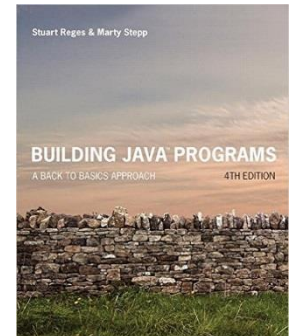




# Java Statements

Reading Assignment: Read Chapters 2 and 4 from Building Java Programs (Stuart Reges and Marty Stepp)





# Overview

- Java Statement
- Expression
- Data Conversion
- Compound statements; Alternative statements: if, switch; Repetitive statements: for, while, do/do-while



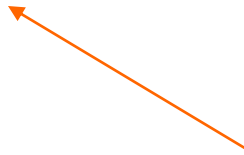
# Java Statements

Java **control structure** is entrenched in statements:

- Simple statements
- Compound statements
- Alternative statements: if, switch
- Repetitive statements: for, while, do/do-while

# Simple Statements

expression;



A simple statement requires  
a statement terminator.

# Expressions

❑ What is an expression?

"Any combination of operands and operators, which, when evaluated, yields a value"

❑ Example: `num = 3.0 + (2.1 - x) * y / sqrt(v);`


❑ What are operands?

- Literals/constants [represent values]
- Variables [contain values]
- Function invocations [produce values]
- Sub-expressions [results of evaluations]

# Three characteristics of operators

- ❑ **Arity**: number of operands required
  - Unary, binary
- ❑ **Precedence**: determines the order in which operations are performed.
- ❑ **Associativity**: determines whether operations should occur left-right or right-left.

# Operator precedence & associativity

Operator	Associativity	Precedence
<div>( ) [ ] . ! ~ ++ -- + - (Data Type) * / % + - &lt;&lt; &gt;&gt; &gt;&gt;&gt; &lt; &lt;= &gt; &gt;= == != &amp; ^   &amp;&amp;    ? : = += -= *= /= %= &amp;= ^=  = etc.</div>	<div>Left Assoc. Right Assoc. Left Assoc. Left Assoc. Left Assoc. Non-assoc. Non-assoc. Left Assoc. Left Assoc. Left Assoc. Left Assoc. Left Assoc. Right Assoc.</div>	<div>(High)  (Low)</div>

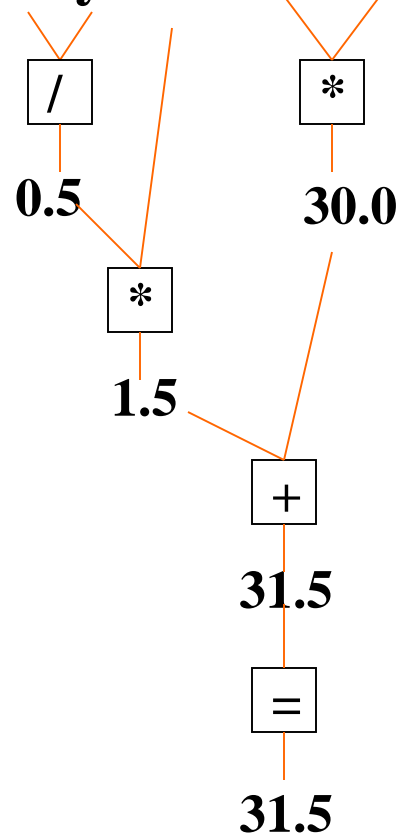
## Example:

