M. R. C. van Dongen

Software Development (cs2500)

Lecture 9: Making Decisions (Continued)

M. R. C. van Dongen

October 11, 2013

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```
! \langle expr \rangle: true iff \langle expr \rangle is false.
```

```
\langle fst \rangle && \langle snd \rangle: true iff \langle fst \rangle and \langle snd \rangle are true.
```

 $\langle fst \rangle \mid | \langle snd \rangle$: true iff at least one of $\langle fst \rangle$ and $\langle snd \rangle$ are true.

1

false
true

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false true
true

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true

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■ Pretend false is represented as 0 and true as 1.

□ Then !bool == 1 - bool for any boolean bool.

false

true

true

false

&&	false	true
false true		

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false true			

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true		

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true	false	

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true	false	true

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true	true	

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```
Java

if (!(temperatureIndegrees >= FREEZING_TEMPERATURE_OF_WATER)) {
    System.out.println("It's freezing.");
}
```

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```
Java

if (!(temperatureIndegrees >= FREEZING_TEMPERATURE_OF_WATER)) {
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}
```

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Java

```
private static final double KILOGRAM = 1.0;
private static final double EPSILON = 10E-3 * KILOGRAM;
:
:
final double firstWeight = ...;
final double secondWeight = ...;
final double difference = firstWeight - secondWeight;
if ((difference < -EPSILON) || (EPSILON < difference)) {
    System.out.println( "The weights are not in the same range." );
}</pre>
```

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```
Java

final Person person = new Person();

if ((temperatureInDegrees < FREEZING_TEMPERATURE_OF_WATER)
          && (person.isOutSide())) {
    person.shiver();
}</pre>
```

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- \blacksquare Let *D* be a domain (of values/booleans).
- \square Let \oplus_1 and \oplus_2 be operations on D.
- If $a \oplus_1 (b \oplus_2 c) = (a \oplus_1 b) \oplus_2 (a \oplus_1 c)$ for any a, b, and c in D.
- Then \oplus_1 is said to distribute over \oplus_2 .

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- Then \oplus_1 is said to distribute over \oplus_2 .
- Multiplication distributes over addition:
 - \Box a * (b + c) == (a * b) + (a * c).

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- Multiplication distributes over addition:

$$\Box$$
 a * (b + c) == (a * b) + (a * c).

- Multiplication distributes over subtraction:
 - \Box a * (b c) == (a * b) (a * c).

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- Then \oplus_1 is said to distribute over \oplus_2 .
- Multiplication distributes over addition:

$$\Box$$
 a * (b + c) == (a * b) + (a * c).

- Multiplication distributes over subtraction:
 - \Box a * (b c) == (a * b) (a * c).
 - Conjuction (&&) distributes over itself:
 - \square a && (b && c) == (a && b) && (a && c).

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- □ If $a \oplus_1 (b \oplus_2 c) = (a \oplus_1 b) \oplus_2 (a \oplus_1 c)$ for any a, b, and c in D.
- \blacksquare Then \oplus_1 is said to distribute over \oplus_2 .
- Multiplication distributes over addition:

$$\Box$$
 a * (b + c) == (a * b) + (a * c).

■ Multiplication distributes over subtraction:

$$\Box$$
 a * (b - c) == (a * b) - (a * c).

□ Conjuction (&&) distributes over itself:

$$\square$$
 a && (b && c) == (a && b) && (a && c).

- □ Conjuction distributes over disjunction (||):
 - \Box a && (b || c) == (a && b) || (a && c).

а	b	С	a && (b c)	(a && b) (a && c)
false false false false true true true	false false true true false false true true	false true false true false true false true		

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- When one of the operands of && is false, the result is false.
- \blacksquare When one of the operands of $|\cdot|$ is true, the result is true.
- When this happens, we say that the operand *forecasts* the result.¹
- ☐ Java exploits result forecasting to save time.
- When the first operand forecasts the result, Java doesn't evaluate the second operand.
- This is called *short-circuit* evaluation.
- □ Using short-circuit evaluation doesn't make any difference.

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evaluate the second operand.

Java exploits result forecasting to save time.

Using short-circuit evaluation doesn't make any difference.

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- Using short-circuit evaluation doesn't make any difference.

¹The notion of forecasting the result is not standard. ✓ → ✓ ♣ → ✓ ♣ → ✓ ♣ → ✓ ♦ ♦

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- When one of the operands of && is false, the result is false.
- □ When one of the operands of || is true, the result is true.
- When this happens, we say that the operand *forecasts* the result.¹
- Java exploits result forecasting to save time.
- When the first operand forecasts the result, Java doesn't evaluate the second operand.
- This is called *short-circuit* evaluation.
- $\hfill\square$ Using short-circuit evaluation doesn't make any difference,

Except when there are side effects.

