



nfs

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What is an If?

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the if statement

**if I am hungry
I eat something**



**if I am tired
I go to sleep**



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If statements are just simple decision-making statements.

A condition is checked and something may or may not happen based on the evaluation of that condition.

the if statement

**if it is dark
I turn a light on**



**if I can't hear the song
I make it louder**



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If statements are just simple decision-making statements.

A condition is checked and something may or may not happen based on the evaluation of that condition.

Logic



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Relational frequently used operators

| Operator | Use |
|----------|---|
| $x==y$ | checks if x and y have the same value |
| $x>y$ | checks if x is greater than y |
| $x<y$ | checks if x is less than y |
| $x>=y$ | checks if x is greater than or equal to y |
| $x<=y$ | checks if x is less than or equal to y |
| $x!=y$ | checks if x is not equal to y |

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Relational operators are used to compare values for equality, less than, and greater than.

$90<2$ is false.

$90>2$ is true.

$90==2$ is false.

$2==2$ is true.

boolean

A boolean is any condition or variable that can be evaluated to true or false.

```
10 == 10  
boolean isOdd = true;  
boolean isEven = false;
```

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A boolean is a variable or condition that can be evaluated as true or false.

90<2 is false.

90>2 is true.

90==2 is false.

2==2 is true.

The if statement!



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If Definition

An if statement is a block of code that is associated with a condition. The block of code may execute once or not at all depending on the evaluation of the condition.



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the if statement

```
if ( boolean condition placed here )  
{  
    do something 1;  
    do something 2;  
}
```



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do something 1 and do something 2 will occur if the condition is true.

If the condition is false, do something 1 and do something 2 will not occur.

the if statement

```
int one = 109;  
if(one<100)  
{  
    System.out.println("one < 100");  
}  
  
if(one>100)  
{  
    System.out.println("one > 100");  
}
```

OUTPUT

one > 100

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If one is less than 100, the example above will display one < 100.

If one is greater than 100, the example above will display one > 100.

the if statement

```
int uilScore = 240;
if(uilScore==240)
{
    System.out.println("state champ");
}
if(uilScore<100)
{
    System.out.println("work harder");
}
```

OUTPUT

state champ

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If uilScore is equal to 240, the example above will display
state champ.

If uilScore is less than 100, the example above will display work
harder.

the if statement

```
String stringOne = "big";  
if(stringOne.equals("it"))  
{  
    System.out.println("== it");  
}  
  
if(stringOne.equals("big"))  
{  
    System.out.println("== big");  
}
```

OUTPUT

== big

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`stringOne` is a reference. `stringOne` stores the location / memory address of the String `"big"`.

To determine if `stringOne` equals `"it"`, the `equals()` method must be used.

If the `==` operator is used, the location / memory addresses would be compared.

the if statement

```
boolean isOdd = true;  
if(isOdd == true)  
{  
    System.out.println("isodd");  
}
```

OUTPUT

isodd

```
if(isOdd == false)  
{  
    System.out.println("iseven");  
}
```



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If `isOdd` is true, the example above will display `isodd`.

If `isOdd` is false, the example above will display `iseven`.

open
ifone.java
Complete the code

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open
ifoneuil.java

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**open
iftwo.java**

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**open
ifonestring.java**

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open
ifoneboolean.java

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open ternary.java

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nesting ifs

```
int num=7;  
if(num>2)  
{  
    if(num<10)  
        System.out.println(">2<10");  
    if(num>10)  
        System.out.println(">2>10");  
}
```

OUTPUT

>2<10



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Nesting occurs when one thing is placed inside of another thing.

In the example, `if (num>2)` contains 2 ifs. The 2 ifs have been nested in side of `if (num>2)`.

`if (num>2)` is true, the 2 nested ifs will be evaluated.

open ifnesting.java

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COMMON ERRORS

```
If(total >= 25);
```

```
{  
}
```

```
if(total = 10)
```

```
{  
}
```



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NEVER put a semi-colon before an OPEN BRACE.

NEVER use one equal = when comparing values.

ALWAYS use two == equals when looking to see if two things are the same. 2 eyes 2 ==

{ and ; rule

Never put a ;
before an open { brace

;{ **illegal**

}; **legal**



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Start work on the labs

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