



Chapter 5

Control Statements: Part 2;

Logical Operators

Java™ How to Program, 10/e



OBJECTIVES

In this chapter you'll:

- Learn the essentials of counter-controlled repetition.
- Use the **for** and **do...while** repetition statements to execute statements in a program repeatedly.
- Understand multiple selection using the **switch** selection statement.
- Use the **break** and **continue** program control statements to alter the flow of control.
- Use the logical operators to form complex conditional expressions in control statements.



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- 5.1** Introduction
 - 5.2** Essentials of Counter-Controlled Repetition
 - 5.3** **for** Repetition Statement
 - 5.4** Examples Using the **for** Statement
 - 5.5** **do...while** Repetition Statement
 - 5.6** **switch** Multiple-Selection Statement
 - 5.7** Class **AutoPolicy** Case Study: **Strings** in **switch** Statements
 - 5.8** **break** and **continue** Statements
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5.1 Introduction

- ▶ **for** repetition statement
- ▶ **do...while** repetition statement
- ▶ **switch** multiple-selection statement
- ▶ **break** statement
- ▶ **continue** statement
- ▶ Logical operators
- ▶ Control statements summary.



5.2 Essentials of Counter-Controlled Repetition

- ▶ Counter-controlled repetition requires
 - a **control variable** (or loop counter)
 - the **initial value** of the control variable
 - the **increment** by which the control variable is modified each time through the loop (also known as **each iteration of the loop**)
 - the **loop-continuation condition** that determines if looping should continue.



```
1 // Fig. 5.1: WhileCounter.java
2 // Counter-controlled repetition with the while repetition statement.
3
4 public class WhileCounter
5 {
6     public static void main(String[] args)
7     {
8         int counter = 1; // declare and initialize control variable
9
10        while (counter <= 10) // loop-continuation condition
11        {
12            System.out.printf("%d ", counter);
13            ++counter; // increment control variable
14        }
15
16        System.out.println();
17    }
18 } // end class WhileCounter
```

```
1 2 3 4 5 6 7 8 9 10
```

Fig. 5.1 | Counter-controlled repetition with the `while` repetition statement.



5.2 Essentials of Counter-Controlled Repetition (Cont.)

- ▶ In Fig. 5.1, the elements of counter-controlled repetition are defined in lines 8, 10 and 13.
- ▶ Line 8 *declares* the control variable (**counter**) as an **int**, *reserves space* for it in memory and sets its *initial value* to 1.
- ▶ The loop-continuation condition in the **while** (line 10) tests whether the value of the control variable is less than or equal to 10 (the final value for which the condition is **true**).
- ▶ Line 13 *increments* the control variable by 1 for each iteration of the loop.



Common Programming Error 5.1

Because floating-point values may be approximate, controlling loops with floating-point variables may result in imprecise counter values and inaccurate termination tests.



Error-Prevention Tip 5.1

Use integers to control counting loops.



Software Engineering Observation 5.1

“Keep it simple” is good advice for most of the code you’ll write.



5.3 for Repetition Statement

▶ **for repetition statement**

- Specifies the counter-controlled-repetition details in a single line of code.
- Figure 5.2 reimplements the application of Fig. 5.1 using **for**.



```
1 // Fig. 5.2: ForCounter.java
2 // Counter-controlled repetition with the for repetition statement.
3
4 public class ForCounter
5 {
6     public static void main(String[] args)
7     {
8         // for statement header includes initialization,
9         // loop-continuation condition and increment
10        for (int counter = 1; counter <= 10; counter++)
11            System.out.printf("%d ", counter);
12
13        System.out.println();
14    }
15 } // end class ForCounter
```

```
1 2 3 4 5 6 7 8 9 10
```

Fig. 5.2 | Counter-controlled repetition with the for repetition statement.



5.3 for Repetition Statement (Cont.)

- ▶ When the **for** statement begins executing, the control variable is *declared* and *initialized*.
- ▶ Next, the program checks the loop-continuation condition, which is between the two required semicolons.
- ▶ If the condition initially is true, the body statement executes.
- ▶ After executing the loop's body, the program increments the control variable in the increment expression, which appears to the right of the second semicolon.
- ▶ Then the loop-continuation test is performed again to determine whether the program should continue with the next iteration of the loop.
- ▶ A common *logic error* with counter-controlled repetition is an **off-by-one error**.



Common Programming Error 5.2

Using an incorrect relational operator or an incorrect final value of a loop counter in the loop-continuation condition of a repetition statement can cause an off-by-one error.



Error-Prevention Tip 5.2

Using the final value and operator `<=` in a loop's condition helps avoid off-by-one errors. For a loop that outputs 1 to 10, the loop-continuation condition should be `counter <= 10` rather than `counter < 10` (which causes an off-by-one error) or `counter < 11` (which is correct). Many programmers prefer so-called zero-based counting, in which to count 10 times, `counter` would be initialized to zero and the loop-continuation test would be `counter < 10`.



Error-Prevention Tip 5.3

As Chapter 4 mentioned, integers can overflow, causing logic errors. A loop's control variable also could overflow. Write your loop conditions carefully to prevent this.

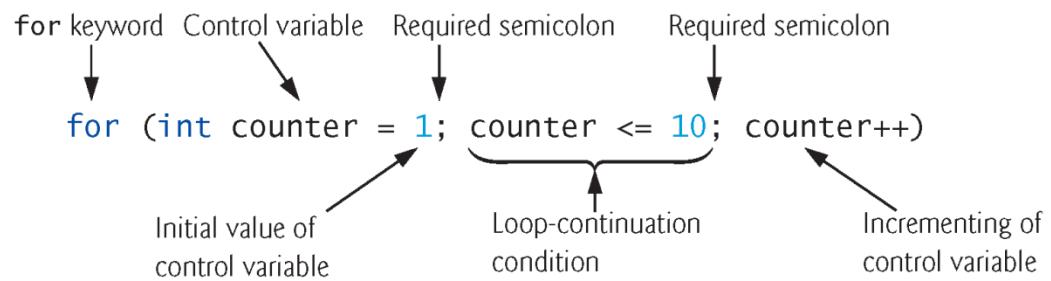


Fig. 5.3 | `for` statement header components.



5.3 for Repetition Statement (Cont.)

- ▶ The general format of the **for** statement is

for (*initialization* ; *loopContinuationCondition* ; *increment*)
statement

- the *initialization* expression names the loop's control variable and optionally provides its initial value
 - *loopContinuationCondition* determines whether the loop should continue executing
 - *increment* modifies the control variable's value, so that the loop-continuation condition eventually becomes false.
- ▶ The two semicolons in the **for** header are required.



5.3 for Repetition Statement (Cont.)

- ▶ The **for** statement often can be represented with an equivalent **while** statement as follows:

```
initialization;
while (loopContinuationCondition)
{
    statement
    increment;
}
```

- ▶ Typically, **for** statements are used for counter-controlled repetition and **while** statements for sentinel-controlled repetition.
- ▶ If the *initialization* expression in the **for** header declares the control variable, the control variable can be used only in that **for** statement.



5.3 for Repetition Statement (Cont.)

- ▶ A variable's **scope** defines where it can be used in a program.
 - A *local variable* can be used *only* in the method that declares it and *only* from the point of declaration through the end of the method.



Common Programming Error 5.3

When a `for` statement's control variable is declared in the initialization section of the `for`'s header, using the control variable after the `for`'s body is a compilation error.



5.3 for Repetition Statement (Cont.)

- ▶ All three expressions in a **for** header are optional.
 - If the *loopContinuationCondition* is omitted, the condition is always true, thus creating an infinite loop.
 - You might omit the *initialization* expression if the program initializes the control variable before the loop.
 - You might omit the *increment* if the program calculates it with statements in the loop's body or if no increment is needed.
- ▶ The increment expression in a **for** acts as if it were a standalone statement at the end of the **for**'s body, so

counter = counter + 1

counter += 1

++counter

counter++

are equivalent increment expressions in a **for** statement.



Common Programming Error 5.4

Placing a semicolon immediately to the right of the right parenthesis of a `for` header makes that `for`'s body an empty statement. This is normally a logic error.



Error-Prevention Tip 5.4

Infinite loops occur when the loop-continuation condition in a repetition statement never becomes false. To prevent this situation in a counter-controlled loop, ensure that the control variable is modified during each iteration of the loop so that the loop-continuation condition will eventually become false. In a sentinel-controlled loop, ensure that the sentinel value is able to be input.



5.3 for Repetition Statement (Cont.)