**x = 1.0;**

**y = 2.0;**

**z = 3.0;**

**w = x/y\*3.0+z\*10.0;**





## Example:

**x = 1;**

**y = 2;**

**z = 3;**

**x += y \*= z = 4;**

**System.out.printf("x=%d, y=%d, z=%d\n", x, y, z);**

**x=9, y=8, z=4**

## Example:

**x = 1;**

**y = 2;**

**z = 3;**

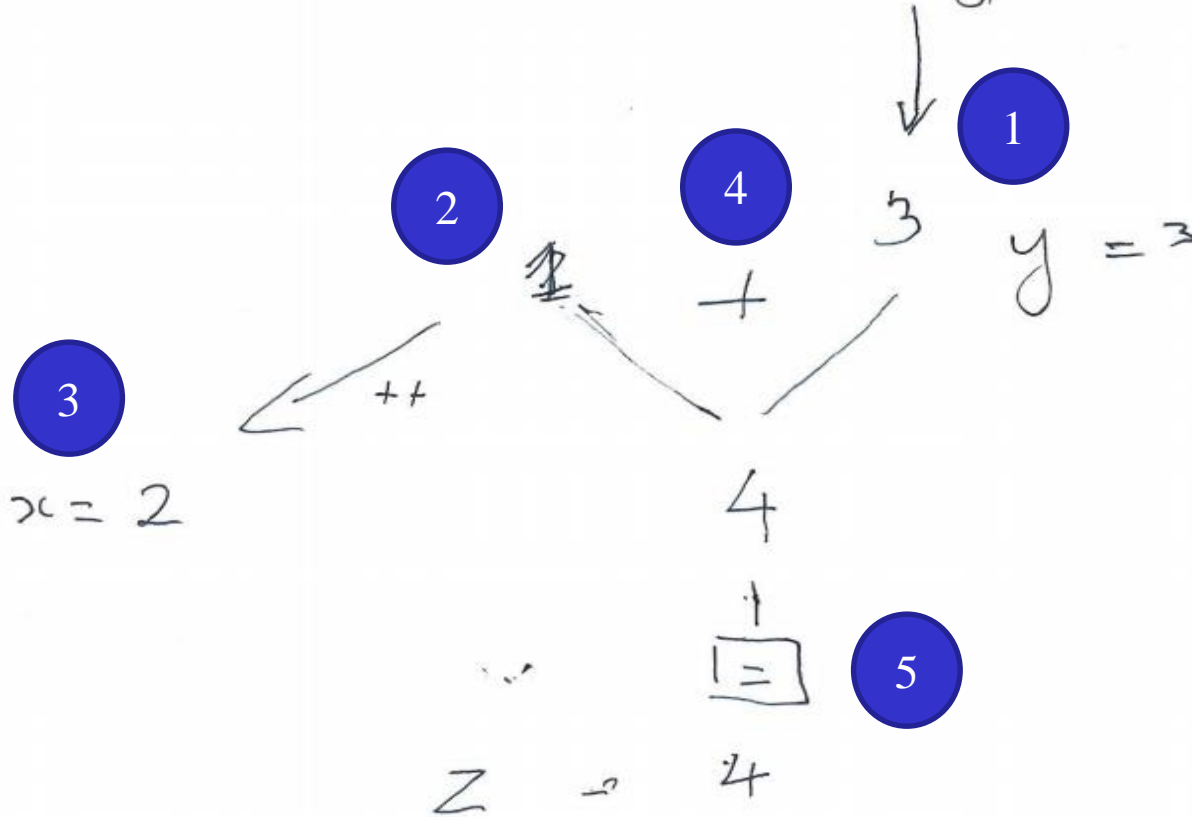
**z = x++ + ++y;**

**System.out.printf("x=%d, y=%d, z=%d\n", x, y, z);**

**x=2, y=3, z=4**

$z = x++ + ++y;$

Row 2 Associative  
and precedence!  
higher than  
=



**$x=2, y=3, z=4$**

# Quiz

What is the difference between the two loops?

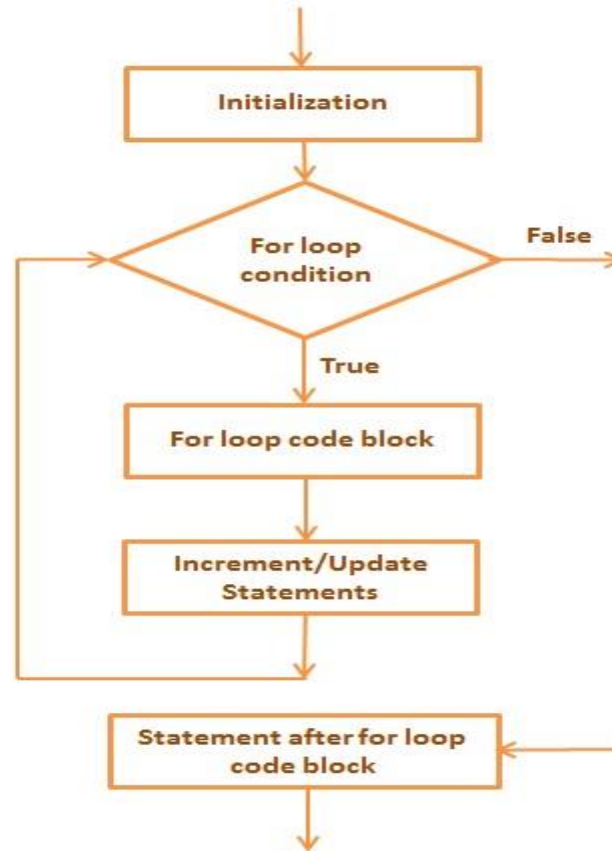
```
for (int x=0; x<10; ++x) {  
    ...  
}
```

```
for (int x=0; x<10; x++) {  
    ...  
}
```

