

More Operators and Control Structures

❖ Logical Operators (true/false)

◆ AND &&

◆ OR ||

◆ NOT !

❖ break and continue keywords

❖ More Control Structures

◆ do - while repetition structure

◆ for repetition structure

◆ switch - case selection structure

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Logical Operators

❖ Used in while and if assertions true/false

❖ There are three logical operators

◆ AND &&

◆ OR ||

◆ NOT !

A	B	A && B
F	F	F
F	T	F
T	F	F
T	T	T

A	B	A B
F	F	F
F	T	T
T	F	T
T	T	T

A	!A
F	T
T	F

Note on Precedence: Evaluate relational first and then logical

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Operators Precedence

(Highest to Lowest)

.	Property access of an object
()	Defines order of operation
- ++ --	Minus, Increment, Decrement
!	Logical NOT Operator
* / %	Multiply, Division, Remainder
+ -	Addition, Subtraction
< <= > >=	} Relational Operators
== !=	
&&	Logical AND Operator
	Logical OR Operator
= += -= *= /= %=	Compound Assignment

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Logical Operator Examples

if(A==B && A==C)

if(!Valid)

if(A = 0) // Error use ==

if(!(A || B))

if(!A && !B)

A <= B || C == D

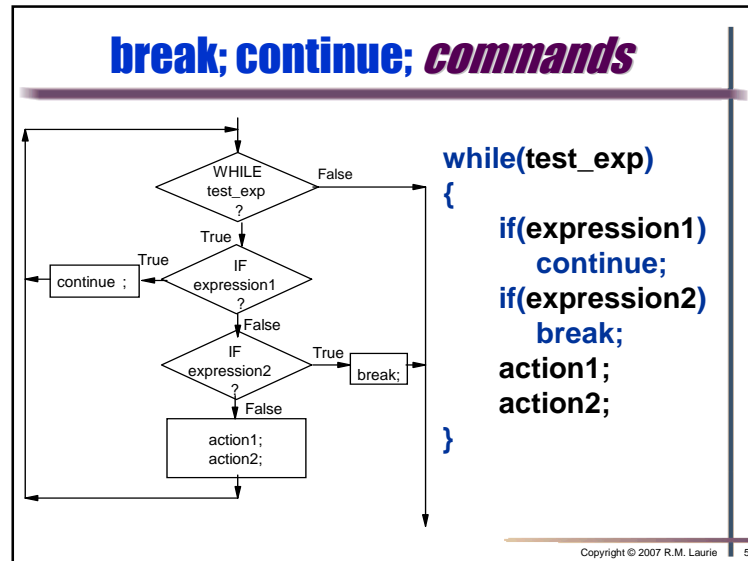
A = B == 0;

if(Question == "C" || Question == "c")

if(SSN > 999999999 || SSN < 0)

if(Tax == 0 || Tax == 15 || Tax == 28)

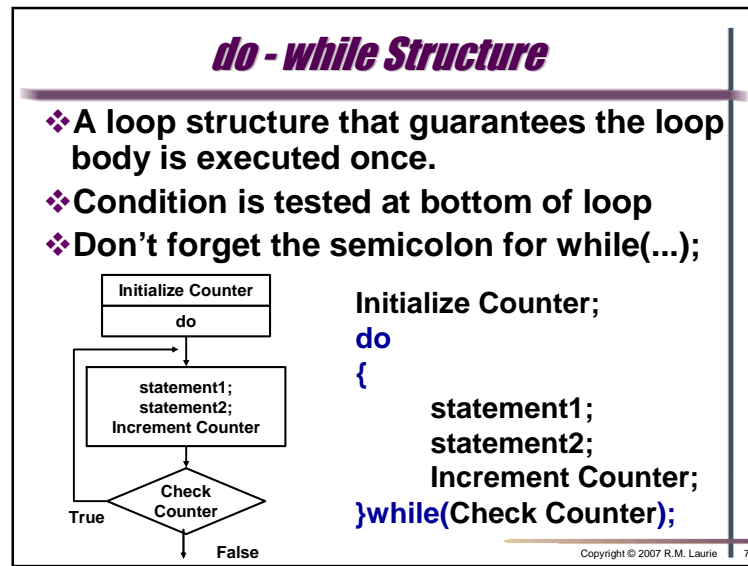
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Filtered Input Application 2

```

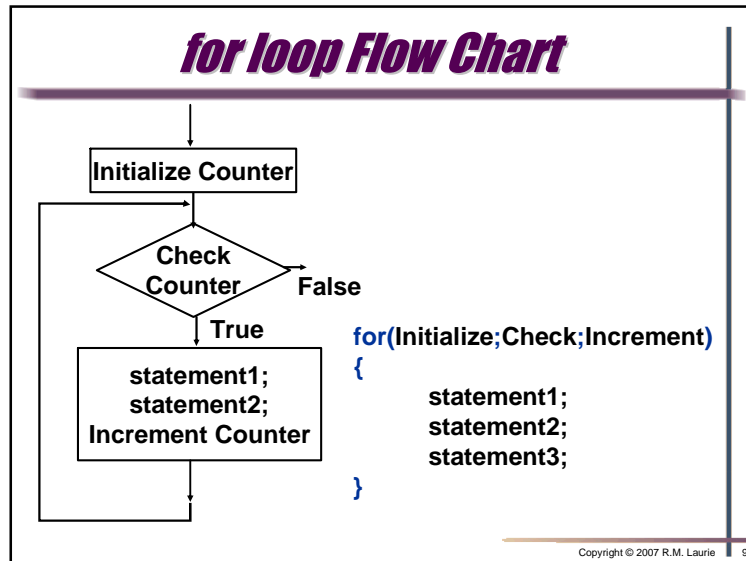
<head>
<title>Filtered Data Entry</title>
<script type="text/javascript">
    var Entry;
    while(true)
    {
        Entry = window.prompt( "Do you like Programming? (y or n)", "" );
        if(Entry == "y" || Entry == "Y") {
            document.writeln("<h2>I'm glad you like programming!</h2>");
            break;
        }
        else if(Entry == "n" || Entry == "N") {
            document.writeln("<h2>You will like it if you study.</h2>");
            break;
        }
        else
            window.alert("You must enter either y or n !");
    }
}
</script>
</head>
<body>    <p>Click Refresh (or Reload) to run the script again</p> </body>
    
```