- ▶ The initialization, loop-continuation condition and increment can contain arithmetic expressions.
- ▶ For example, assume that $x = 2$ and $y = 10$. If x and y are not modified in the body of the loop, the statement

```
for (int j = x; j <= 4 * x * y; j += y / x)
```
- ▶ is equivalent to the statement

```
for (int j = 2; j <= 80; j += 5)
```
- ▶ The increment of a **for** statement may be *negative*, in which case it's a decrement, and the loop counts *downward*.



Error-Prevention Tip 5.5

Although the value of the control variable can be changed in the body of a for loop, avoid doing so, because this practice can lead to subtle errors.

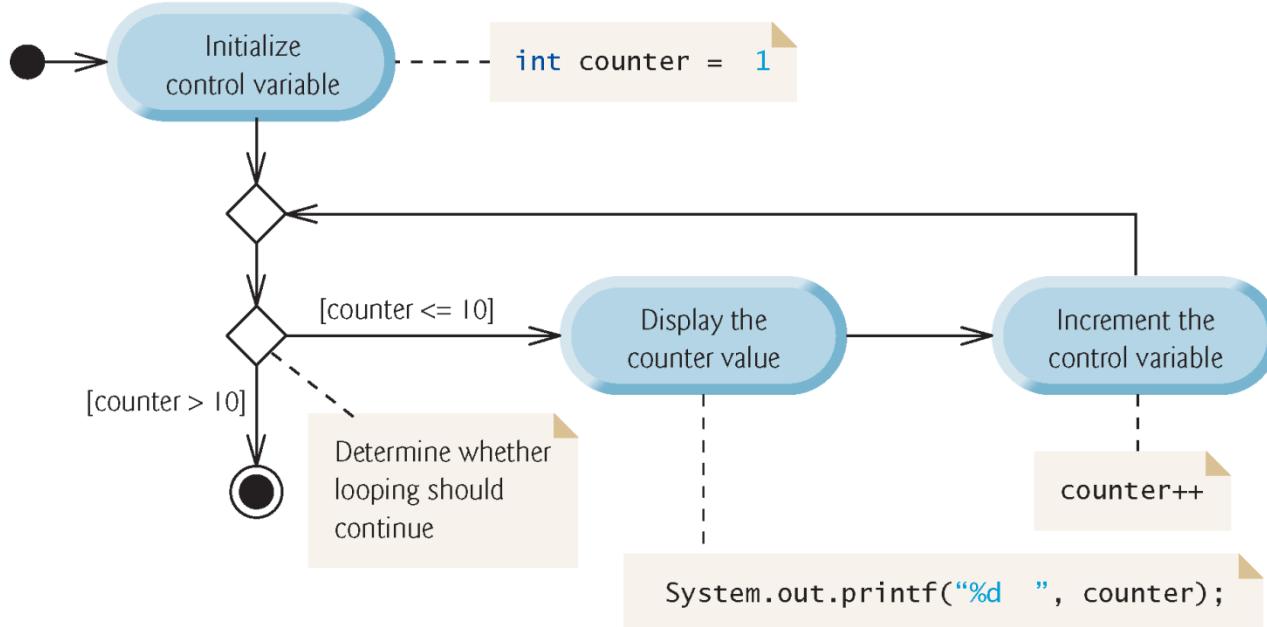


Fig. 5.4 | UML activity diagram for the `for` statement in Fig. 5.2.



5.4 Examples Using the for Statement

- ▶ a) Vary the control variable from 1 to 100 in increments of 1.

```
for (int i = 1; i <= 100; i++)
```

- ▶ b) Vary the control variable from 100 to 1 in decrements of 1.

```
for (int i = 100; i >= 1; i--)
```

- ▶ c) Vary the control variable from 7 to 77 in increments of 7.

```
for (int i = 7; i <= 77; i += 7)
```



5.4 Examples Using the for Statement (Cont.)

- ▶ d) Vary the control variable from 20 to 2 in decrements of 2.

```
for (int i = 20; i >= 2; i -= 2)
```

- ▶ e) Vary the control variable over the values 2, 5, 8, 11, 14, 17, 20.

```
for (int i = 2; i <= 20; i += 3)
```

- ▶ f) Vary the control variable over the values 99, 88, 77, 66, 55, 44, 33, 22, 11, 0.

```
for (int i = 99; i >= 0; i -= 11)
```



Common Programming Error 5.5

Using an incorrect relational operator in the loop-continuation condition of a loop that counts downward (e.g., using $i \leq 1$ instead of $i \geq 1$ in a loop counting down to 1) is usually a logic error.



Common Programming Error 5.6

Do not use equality operators (`!=` or `==`) in a loop-continuation condition if the loop's control variable increments or decrements by more than 1. For example, consider the `for` statement header

*`for (int counter = 1; counter != 10; counter
+= 2)`. The loop-continuation test `counter != 10` never becomes false (resulting in an infinite loop) because `counter` increments by 2 after each iteration.*



```
1 // Fig. 5.5: Sum.java
2 // Summing integers with the for statement.
3
4 public class Sum
5 {
6     public static void main(String[] args)
7     {
8         int total = 0;
9
10        // total even integers from 2 through 20
11        for (int number = 2; number <= 20; number += 2)
12            total += number;
13
14        System.out.printf("Sum is %d%n", total);
15    }
16 } // end class Sum
```

```
Sum is 110
```

Fig. 5.5 | Summing integers with the for statement.



5.4 Examples Using the for Statement (Cont.)

- ▶ The *initialization* and *increment* expressions can be comma-separated lists that enable you to use multiple initialization expressions or multiple increment expressions.
- ▶ *Although this is discouraged*, the body of the **for** statement in lines 11–12 of Fig. 5.5 could be merged into the increment portion of the **for** header by using a comma as follows:

```
for (int number = 2;  
     number <= 20;  
     total += number, number += 2)  
    ; // empty statement
```



Good Programming Practice 5.1

For readability limit the size of control-statement headers to a single line if possible.



5.4 Examples Using the for Statement (Cont.)

- ▶ Compound interest application
- ▶ A person invests \$1,000 in a savings account yielding 5% interest. Assuming that all the interest is left on deposit, calculate and print the amount of money in the account at the end of each year for 10 years. Use the following formula to determine the amounts:

$$a = p (1 + r)^n$$

where

p is the original amount invested (i.e., the principal)

r is the annual interest rate (e.g., use 0.05 for 5%)

n is the number of years

a is the amount on deposit at the end of the *n*th year.



5.4 Examples Using the `for` Statement (Cont.)

- ▶ The solution to this problem (Fig. 5.6) involves a loop that performs the indicated calculation for each of the 10 years the money remains on deposit.
- ▶ Java treats floating-point constants like `1000.0` and `0.05` as type `double`.
- ▶ Java treats whole-number constants like `7` and `-22` as type `int`.



```
1 // Fig. 5.6: Interest.java
2 // Compound-interest calculations with for.
3
4 public class Interest
5 {
6     public static void main(String[] args)
7     {
8         double amount; // amount on deposit at end of each year
9         double principal = 1000.0; // initial amount before interest
10        double rate = 0.05; // interest rate
11
12        // display headers
13        System.out.printf("%s%20s%n", "Year", "Amount on deposit");
14
15        // calculate amount on deposit for each of ten years
16        for (int year = 1; year <= 10; ++year)
17        {
18            // calculate new amount for specified year
19            amount = principal * Math.pow(1.0 + rate, year);
20
21            // display the year and the amount
22            System.out.printf("%4d%,20.2f%n", year, amount);
23        }
24    }
25 } // end class Interest
```

Fig. 5.6 | Compound-interest calculations with for. (Part I of 2.)



Year	Amount on deposit
1	1,050.00
2	1,102.50
3	1,157.63
4	1,215.51
5	1,276.28
6	1,340.10
7	1,407.10
8	1,477.46
9	1,551.33
10	1,628.89

Fig. 5.6 | Compound-interest calculations with `for`. (Part 2 of 2.)



5.4 Examples Using the for Statement (Cont.)

- ▶ In the format specifier `%20s`, the integer 20 between the % and the conversion character `s` indicates that the value output should be displayed with a **field width** of 20—that is, `printf` displays the value with at least 20 character positions.
- ▶ If the value to be output is less than 20 character positions wide, the value is **right justified** in the field by default.
- ▶ If the `year` value to be output were more than has more characters than the field width, the field width would be extended to the right to accommodate the entire value.
- ▶ To indicate that values should be output **left justified**, precede the field width with the **minus sign (-) formatting flag** (e.g., `%-20s`).