# For Loop Control Flow

```
for (int x=0; x<10; ++x) {  
    ...  
}
```

For Loop Flow Diagram



# Data Conversions

- ❑ In Java, when performing an arithmetic operation, all values must be of the same type.
- ❑ Sometimes it is necessary to convert data from one type to another.
- ❑ Conversions must be handled carefully to avoid losing information.
- ❑ *Widening conversions* are safest because they tend to go from a small data type to a larger one (such as a short to an int)
- ❑ *Narrowing conversions* can lose information because they tend to go from a large data type to a smaller one (such as an int to a short)

# Data Conversions conti.

- ❑ In Java, data conversions can occur in three ways:
  - assignment conversion
  - arithmetic promotion
  - casting
- ❑ *Assignment conversion* occurs when a value of one type is assigned to a variable of another
- ❑ *Arithmetic promotion* happens automatically when operators in expressions convert their operands
- ❑ Only widening conversions can happen for the above two cases.

# Data Conversions conti.

- ❑ *Casting* is the most powerful, and dangerous technique for conversion.
- ❑ Both widening and narrowing conversions can be accomplished by explicitly casting a value
- ❑ To cast, the type is put in parentheses in front of the value being converted.
- ❑ For example, if total and count are integers, but we want a floating point result when dividing them, we can cast total:

`result = (float) total / count;`



# Short-circuit Evaluation of Boolean Expressions

❑ In Java, boolean expressions are evaluated left to right until their truth value becomes known **then evaluation stops.**