Filtered Input Application 3

```

<head>
<title>Filtered Data Entry</title>
<script type="text/javascript">
    var Entry;
    do
    {
        Entry = window.prompt( "Do you like Programming?", "y or n" );
    }while(!(Entry=="y" || Entry=="Y" || Entry=="n" || Entry=="N"));
    if( Entry == "y" || Entry == "Y" )
        document.writeln("<h2>I'm glad you like programming!</h2>");
    else
        document.writeln("<h2>You will like it if you study.</h2>");
</script>
</head>
<body>
    <p>Click Refresh (or Reload) to run the script again</p>
</body>
    
```



for Loop Example

```

<head>
<title>Average Calculation 2</title>
<script type = "text/javascript">
var Score = 0, ScoreTotal = 0, Count = 0;
for(Count = 1; Count <= 5; Count++)
{
    Score = parseInt(window.prompt("Enter Score", ""));
    ScoreTotal = ScoreTotal + Score;
    document.writeln("Score " + Count + " = " + Score + "<br/>");
}
document.writeln("<h2>The Average Score = "
    + ScoreTotal / 5 + "</h2>");
</script>
</head>
<body>
<p>Click Refresh (or Reload) to run the script again</p>
</body>
    
```

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XHTML: Tables

- ❖ Tables display information in tabular form
- ◆ `<table>` `</table>` Table start and end
- ◆ `<tr>` `</tr>` Table row start and end
- ◆ `<th>` `</th>` Table header element
- ◆ `<td>` `</td>` Table data element

Item	Price
Soy Milk	\$4.39
Frosted Flakes	\$3.89

```

<table border="1" summary="Prices">
<tr>
    <th>Item</th><th>Price</th>
</tr>
<tr>
    <td>Soy Milk</td><td>$4.39</td>
</tr>
<tr>
    <td>Frosted Flakes</td><td>$3.89</td>
</tr>
</table>
    
```

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Nested for Example

```

<title>Subtraction Table</title>
<script type = "text/javascript">
document.writeln("<h3>Subtraction Table (X-Y)</h3>")
+ "<table summary='\"Subtraction\"' border='\"1\"'>"
+ "<tr><th>Y\\X</th>"
for(var i = 0; i <= 3; i++)
    document.write( "<th>" + i + "</th>");
document.writeln("</tr>");
for(i = 0; i <= 2; i++)
{
    document.write("<tr><th>" + i + "</th>");
    for(var j = 0; j <= 3; j++)
    {
        document.write( "<td>" + (j - i) + "</td>");
    }
    document.writeln("</tr>");
}
document.writeln("</table>");
</script>
    
```

Subtraction Table (X-Y)

Y\X	0	1	2	3
0	0	1	2	3
1	-1	0	1	2
2	-2	-1	0	1

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switch - case Structure

- ❖ A selection structure that can be used to select one of many branches

```
switch (Grade)
{
    case "P": case "p":
        window.alert("You Passed");
        break;
    case "F": case "f":
        window.alert("You Failed");
        break;
    default:
        window.alert("Incorrect letter Grade.");
}
```

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```
<head> <title>Filtered Data Entry</title><script type="text/javascript">
var Entry, Count = 0;
do
{
    Entry = window.prompt( "Enter the letter Grade or Q=Quit", "A B C D F Q");
    switch (Entry)
    {
        case "A": case "a":
            window.alert("Excellent work");
            break;
        case "B": case "b":
            window.alert("Good work");
            break;
        case "C": case "c":
            window.alert("Average work");
            break;
        case "D": case "d":
            window.alert("Poor work");
            break;
        case "F": case "f":
            window.alert("Poor work");
            break;
        case "Q": case "q":
            break;
        default: // catch all other characters
            window.alert("Incorrect letter Grade.");
    }
} while ( Entry != "Q" && Entry != "q");
window.alert("Quit"); </script> </head> <body>Click Refresh to repeat </body>
```

Exercise

- ❖ Create a program to display a multiplication table for two entered values designated by columns and rows
- ❖ For example if you enter 10 columns and 5 rows the following table would be generated

Multiplication Table (Row x Col)

C\R	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50

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