5.4 Examples Using the for Statement (Cont.)

- ▶ Classes provide methods that perform common tasks on objects.
- ▶ Most methods must be called on a specific object.
- ▶ Some classes also provide methods that perform common tasks and do *not* require you to first create objects of those classes. These are called **static** methods.
- ▶ Java does not include an exponentiation operator—**Math** class **static** method **pow** can be used for raising a value to a power.
- ▶ You can call a **static** method by specifying the class name followed by a dot (.) and the method name, as in
 - *ClassName.methodName(arguments)*
- ▶ **Math.pow(x, y)** calculates the value of x raised to the yth power. The method receives two **double** arguments and returns a **double** value.



Performance Tip 5.1

In loops, avoid calculations for which the result never changes—such calculations should typically be placed before the loop. Many of today's sophisticated optimizing compilers will place such calculations outside loops in the compiled code.



5.4 Examples Using the for Statement (Cont.)

- ▶ In the format specifier %,20.2f, the **comma (,) formatting flag** indicates that the floating-point value should be output with a **grouping separator**.
- ▶ Separator is specific to the user's locale (i.e., country).
- ▶ In the United States, the number will be output using commas to separate every three digits and a decimal point to separate the fractional part of the number, as in 1,234.45.
- ▶ The number 20 in the format specification indicates that the value should be output right justified in a field width of 20 characters.
- ▶ The .2 specifies the formatted number's precision—in this case, the number is rounded to the nearest hundredth and output with two digits to the right of the decimal point.



Error-Prevention Tip 5.6

Do not use variables of type `double` (or `float`) to perform precise monetary calculations. The imprecision of floating-point numbers can lead to errors. In the exercises, you'll learn how to use integers to perform precise monetary calculations—Java also provides class `java.math.BigDecimal` for this purpose, which we demonstrate in Fig. 8.16.



5.5 do...while Repetition Statement

- ▶ The **do...while repetition statement** is similar to the **while** statement.
- ▶ In the **while**, the program tests the loop-continuation condition at the *beginning* of the loop, *before* executing the loop's body; if the condition is *false*, the body *never* executes.
- ▶ The **do...while** statement tests the loop-continuation condition *after* executing the loop's body; therefore, *the body always executes at least once*.
- ▶ When a **do...while** statement terminates, execution continues with the next statement in sequence.



```
1 // Fig. 5.7: DoWhileTest.java
2 // do...while repetition statement.
3
4 public class DoWhileTest
5 {
6     public static void main(String[] args)
7     {
8         int counter = 1;
9
10        do
11        {
12            System.out.printf("%d  ", counter);
13            ++counter;
14        } while (counter <= 10); // end do...while
15
16        System.out.println();
17    }
18 } // end class DoWhileTest
```

```
1 2 3 4 5 6 7 8 9 10
```

Fig. 5.7 | do...while repetition statement.



5.5 do...while Repetition Statement (Cont.)

- ▶ Figure 5.8 contains the UML activity diagram for the `do...while` statement.
- ▶ The diagram makes it clear that the loop-continuation condition is not evaluated until *after* the loop performs the action state *at least once*.

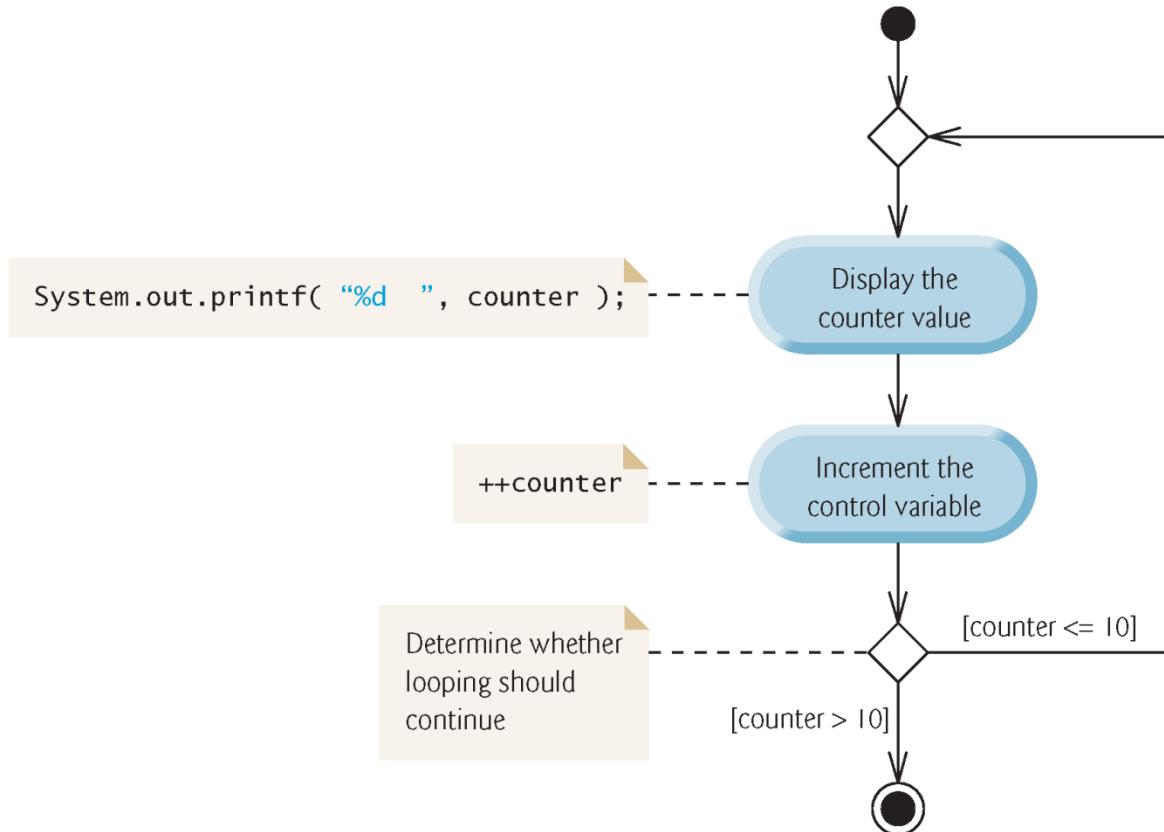


Fig. 5.8 | `do...while` repetition statement UML activity diagram.



5.5 do...while Repetition Statement (Cont.)

- ▶ Braces are not required in the `do...while` repetition statement if there's only one statement in the body.
- ▶ Most programmers include the braces, to avoid confusion between the `while` and `do...while` statements.
- ▶ Thus, the `do...while` statement with one body statement is usually written as follows:
 - `do`
 - {
 - statement*
 - }
 - `while (condition);`



Good Programming Practice 5.2

Always include braces in a do...while statement. This helps eliminate ambiguity between the while statement and a do...while statement containing only one statement.



5.6 switch Multiple-Selection Statement

- ▶ **switch multiple-selection statement** performs different actions based on the possible values of a **constant integral expression** of type **byte**, **short**, **int** or **char**.



```
1 // Fig. 5.9: LetterGrades.java
2 // LetterGrades class uses the switch statement to count letter grades.
3 import java.util.Scanner;
4
5 public class LetterGrades
{
6     public static void main(String[] args)
7     {
8         int total = 0; // sum of grades
9         int gradeCounter = 0; // number of grades entered
10        int aCount = 0; // count of A grades
11        int bCount = 0; // count of B grades
12        int cCount = 0; // count of C grades
13        int dCount = 0; // count of D grades
14        int fCount = 0; // count of F grades
15
16
17        Scanner input = new Scanner(System.in);
18
19        System.out.printf("%s%n%s%n    %s%n    %s%n",
20                          "Enter the integer grades in the range 0-100.",
21                          "Type the end-of-file indicator to terminate input:",
22                          "On UNIX/Linux/Mac OS X type <Ctrl> d then press Enter",
23                          "On Windows type <Ctrl> z then press Enter");
```

Fig. 5.9 | LetterGrades class uses the switch statement to count letter grades.
(Part 1 of 5.)



```
24
25     // loop until user enters the end-of-file indicator
26     while (input.hasNext())
27     {
28         int grade = input.nextInt(); // read grade
29         total += grade; // add grade to total
30         ++gradeCounter; // increment number of grades
31
32         // increment appropriate letter-grade counter
33         switch (grade / 10)
34         {
35             case 9: // grade was between 90
36                 case 10: // and 100, inclusive
37                     ++aCount;
38                     break; // exits switch
39
40             case 8: // grade was between 80 and 89
41                 ++bCount;
42                 break; // exits switch
43
44             case 7: // grade was between 70 and 79
45                 ++cCount;
46                 break; // exits switch
```