❑ Example, To prevent divide by 0

**(x != 0) && (y/x > 5)** is ok,

while

**(y/x > 5) && (x != 0)** is not (**why not?**)

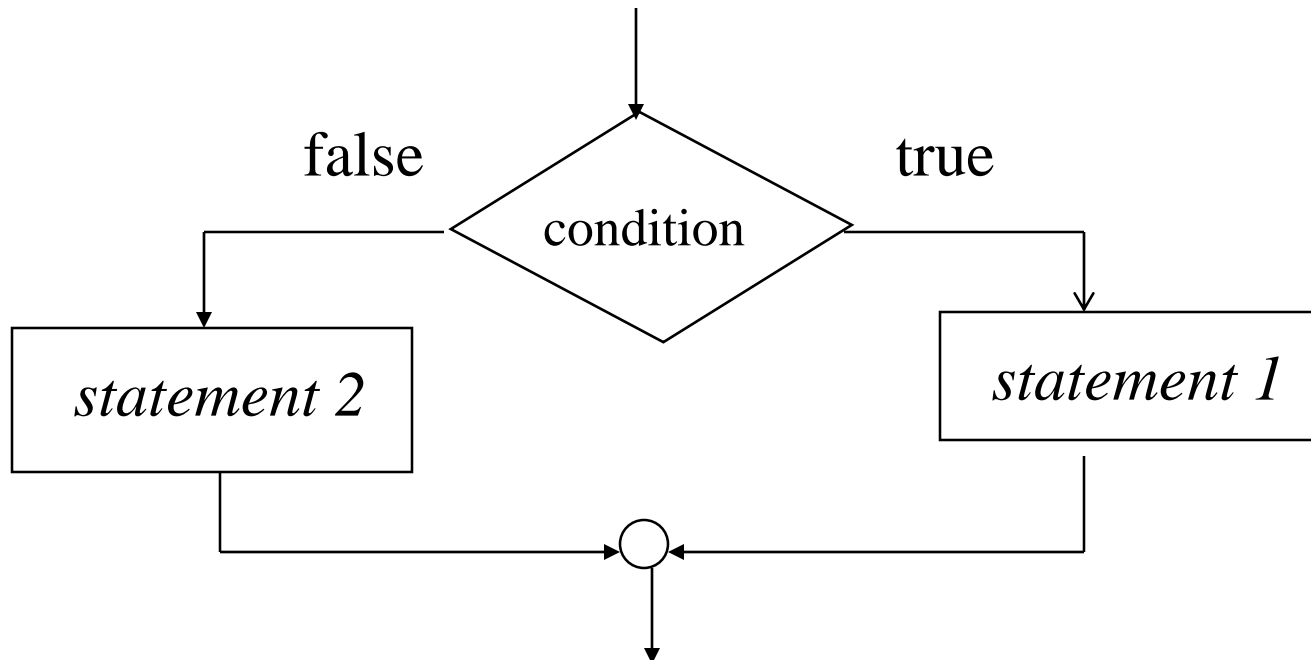
# Compound Statements

- ❑ A sequence of zero or more statements contained between { and }.
- ❑ Format:  
    { s1; s2; ....  
    }
- ❑ A compound statement is also called a **block**.
- ❑ A compound statement is considered as a single statement.

# If Statements

Two forms:

- if (condition) statement
- if (condition) statement1 else statement2



# A grammatical ambiguity in if

```
x = -1;
```

```
y = -1;
```

```
if (x>0) if (y>0) System.out.println("A"); else System.out.println("B");
```

```
x = -1;
```

```
y = -1;
```

```
if (x>0)
```

```
    if (y>0) System.out.println("A");
```

```
else System.out.println("B");
```

**Indentation  
doesn't  
Help !!!**

**Result ?**

# The conditional operator

❑ Format:

$\text{expr1} ? \text{expr2} : \text{expr3}$

❑ Examples:

$x = y > 0 ? z * y : z + x;$

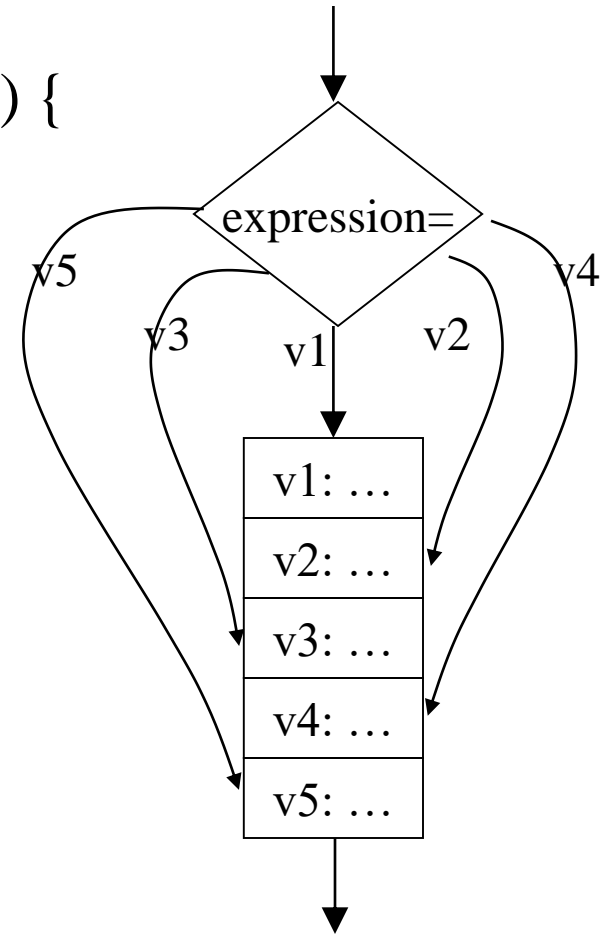
Equivalent to :

$\text{if } (y > 0) \ x = z * y; \text{ else } x = z + x;$

# The Switch Statement

The format is:

```
switch (byte/char/short/int valued expression) {  
    case value1: 0 or more statements;  
    case value2: 0 or more statements;  
    case value3: 0 or more statements;  
    .  
    default: 0 or more statements;  
}
```



