

# Recitation 3 - January 23

## A4/GR

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# Relational/Conditional Operators




# Equality/ Relational Operators

These **create** `boolean` values from other values

- `==` (equals)
- `!=` (not equals)
- `<=` (less than or equal to)
- `>=` (greater than or equal to)
- `<` (less than)
- `>` (greater than)

Don't confuse the equality operator with the assignment operator!



# Conditional Operators

These **combine** `boolean` values

- `&&` (AND operator)

<code>&amp;&amp;</code>	F	T
F	F	F
T	F	T

- `||` (OR operator)

<code>  </code>	F	T
F	F	T
T	T	T

# Variable Control Flow

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# Conditional Execution



# If's

Your first introduction to  
conditional execution!

```
if (expression) {  
    // executes if expression  
    // is true  
  
}  
  
// Rest of your program...
```



# If/Else

```
if (expression) {  
    // expression is true  
}  
else {  
    // expression is false  
}  
  
// Rest of your program...
```





## If/Else If

```
if (expression) {  
    // expression is true  
} else if (expression2) {  
    // expression is false  
    // expression2 is true  
}
```

```
// Rest of your program...
```



# Ternary Expression

Syntactic Sugar!

```
int a;
```

```
int b = Math.random();
```

```
(b > 0.5) ? (a = 1) : (a = 2)
```

## **SAME AS**

```
if (b > 0.5) {
```

```
    a = 1
```

```
} else {
```

```
    a = 2
```

```
}
```



# Switch

A quick if, else if, else if, ..., else

```
switch (value) {  
  
    case const1:  
  
        // value == const1  
  
    case const2:  
  
        // value == const2  
  
    default:  
  
        // value is neither  
  
}
```

—

Iteration



# While

Iterates while a condition is true

```
while (condition) {  
    // executes if  
    // condition is true  
}
```

1. Evaluate condition
2. If true, execute loop body, if false, skip loop body and continue program.
3. Repeat



# Do-While

Like while, but different

```
do {  
    // executes at least once  
} while (condition);
```

1. Execute loop body
2. Evaluate condition
3. If true, repeat, if false, continue program



# For

A prettier loop

```
for (init; cond; iteration) {  
    // executes if condition is  
    // true  
}
```

1. Run initialization
2. Evaluate condition
3. If true, execute loop body, if false, skip rest and continue program
4. Run iteration
5. Loop back to 2