Fig. 5.9 | `LetterGrades` class uses the `switch` statement to count letter grades.
(Part 2 of 5.)



```
47
48     case 6: // grade was between 60 and 69
49         ++dCount;
50         break; // exits switch
51
52     default: // grade was less than 60
53         ++fCount;
54         break; // optional; exits switch anyway
55     } // end switch
56 } // end while
57
58 // display grade report
59 System.out.printf("%nGrade Report:%n");
60
```

Fig. 5.9 | **LetterGrades** class uses the `switch` statement to count letter grades.
(Part 3 of 5.)



```
61 // if user entered at least one grade...
62 if (gradeCounter != 0)
63 {
64     // calculate average of all grades entered
65     double average = (double) total / gradeCounter;
66
67     // output summary of results
68     System.out.printf("Total of the %d grades entered is %d%n",
69         gradeCounter, total);
70     System.out.printf("Class average is %.2f%n", average);
71     System.out.printf("%n%s%n%s%d%n%s%d%n%s%d%n%s%d%n%s%d%n",
72         "Number of students who received each grade:",
73         "A: ", aCount,    // display number of A grades
74         "B: ", bCount,    // display number of B grades
75         "C: ", cCount,    // display number of C grades
76         "D: ", dCount,    // display number of D grades
77         "F: ", fCount); // display number of F grades
78 } // end if
79 else // no grades were entered, so output appropriate message
80     System.out.println("No grades were entered");
81 } // end main
82 } // end class LetterGrades
```

Fig. 5.9 | **LetterGrades** class uses the switch statement to count letter grades.
(Part 4 of 5.)



Enter the integer grades in the range 0-100.

Type the end-of-file indicator to terminate input:

On UNIX/Linux/Mac OS X type <Ctrl> d then press Enter

On Windows type <Ctrl> z then press Enter

```
99  
92  
45  
57  
63  
71  
76  
85  
90  
100  
^Z
```

Grade Report:

Total of the 10 grades entered is 778

Class average is 77.80

Number of students who received each grade:

```
A: 4  
B: 1  
C: 2  
D: 1  
F: 2
```

Fig. 5.9 | LetterGrades class uses the switch statement to count letter grades.

(Part 5 of 5.)



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ The **end-of-file indicator** is a system-dependent keystroke combination which the user enters to indicate that there is *no more data to input*.
- ▶ On UNIX/Linux/Mac OS X systems, end-of-file is entered by typing the sequence
 - $<Ctrl> d$
- ▶ on a line by itself. This notation means to simultaneously press both the *Ctrl* key and the *d* key.
- ▶ On Windows systems, end-of-file can be entered by typing
 - $<Ctrl> z$
- ▶ On some systems, you must press *Enter* after typing the end-of-file key sequence.
- ▶ Windows typically displays the characters $\wedge Z$ on the screen when the end-of-file indicator is typed.



Portability Tip 5.1

The keystroke combinations for entering end-of-file are system dependent.



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ Scanner method `hasNext` determine whether there is more data to input. This method returns the boolean value `true` if there is more data; otherwise, it returns `false`.
- ▶ As long as the end-of-file indicator has not been typed, method `hasNext` will return `true`.



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ The **switch** statement consists of a block that contains a sequence of **case labels** and an optional **default case**.
- ▶ The program evaluates the **controlling expression** in the parentheses following keyword **switch**.
- ▶ The program compares the controlling expression's value (which must evaluate to an integral value of type **byte**, **char**, **short** or **int**, or to a **String**) with each **case** label.
- ▶ If a match occurs, the program executes that **case**'s statements.
- ▶ The **break statement** causes program control to proceed with the first statement after the **switch**.



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ **switch** does *not* provide a mechanism for testing ranges of values—every value must be listed in a separate **case** label.
- ▶ Note that each **case** can have multiple statements.
- ▶ **switch** differs from other control statements in that it does not require braces around multiple statements in a **case**.
- ▶ Without **break**, the statements for a matching case and subsequent cases execute until a **break** or the end of the **switch** is encountered. This is called “falling through.”
- ▶ If no match occurs between the controlling expression’s value and a **case** label, the **default** case executes.
- ▶ If no match occurs and there is no **default** case, program control simply continues with the first statement after the **switch**.



Common Programming Error 5.7

Forgetting a break statement when one is needed in a switch is a logic error.



Error-Prevention Tip 5.7

In a switch statement, ensure that you test for all possible values of the controlling expression.



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ Figure 5.10 shows the UML activity diagram for the general **switch** statement.
- ▶ Most **switch** statements use a **break** in each **case** to terminate the **switch** statement after processing the **case**.
- ▶ The **break** statement is not required for the **switch**'s last **case** (or the optional **default** case, when it appears last), because execution continues with the next statement after the **switch**.

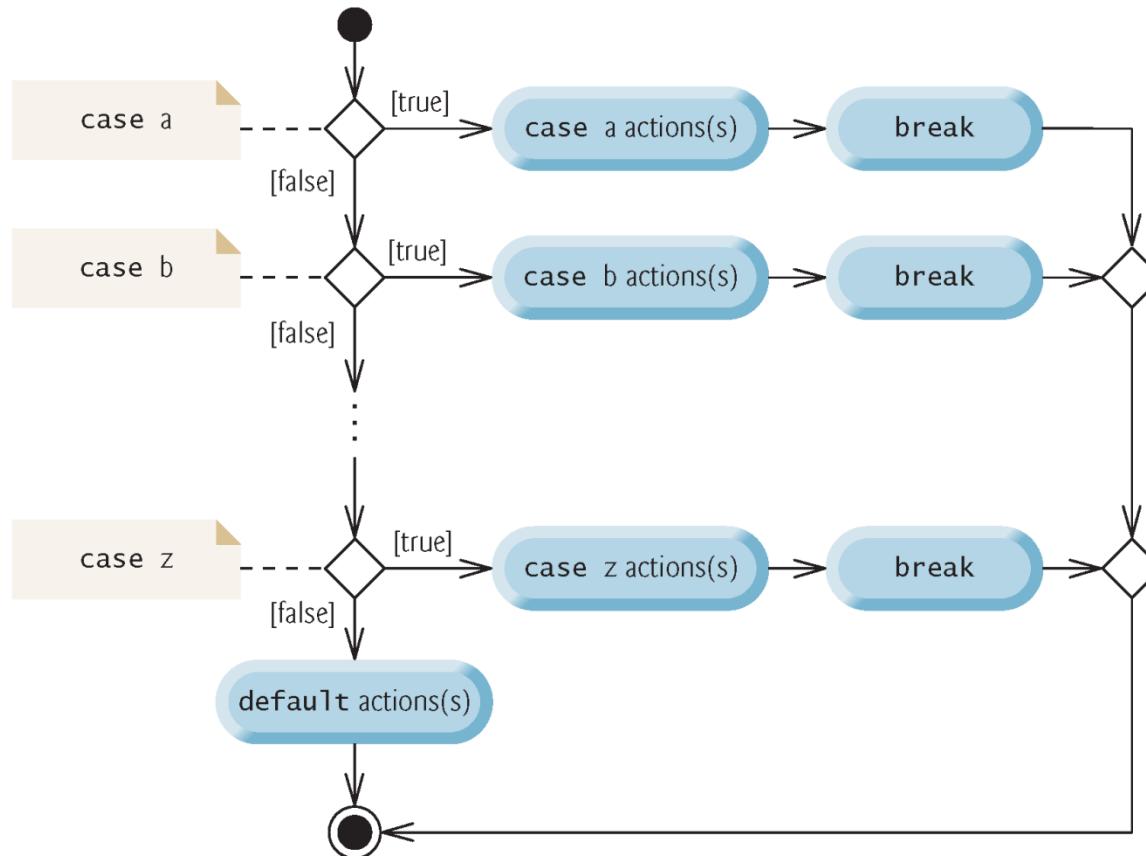


Fig. 5.10 | switch multiple-selection statement UML activity diagram with break statements.



Error-Prevention Tip 5.8

Provide a default case in switch statements. This focuses you on the need to process exceptional conditions.



Good Programming Practice 5.3

Although each case and the default case in a switch can occur in any order, place the default case last.

When the default case is listed last, the break for that case is not required.



5.6 switch Multiple-Selection Statement (Cont.)

