between **0 and 10 inclusive** (inclusive means we include 0 and 10, exclusive means we exclude them).

**NOTE:** 0 is **NOT** positive and **NOT** negative. A positive number is a number *greater* than 0. A negative number is a number *less* than 0.



## MORE EXAMPLES – THINK IT THROUGH

- ▶ How do we check if a number is **positive**?
  1. Determine our variables – need one for our number, one for our true/false
  2. Think about the logic: "A positive number is any number above 0, a negative number is any number below 0)."
  3. Create our conditional statements

## MORE EXAMPLES – THINK IT THROUGH

- ▶ How do we check if a number is **positive**?

```
int num = 345;  
boolean positive;
```

```
if(num > 0) {  
    positive = true;  
} else {  
    positive = false;  
}
```

```
System.out.println(num + " is positive: " + positive);
```

345 is positive: true

## MORE EXAMPLES

- ▶ How do we check if a number is **even**?
  1. Determine our variables – need one for our number, one for our true/false
  2. Think about the logic: “a number is even if it is divisible by, odd if it is not.”
  3. Create our conditional statements

## MORE EXAMPLES

- ▶ How do we check if a number is **even**?

```
int num = 345;  
boolean even;  
  
if(num % 2 == 0) {  
    even = true;  
} else {  
    even = false;  
}
```

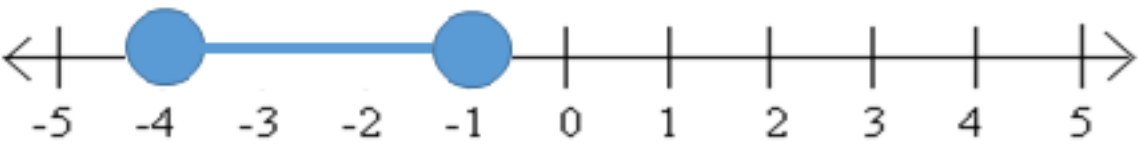
```
System.out.println(num + " is even: " + even);
```

345 is even: false

## MORE EXAMPLES

- ▶ How do we check if a number is between **-4 and -1 inclusive** (inclusive means we include -4 and -1, exclusive means we exclude them).
  - ◆ For intervals, we need to use logical operators (&&, ||)

In Math:  $-4 \leq x \leq -1$

- Visually: 
- Interval Notation:  $[-4, -1]$
- In Java we do this by: 

`(x >= -4) && (x <= 1)`

## MORE EXAMPLES

- ▶ How do we check if a number is between **-4 and -1 inclusive** (inclusive means we include -4 and -1, exclusive means we exclude them).

```
int num = -3;
boolean b;

if(num >= -4 && num <= -1) {
    b = true;
} else {
    b = false;
}
```

```
System.out.println(num + " is between -4 and -1 inclusive: " + b);
```

-3 is between -4 and -1 inclusive: true

## TRY IT YOURSELF

- ▶ How can we give feedback based off the following (let's say the grade we are checking is 82):

Letter Grade	Number Grade
A	90-100
B	80-89.9
C	70-79.9
D	60-69.9
F	$\leq 59.9$

## TRY IT YOURSELF

- ▶ How can we give feedback based off the following (let's say the grade we are checking is 82):

```
double grade = 82;
char letter;

if(grade <= 100 && grade >= 90) {
    letter = 'A';
} else if(grade >= 80) {
    letter = 'B';
} else if(grade >= 70) {
    letter = 'C';
} else if(grade >= 60) {
    letter = 'D';
} else {
    letter = 'F';
}
```

```
System.out.println("Letter Grade is " + letter);
```

**Output:**

Letter Grade is B



## SIMPLIFYING CODE FOR MULTIPLE CONDITIONS

- ▶ A **switch statement** executes statements based on the value of a variable or an expression.
- ▶ Java provides a switch statement to simplify coding for multiple conditions.

```
switch(variable)
{
    case value1: //statements
                break;
    case value2: //statements
                break;
    case value3: //statements
                break;
    .
    .
    .
    default: //statements
            break;
}
```

## SIMPLIFYING CODE FOR MULTIPLE CONDITIONS

- **Example:** Suppose we want to convert the letter of the day of the week to word form:

```
char day='t';
switch(day)
{
    case 'm': System.out.println("Monday");
               break;
    case 't': System.out.println("Tuesday");
               break;
    case 'w': System.out.println("Wednesday");
               break;
    case 'r': System.out.println("Thursday");
               break;
    case 'f': System.out.println("Friday");
               break;
    case 's': System.out.println("Saturday");
               break;
    default: System.out.println("Sunday");
               break;
}
```

## SIMPLIFYING CODE FOR MULTIPLE CONDITIONS

- **Example 2:** Suppose we want to use a switch statement to determine if a variable  $x$  is even or odd (in this case, an if/else statement would suffice):

```
int x=10;
switch(x%2)
{
    case 0: System.out.println("even");
            break;
    default: System.out.println("odd");
            break;
}
```

## SIMPLIFYING CODE FOR MULTIPLE CONDITIONS

- **Example 3:** What do you think the **output** will be?

```
int y=9;
switch(y)
{
    case 1:
    case 2:
    case 3: System.out.println("Hello");
            break;
    case 4: System.out.println("4");
    case 5:
    case 9:
    case 7: System.out.println("ABC");
            break;
    default: System.out.println("Goodbye");
            break;
}
```

## SIMPLIFYING CODE FOR MULTIPLE CONDITIONS

- **Example 3:** What do you think the **output** will be?

```
int y=9;
switch(y)
{
    case 1:
    case 2:
    case 3: System.out.println("Hello");
            break;
    case 4: System.out.println("4");
    case 5:
    case 9:
    case 7: System.out.println("ABC");
            break;
    default: System.out.println("Goodbye");
            break;
}
```

**Output:**

ABC