# A switch example

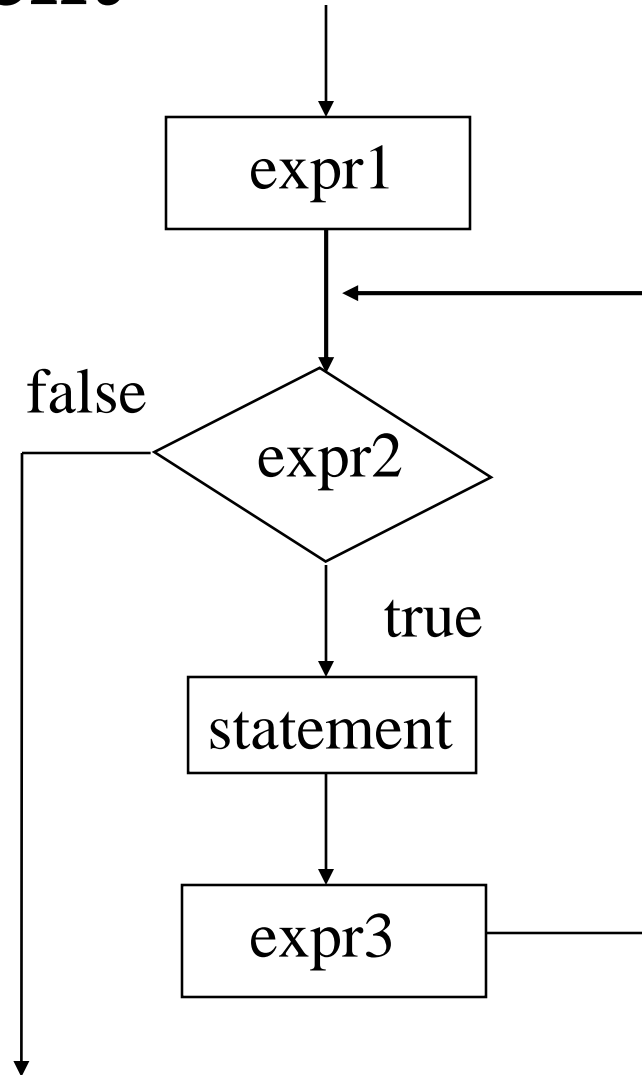
```
switch (score/10) {  
    case 10 :  
    case 9 :   grade = 'A'; break;  
    case 8 :   grade = 'B'; break;  
    case 7 :   grade = 'C'; break;  
    case 6 :   grade = 'D'; break;  
    default :  grade = 'F';  
}
```

# The for statement

Format:

```
for (expr1; expr2; expr3)  
    statement
```

```
for (count=1; count<=limit; count++) {  
    int i = stdin.nextInt();  
    sum += i;  
}
```





# The infinite for statement

```
for (;;) {  
    statements  
}
```

```
for (;;) {  
    statements  
  
    if (ExitCondition) break;  
  
    statements  
}
```

# The comma operator

□ Format:

$\text{expr}_1, \text{expr}_2, \text{expr}_3, \dots \text{expr}_n$

□ Example:

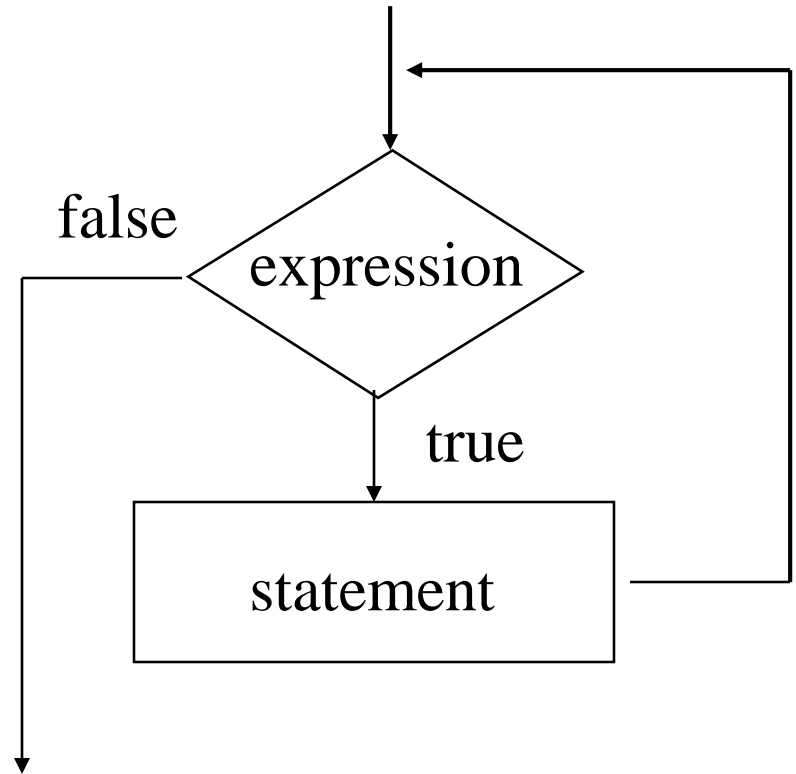
**for (i=0, j=1, k=2; i<10; ++i, ++j)**

**...**

# The while statement

while (expression) statement

```
count = 1;  
limit = 10;  
sum = 0;  
while (count <= limit) {  
    int i = stdin.nextInt();  
    sum += i;  
    count++;  
}
```