¹The notion of forecasting the result is not standard. ← → → ← ≥ → ← ≥ → → ≥ → ◆ ◇ ◆

```
Java
```

```
public class ShortCircuitEvaluation {
   public static void main( String[] args ) {
      final boolean tt = booleanCall( true, 1 ) && booleanCall( true, 2 );
      final boolean tf = booleanCall( true, 3 ) && booleanCall( false, 4 );
      final boolean ft = booleanCall( false, 5 ) && booleanCall( true, 6 );
      final boolean ff = booleanCall( false, 7 ) && booleanCall( false, 8 );
   }
   private static boolean booleanCall( final boolean result, final int number ) {
      System.out.print( number );
      return result;
   }
}
```

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Tava public class ShortCircuitEvaluation { public static void main(String[] args) {

return result;

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final boolean tt = booleanCall( true, 1 ) && booleanCall( true, 2 );
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Example

Prints 1

```
Java
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Short-Circuit Evaluation

De Morgan's Laws

- Confusion
- Many expressions combine negation (!) with conjunction (&&) or disjunction (||).
- □ De Morgan's Law explains how to simplifies these expressions.
- ☐ If A and B are boolean values, then:
 - !(A && B) is equal to (!A) || (!B); and
 - 2 ! (A | | B) is equal to (!A) && (!B).

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- Cayley Tables

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- Short-Circuit Evaluation

 De Morgan's Laws
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- ☐ If A and B are boolean values, then:
 - 1 ! (A && B) is equal to (!A) || (!B); and
 - 2 ! (A | | B) is equal to (!A) && (!B).

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References

- Many expressions combine negation (!) with conjunction (&&) or disjunction (||).
- □ De Morgan's Law explains how to simplifies these expressions.
- If A and B are boolean values, then:
 - 1 !(A && B) is equal to (!A) || (!B); and
 - 2 !(A || B) is equal to (!A) && (!B).

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Confusing

Assume that (condition) is Side-effect Free

```
if ((condition)<sub>1</sub>) {
    // (condition)<sub>1</sub> is true.
        (statements)<sub>1</sub>
} else if (!(condition)<sub>1</sub> && (condition)<sub>2</sub>) {
        // (condition)<sub>1</sub> is false and
        // (condition)<sub>2</sub> is true.
        (statements)<sub>2</sub>
} else if (!(condition)<sub>1</sub> && !(condition)<sub>2</sub>) {
        // (condition)<sub>1</sub> is false and
        // (condition)<sub>2</sub> is false.
        (statements)<sub>3</sub>
}
```

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Confusing

Assume that (condition) is Side-effect Free

```
if (\( \condition \rangle 1 \)) {
    // \( \condition \rangle 1 \) is true.
    \( \sqrt{statements} \rangle 1 \)
} else if (\( \condition \rangle 1 \) is false and
    // \( \condition \rangle 2 \) is true.
    \( \sqrt{statements} \rangle 2 \)
} else {
    // \( \condition \rangle 1 \) is false and
    // \( \condition \rangle 1 \) is false and
    // \( \condition \rangle 2 \) is false.
    \( \sqrt{statements} \rangle 3 \)
}
```

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bout	this	Document

Description	Operator	Associativity
post-*crement pre-*crement, unary object creation multiplicative additive relational equality logical and logical or ternary assignment	\langle \langle value \rangle ++ and \langle lvalue \rangle ++ \langle lvalue \rangle , \langle value \rangle , + \langle expr \rangle , and ! \langle expr \rangle new \rangle , /, and \rangle + and - \langle , >, <=, and >= \rangle and != \rangle	left right right left right left left left left left right right

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About this Document

ODD-SHAPED EYEGLASSES EXPRESS PERSONALITY



"INDIVIDUALIZ-ED" eyeglasses are becoming a fad in England, and makers, departing from the convention that lenses and frames must be round or oval, are producing them in bizarre patterns. A heart-shaped pair, for feminine wearer, is illustrated.

Puzzler: Implementing a Test for Oddness

Is this Correct?

Don't Try This at Home

```
public static boolean isOdd( int number ) {
    return number % 2 == 1;
}
```

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Puzzler: Implementing a Test for Oddness

Solution

```
public static boolean isOdd( int number ) {
    return number % 2 != 0;
}
```

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For Monday

- Study Sections 4.7, and 4.8.
- Optional: study Section 4.4 and 4.6.
- □ Carry out Programming Exercise 4.28.

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- This lecture corresponds to [Big Java, Early Objects, 3.1–3.2].
- The partial operator precedence table is based on http://download.oracle.com/javase/tutorial/java/ nutsandbolts/operators.html.
- The puzzler is based on Bloch, and Gafter 2005, Puzzles 1.

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- Bloch, Joshua, and Neal Gafter [2005]. Java Puzzlers Traps, Pitfalls, and Corner Cases. Addison—Wesley. ISBN: 0-321-33678-x.
- Horstfmann, Cay S. Big Java, Early Objects. International Student Version. Wiley. ISBN: 978-1-118-31877-5.

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About this Document

- This document was created with pdflatex.
- ☐ The धTFX document class is beamer.

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