- ▶ When using the **switch** statement, remember that each **case** must contain a constant integral expression.
- ▶ An integer constant is simply an integer value.
- ▶ In addition, you can use **character constants**—specific characters in single quotes, such as 'A', '7' or '\$'—which represent the integer values of characters.
- ▶ The expression in each **case** can also be a **constant variable**—a variable that contains a value which does not change for the entire program. Such a variable is declared with keyword **final**.
- ▶ Java has a feature called **enum** types—**enum** type constants can also be used in **case** labels.



5.7 Class AutoPolicy Case Study: Strings in switch Statements

- ▶ Strings can be used as controlling expressions in switch statements, and string literals can be used in case labels.
- ▶ App requirements:
 - You've been hired by an auto insurance company that serves these northeast states—Connecticut, Maine, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island and Vermont. The company would like you to create a program that produces a report indicating for each of their auto insurance policies whether the policy is held in a state with “no-fault” auto insurance—Massachusetts, New Jersey, New York and Pennsylvania.



5.7 Class AutoPolicy Case Study: Strings in switch Statements (Cont.)

- ▶ Class `AutoPolicy` represents an auto insurance policy. The class contains:
- ▶ `int` instance variable `accountNumber` to store the policy's account number
- ▶ `String` instance variable `makeAndModel` to store the car's make and model (such as a "Toyota Camry")
- ▶ `String` instance variable `state` to store a two-character state abbreviation representing the state in which the policy is held (e.g., "MA" for Massachusetts)
- ▶ a constructor that initializes the class's instance variables



```
1 // Fig. 5.11: AutoPolicy.java
2 // Class that represents an auto insurance policy.
3 public class AutoPolicy
4 {
5     private int accountNumber; // policy account number
6     private String makeAndModel; // car that the policy applies to
7     private String state; // two-letter state abbreviation
8
9     // constructor
10    public AutoPolicy(int accountNumber, String makeAndModel, String state)
11    {
12        this.accountNumber = accountNumber;
13        this.makeAndModel = makeAndModel;
14        this.state = state;
15    }
16
17    // sets the accountNumber
18    public void setAccountNumber(int accountNumber)
19    {
20        this.accountNumber = accountNumber;
21    }
22
```

Fig. 5.11 | Class that represents an auto insurance policy. (Part I of 3.)



```
23 // returns the accountNumber
24 public int getAccountNumber()
25 {
26     return accountNumber;
27 }
28
29 // sets the makeAndModel
30 public void setMakeAndModel(String makeAndModel)
31 {
32     this.makeAndModel = makeAndModel;
33 }
34
35 // returns the makeAndModel
36 public String getMakeAndModel()
37 {
38     return makeAndModel;
39 }
40
41 // sets the state
42 public void setState(String state)
43 {
44     this.state = state;
45 }
46
```

Fig. 5.11 | Class that represents an auto insurance policy. (Part 2 of 3.)



```
47     // returns the state
48     public String getState()
49     {
50         return state;
51     }
52
53     // predicate method returns whether the state has no-fault insurance
54     public boolean isNoFaultState()
55     {
56         boolean noFaultState;
57
58         // determine whether state has no-fault auto insurance
59         switch (getState()) // get AutoPolicy object's state abbreviation
60         {
61             case "MA": case "NJ": case "NY": case "PA":
62                 noFaultState = true;
63                 break;
64             default:
65                 noFaultState = false;
66                 break;
67         }
68
69         return noFaultState;
70     }
71 } // end class AutoPolicy
```

Fig. 5.11 | Class that represents an auto insurance policy. (Part 3 of 3.)



5.7 Class AutoPolicy Case Study: Strings in switch Statements (Cont.)

- ▶ methods `setAccountNumber` and `getAccountNumber` to set and get an `AutoPolicy`'s `accountNumber` instance variable
- ▶ methods `setMakeAndModel` and `getMakeAndModel` to set and get an `AutoPolicy`'s `makeAndModel` instance variable
- ▶ methods `setState` and `getState` to *set* and *get* an `AutoPolicy`'s state instance variable
- ▶ method `isNoFaultState` to return a boolean value indicating whether the policy is held in a no-fault auto insurance state; note the method name—the naming convention for a *get* method that returns a boolean value is to begin the name with "`is`" rather than "`get`" (such a method is commonly called a *predicate method*).



5.7 Class AutoPolicy Case Study: Strings in switch Statements (Cont.)

- ▶ Class AutoPolicyTest (Fig. 5.12) creates two AutoPolicy objects.



```
1 // Fig. 5.12: AutoPolicyTest.java
2 // Demonstrating Strings in switch.
3 public class AutoPolicyTest
4 {
5     public static void main(String[] args)
6     {
7         // create two AutoPolicy objects
8         AutoPolicy policy1 =
9             new AutoPolicy(11111111, "Toyota Camry", "NJ");
10        AutoPolicy policy2 =
11            new AutoPolicy(22222222, "Ford Fusion", "ME");
12
13        // display whether each policy is in a no-fault state
14        policyInNoFaultState(policy1);
15        policyInNoFaultState(policy2);
16    }
17
```

Fig. 5.12 | Demonstrating Strings in switch. (Part I of 2.)



```
18 // method that displays whether an AutoPolicy
19 // is in a state with no-fault auto insurance
20 public static void policyInNoFaultState(AutoPolicy policy)
21 {
22     System.out.println("The auto policy:");
23     System.out.printf(
24         "Account #: %d; Car: %s; State %s %s a no-fault state%n%n",
25         policy.getAccountNumber(), policy.getMakeAndModel(),
26         policy.getState(),
27         (policy.isNoFaultState() ? "is": "is not"));
28 }
29 } // end class AutoPolicyTest
```

```
The auto policy:  
Account #: 11111111; Car: Toyota Camry;  
State NJ is a no-fault state
```

```
The auto policy:  
Account #: 22222222; Car: Ford Fusion;  
State ME is not a no-fault state
```

Fig. 5.12 | Demonstrating Strings in switch. (Part 2 of 2.)



5.8 **break** and **continue** Statements

- ▶ The **break** statement, when executed in a **while**, **for**, **do...while** or **switch**, causes immediate exit from that statement.
- ▶ Execution continues with the first statement after the control statement.
- ▶ Common uses of the **break** statement are to escape early from a loop or to skip the remainder of a **switch**.



```
1 // Fig. 5.13: BreakTest.java
2 // break statement exiting a for statement.
3 public class BreakTest
4 {
5     public static void main(String[] args)
6     {
7         int count; // control variable also used after loop terminates
8
9         for (count = 1; count <= 10; count++) // loop 10 times
10        {
11            if (count == 5)
12                break; // terminates loop if count is 5
13
14            System.out.printf("%d ", count);
15        }
16
17        System.out.printf("\nBroke out of loop at count = %d\n", count);
18    }
19 } // end class BreakTest
```

```
1 2 3 4
Broke out of loop at count = 5
```

Fig. 5.13 | break statement exiting a for statement.



5.8 break and continue Statements (Cont.)

- ▶ The **continue** statement, when executed in a **while**, **for** or **do...while**, skips the remaining statements in the loop body and proceeds with the *next iteration* of the loop.
- ▶ In **while** and **do...while** statements, the program evaluates the loop-continuation test immediately after the **continue** statement executes.
- ▶ In a **for** statement, the increment expression executes, then the program evaluates the loop-continuation test.



```
1 // Fig. 5.14: ContinueTest.java
2 // continue statement terminating an iteration of a for statement.
3 public class ContinueTest
4 {
5     public static void main(String[] args)
6     {
7         for (int count = 1; count <= 10; count++) // loop 10 times
8         {
9             if (count == 5)
10                 continue; // skip remaining code in loop body if count is 5
11
12             System.out.printf("%d ", count);
13         }
14
15         System.out.printf("\nUsed continue to skip printing 5\n");
16     }
17 } // end class ContinueTest
```

```
1 2 3 4 6 7 8 9 10
Used continue to skip printing 5
```

Fig. 5.14 | continue statement terminating an iteration of a for statement.



Software Engineering Observation 5.2

Some programmers feel that break and continue violate structured programming. Since the same effects are achievable with structured programming techniques, these programmers do not use break or continue.



Software Engineering Observation 5.3

There's a tension between achieving quality software engineering and achieving the best-performing software. Sometimes one of these goals is achieved at the expense of the other. For all but the most performance-intensive situations, apply the following rule of thumb: First, make your code simple and correct; then make it fast and small, but only if necessary.