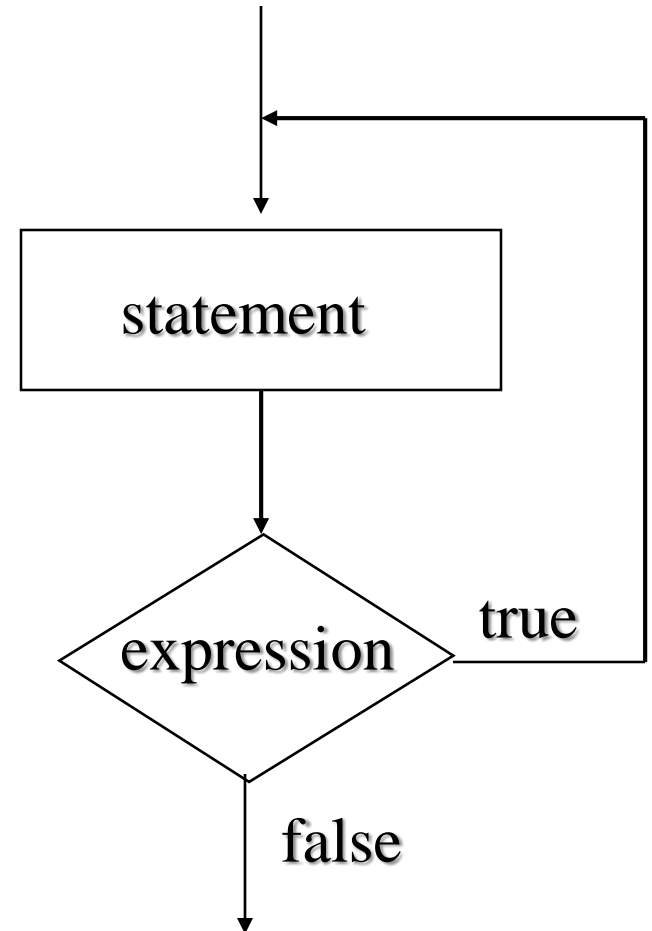


# The do-while statement

Format:

```
do {  
    statements  
} while ( expression );
```

```
count = 0;  
do {  
    int i = stdin.nextInt();  
    sum += i;  
    count++;  
} while (count<=10);
```



# The break statement

❑ Format:

`break;`

or

`break label;`

❑ To force an abrupt termination or exit from a loop or a switch.

# Break example

```
outer: while {  
    inner: while {  
        switch {  
            break; / break outer; / break inner;  
        }  
    }  
}
```

# The continue statement

❑ Format:

`continue;`

or

`continue label;`

- ❑ Similar to the break statement, but it just skips one loop iteration.
- ❑ In a while loop, jump to the test expression.
- ❑ In a do while loop, jump to the test expression.
- ❑ In a for loop, jump to the expression 3.

# Continue example

```
outer: while {  
    inner: while {  
        switch {  
            continue; / continue outer;  
        }  
    }  
}
```



# Homework # 2

1. Assume that integer variables x, y, and z contains 1, 2, and 3 respectively. Show lines printed.

(a) if (x == y--) z += 3;

System.out.printf("%d %d %d\n",x,y,z);

(b) z = (int)(x/y\*3.0+z\*0.12);

System.out.printf("%d %d %d\n",x,y,z);

(c) x += y += z = 1;

System.out.printf("%d %d %d\n",x,y,z);

# Homework # 2

2. Show the output of the following loop.

```
for(i=1,j=0;i<=5;++i) {  
    switch(i) {  
        case 1: ++j;  
        case 2: j *=2;  
        case 3: break;  
        case 4: continue;  
        case 5: j--;  
    }  
    System.out.printf("i=%d,j=%d\n",i,j);  
}
```