5.9 Logical Operators

- ▶ Java's **logical operators** enable you to form more complex conditions by combining simple conditions.
- ▶ The logical operators are
 - `&&` (conditional AND)
 - `||` (conditional OR)
 - `&` (boolean logical AND)
 - `|` (boolean logical inclusive OR)
 - `^` (boolean logical exclusive OR)
 - `!` (logical NOT).
- ▶ [Note: The `&`, `|` and `^` operators are also bitwise operators when they are applied to integral operands.]



5.9 Logical Operators (Cont.)

- ▶ The **& (conditional AND)** operator ensures that two conditions are *both true* before choosing a certain path of execution.
- ▶ The table in Fig. 5.15 summarizes the **&&** operator. The table shows all four possible combinations of **false** and **true** values for *expression1* and *expression2*.
- ▶ Such tables are called **truth tables**. Java evaluates to **false** or **true** all expressions that include relational operators, equality operators or logical operators.

expression1	expression2	expression1 && expression2
false	false	false
false	true	false
true	false	false
true	true	true

Fig. 5.15 | && (conditional AND) operator truth table.



5.9 Logical Operators (Cont.)

- ▶ The **|| (conditional OR)** operator ensures that *either or both* of two conditions are true before choosing a certain path of execution.
- ▶ Figure 5.16 is a truth table for operator conditional OR (||).
- ▶ Operator **&&** has a higher precedence than operator ||.
- ▶ Both operators associate from left to right.



expression1	expression2	expression1 expression2
false	false	false
false	true	true
true	false	true
true	true	true

Fig. 5.16 | `||` (conditional OR) operator truth table.



5.9 Logical Operators (Cont.)

- ▶ The parts of an expression containing `&&` or `||` operators are evaluated only until it's known whether the condition is true or false. T
- ▶ This feature of conditional AND and conditional OR expressions is called **short-circuit evaluation**.



Common Programming Error 5.8

In expressions using operator `&&`, a condition—we'll call this the dependent condition—may require another condition to be true for the evaluation of the dependent condition to be meaningful. In this case, the dependent condition should be placed after the `&&` operator to prevent errors. Consider the expression `(i != 0) && (10 / i == 2)`. The dependent condition `(10 / i == 2)` must appear after the `&&` operator to prevent the possibility of division by zero.



5.9 Logical Operators (Cont.)

- ▶ The **boolean logical AND (&)** and **boolean logical inclusive OR (|)** operators are identical to the `&&` and `||` operators, except that the `&` and `|` operators *always evaluate both of their operands* (i.e., they do not perform short-circuit evaluation).
- ▶ This is useful if the right operand has a required **side effect**—a modification of a variable's value.



Error-Prevention Tip 5.9

For clarity, avoid expressions with side effects (such as assignments) in conditions. They can make code harder to understand and can lead to subtle logic errors.



Error-Prevention Tip 5.10

Assignment (=) expressions generally should not be used in conditions. Every condition must result in a boolean value; otherwise, a compilation error occurs. In a condition, an assignment will compile only if a boolean expression is assigned to a boolean variable.



5.9 Logical Operators (Cont.)

- ▶ A simple condition containing the **boolean logical exclusive OR** (\wedge) operator is **true if and only if** one of its operands is **true** and the other is **false**.
- ▶ If both are **true** or both are **false**, the entire condition is **false**.
- ▶ Figure 5.17 is a truth table for the boolean logical exclusive OR operator (\wedge).
- ▶ This operator is guaranteed to evaluate both of its operands.

expression1	expression2	expression1 ^ expression2
false	false	false
false	true	true
true	false	true
true	true	false

Fig. 5.17 | ^ (boolean logical exclusive OR) operator truth table.



5.9 Logical Operators (Cont.)

- ▶ The **!** (**logical NOT**, also called **logical negation** or **logical complement**) operator “reverses” the meaning of a condition.
- ▶ The logical negation operator is a *unary* operator that has only one condition as an operand.
- ▶ The logical negation operator is placed *before* a condition to choose a path of execution if the original condition (without the logical negation operator) is **false**.
- ▶ In most cases, you can avoid using logical negation by expressing the condition differently with an appropriate relational or equality operator.
- ▶ Figure 5.18 is a truth table for the logical negation operator.



expression	! expression
false	true
true	false

Fig. 5.18 | ! (logical NOT) operator truth table.



5.9 Logical Operators (Cont.)

- ▶ Figure 5.19 produces the truth tables discussed in this section.
- ▶ The **%b format specifier** displays the word “true” or the word “false” based on a **boolean** expression’s value.



```
1 // Fig. 5.19: LogicalOperators.java
2 // Logical operators.
3
4 public class LogicalOperators
{
5     public static void main(String[] args)
6     {
7         // create truth table for && (conditional AND) operator
8         System.out.printf("%s%n%s: %b%n%s: %b%n%s: %b%n%s: %b%n%n",
9             "Conditional AND (&&)", "false && false", (false && false),
10            "false && true", (false && true) ,
11            "true && false", (true && false) ,
12            "true && true", (true && true) );
13
14
15         // create truth table for || (conditional OR) operator
16         System.out.printf("%s%n%s: %b%n%s: %b%n%s: %b%n%s: %b%n%n",
17             "Conditional OR (||)", "false || false", (false || false),
18            "false || true", (false || true) ,
19            "true || false", (true || false) ,
20            "true || true", (true || true) );
21
```

Fig. 5.19 | Logical operators. (Part I of 4.)



```
22 // create truth table for & (boolean logical AND) operator
23 System.out.printf("%s%n%s: %b%n%s: %b%n%s: %b%n%n",
24     "Boolean logical AND (&)", "false & false", (false & false),
25     "false & true", (false & true) ,
26     "true & false", (true & false) ,
27     "true & true", (true & true) );
28
29 // create truth table for | (boolean logical inclusive OR) operator
30 System.out.printf("%s%n%s: %b%n%s: %b%n%s: %b%n%n",
31     "Boolean logical inclusive OR (|)",
32     "false | false", (false | false) ,
33     "false | true", (false | true) ,
34     "true | false", (true | false) ,
35     "true | true", (true | true) );
36
37 // create truth table for ^ (boolean logical exclusive OR) operator
38 System.out.printf("%s%n%s: %b%n%s: %b%n%s: %b%n%n",
39     "Boolean logical exclusive OR (^)",
40     "false ^ false", (false ^ false) ,
41     "false ^ true", (false ^ true) ,
42     "true ^ false", (true ^ false) ,
43     "true ^ true", (true ^ true) );
```

Fig. 5.19 | Logical operators. (Part 2 of 4.)



```
45     // create truth table for ! (logical negation) operator
46     System.out.printf("%s%n%s: %b%n%s: %b%n", "Logical NOT (!)",
47         "false", (!false) , "true", (!true) );
48     }
49 } // end class LogicalOperators
```

Conditional AND (&&)
false && false: false
false && true: false
true && false: false
true && true: true

Conditional OR (||)
false || false: false
false || true: true
true || false: true
true || true: true

Boolean logical AND (&)
false & false: false
false & true: false
true & false: false
true & true: true

Fig. 5.19 | Logical operators. (Part 3 of 4.)



```
Boolean logical inclusive OR (|)  
false | false: false  
false | true: true  
true | false: true  
true | true: true
```

```
Boolean logical exclusive OR (^)  
false ^ false: false  
false ^ true: true  
true ^ false: true  
true ^ true: false
```

```
Logical NOT (!)  
!false: true  
!true: false
```

Fig. 5.19 | Logical operators. (Part 4 of 4.)

Operators	Associativity	Type
<code>++ --</code>	right to left	unary postfix
<code>++ -- + - ! (type)</code>	right to left	unary prefix
<code>* / %</code>	left to right	multiplicative
<code>+ -</code>	left to right	additive
<code>< <= > >=</code>	left to right	relational
<code>== !=</code>	left to right	equality
<code>&</code>	left to right	boolean logical AND
<code>^</code>	left to right	boolean logical exclusive OR
<code> </code>	left to right	boolean logical inclusive OR
<code>&&</code>	left to right	conditional AND
<code> </code>	left to right	conditional OR
<code>?:</code>	right to left	conditional
<code>= += -= *= /= %=</code>	right to left	assignment

Fig. 5.20 | Precedence/associativity of the operators discussed so far.



5.10 Structured Programming Summary

- ▶ Figure 5.21 uses UML activity diagrams to summarize Java's control statements.
- ▶ Java includes only single-entry/single-exit control statements—there is only one way to enter and only one way to exit each control statement.
- ▶ Connecting control statements in sequence to form structured programs is simple. The final state of one control statement is connected to the initial state of the next—that is, the control statements are placed one after another in a program in sequence. We call this control-statement stacking.
- ▶ The rules for forming structured programs also allow for control statements to be nested.

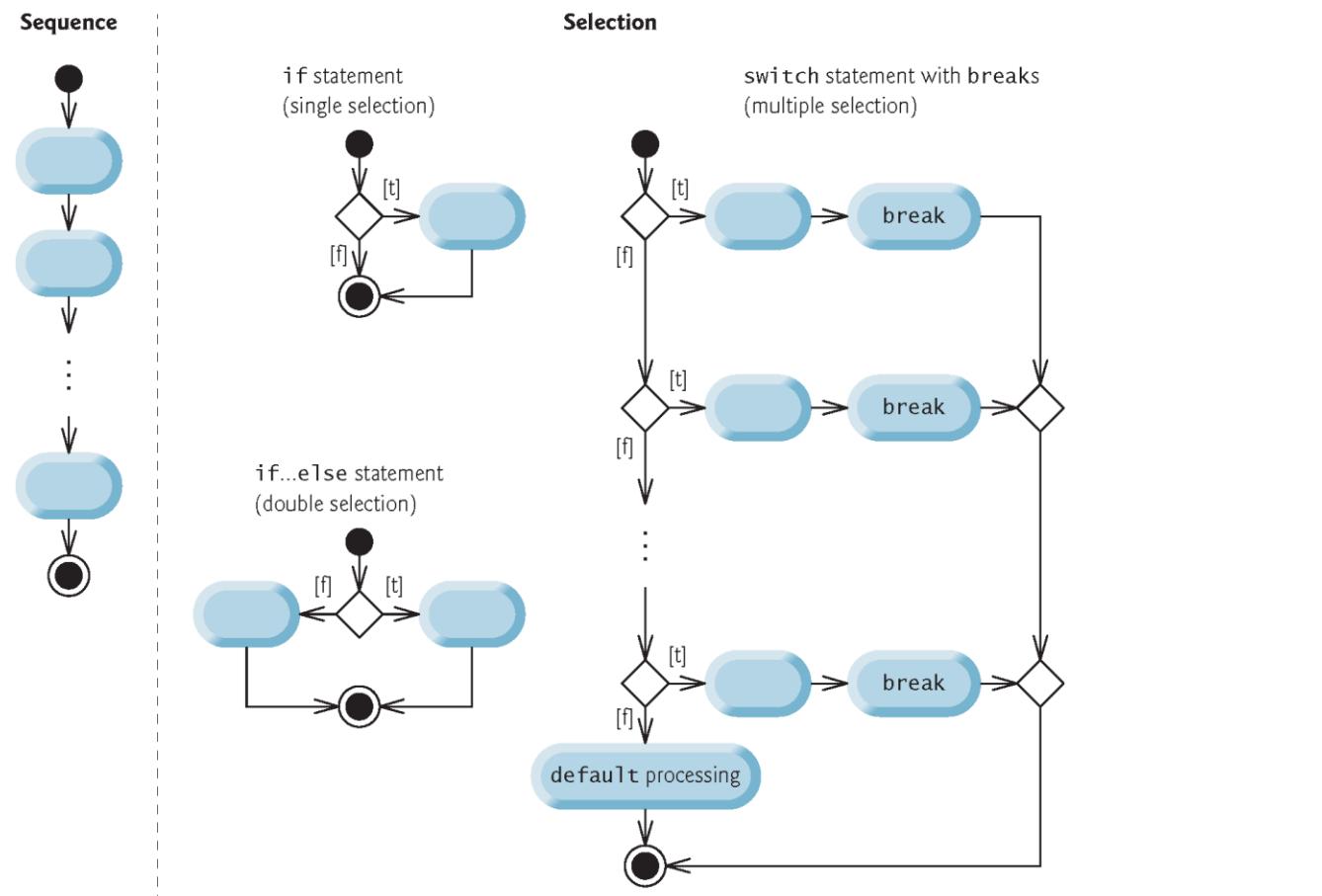
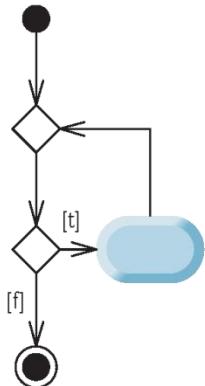


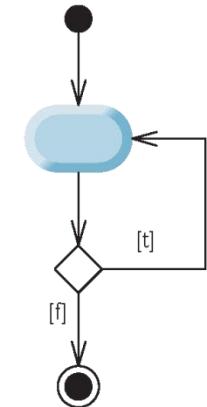
Fig. 5.21 | Java's single-entry/single-exit sequence, selection and repetition statements. (Part 1 of 2.)

Repetition

while statement



do...while statement



for statement

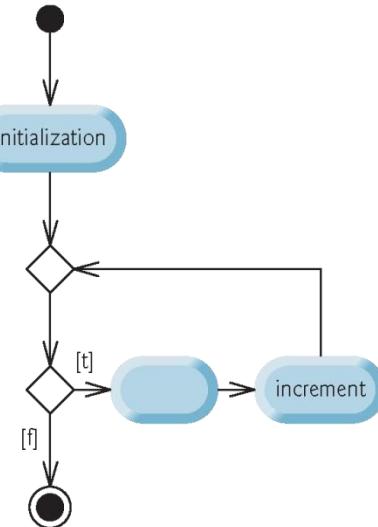


Fig. 5.21 | Java's single-entry/single-exit sequence, selection and repetition statements. (Part 2 of 2.)



Rules for forming structured programs

1. Begin with the simplest activity diagram (Fig. 5.23).
2. Any action state can be replaced by two action states in sequence.
3. Any action state can be replaced by any control statement (sequence of action states, if, if...else, switch, while, do...while or for).
4. Rules 2 and 3 can be applied as often as you like and in any order.

Fig. 5.22 | Rules for forming structured programs.

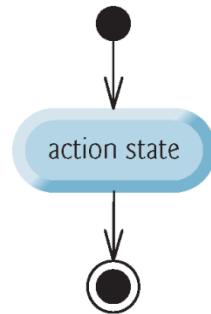


Fig. 5.23 | Simplest activity diagram.

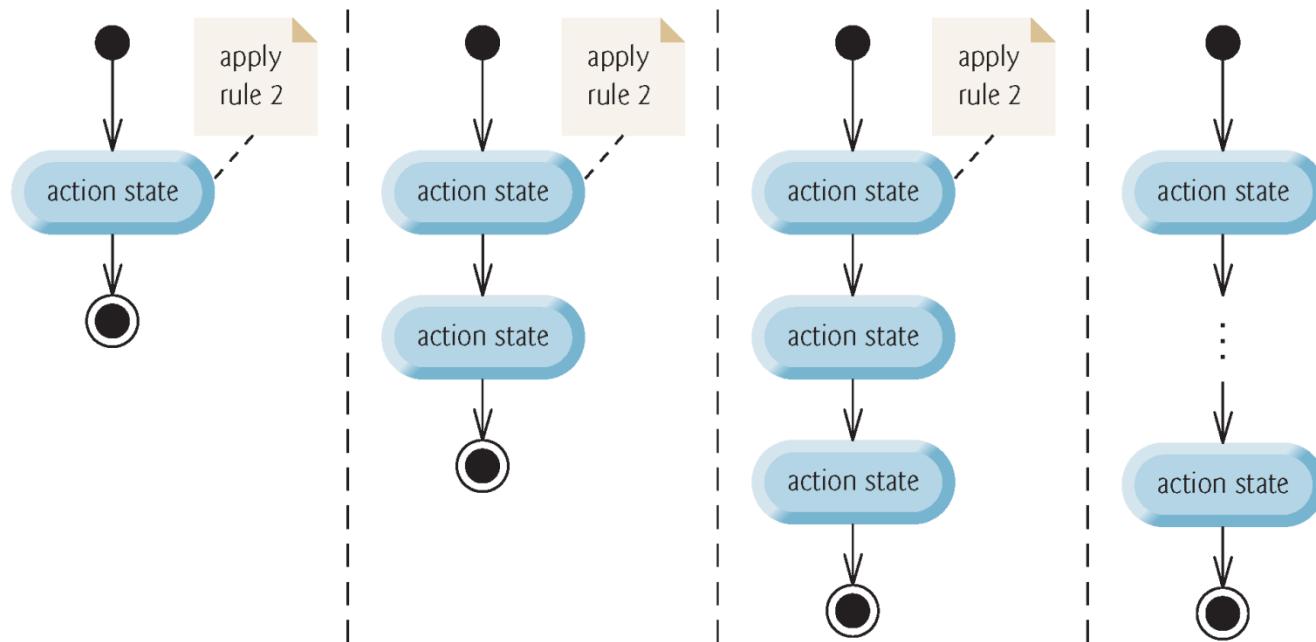


Fig. 5.24 | Repeatedly applying rule 2 of Fig. 5.22 to the simplest activity diagram.

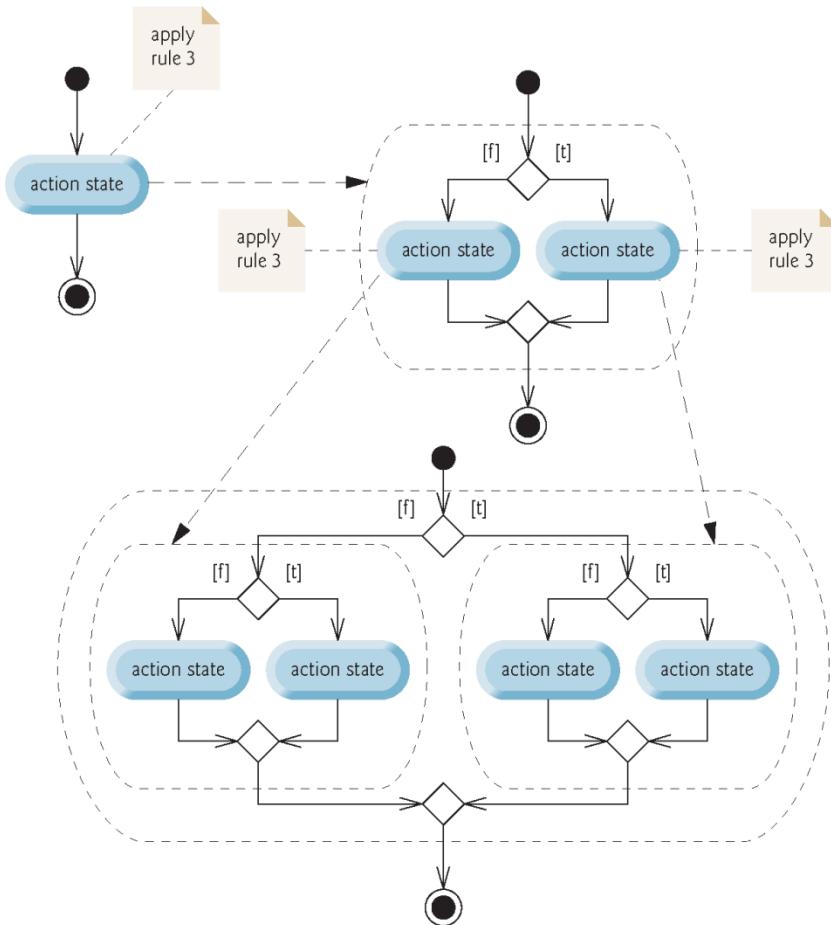


Fig. 5.25 | Repeatedly applying rule 3 of Fig. 5.22 to the simplest activity diagram.

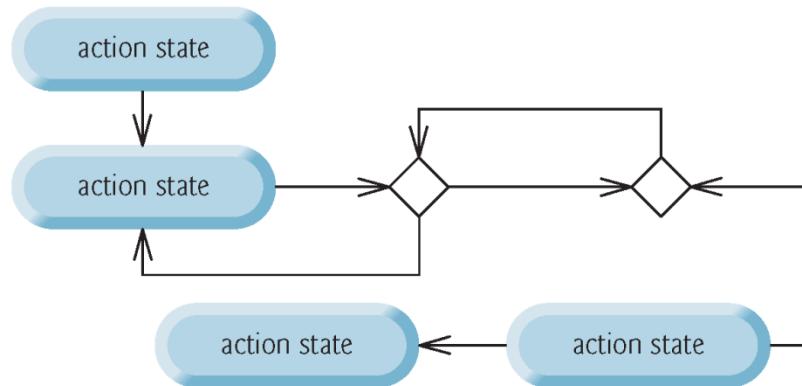


Fig. 5.26 | “Unstructured” activity diagram.



5.10 Structured Programming Summary (Cont.)

- ▶ Structured programming promotes simplicity.
- ▶ Bohm and Jacopini: Only three forms of control are needed to implement an algorithm:
 - sequence
 - selection
 - repetition
- ▶ The sequence structure is trivial. Simply list the statements to execute in the order in which they should execute.



5.10 Structured Programming Summary (Cont.)

- ▶ Selection is implemented in one of three ways:
 - **if** statement (single selection)
 - **if...else** statement (double selection)
 - **switch** statement (multiple selection)
- ▶ The simple **if** statement is sufficient to provide any form of selection—everything that can be done with the **if...else** statement and the **switch** statement can be implemented by combining **if** statements.



5.10 Structured Programming Summary (Cont.)

- ▶ Repetition is implemented in one of three ways:
 - **while** statement
 - **do...while** statement
 - **for** statement
- ▶ The **while** statement is sufficient to provide any form of repetition. Everything that can be done with **do...while** and **for** can be done with the **while** statement.



5.10 Structured Programming Summary (Cont.)

- ▶ Combining these results illustrates that any form of control ever needed in a Java program can be expressed in terms of
 - sequence
 - `if` statement (selection)
 - `while` statement (repetition)and that these can be combined in only two ways—stacking and nesting.



5.11 (Optional) GUI and Graphics Case Study: Drawing Rectangles and Ovals

- ▶ **Graphics** methods `drawRect` and `drawOval`
- ▶ Method `drawRect` requires four arguments. The first two represent the x - and y -coordinates of the upper-left corner of the rectangle; the next two represent the rectangle's width and height.
- ▶ To draw an oval, method `drawOval` creates an imaginary rectangle called a **bounding rectangle** and places inside it an oval that touches the midpoints of all four sides.
- ▶ Method `drawOval` requires the same four arguments as method `drawRect`. The arguments specify the position and size of the bounding rectangle for the oval.



```
1 // Fig. 5.27: Shapes.java
2 // Drawing a cascade of shapes based on the user's choice.
3 import java.awt.Graphics;
4 import javax.swing.JPanel;
5
6 public class Shapes extends JPanel
7 {
8     private int choice; // user's choice of which shape to draw
9
10    // constructor sets the user's choice
11    public Shapes(int userChoice)
12    {
13        choice = userChoice;
14    }
15}
```

Fig. 5.27 | Drawing a cascade of shapes based on the user's choice. (Part I of 2.)



```
16 // draws a cascade of shapes starting from the top-left corner
17 public void paintComponent(Graphics g)
18 {
19     super.paintComponent(g);
20
21     for (int i = 0; i < 10; i++)
22     {
23         // pick the shape based on the user's choice
24         switch (choice)
25         {
26             case 1: // draw rectangles
27                 g.drawRect(10 + i * 10, 10 + i * 10,
28                             50 + i * 10, 50 + i * 10);
29                 break;
30             case 2: // draw ovals
31                 g.drawOval(10 + i * 10, 10 + i * 10,
32                             50 + i * 10, 50 + i * 10);
33                 break;
34         }
35     }
36 }
37 } // end class Shapes
```

Fig. 5.27 | Drawing a cascade of shapes based on the user's choice. (Part 2 of 2.)



```
1 // Fig. 5.28: ShapesTest.java
2 // Obtaining user input and creating a JFrame to display Shapes.
3 import javax.swing.JFrame; //handle the display
4 import javax.swing.JOptionPane;
5
6 public class ShapesTest
7 {
8     public static void main(String[] args)
9     {
10         // obtain user's choice
11         String input = JOptionPane.showInputDialog(
12             "Enter 1 to draw rectangles\n" +
13             "Enter 2 to draw ovals");
14
15         int choice = Integer.parseInt(input); // convert input to int
16
17         // create the panel with the user's input
18         Shapes panel = new Shapes(choice);
19
20         JFrame application = new JFrame(); // creates a new JFrame
21 }
```

Fig. 5.28 | Obtaining user input and creating a JFrame to display Shapes. (Part I of 3.)

```
22     application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
23     application.add(panel);
24     application.setSize(300, 300);
25     application.setVisible(true);
26 }
27 } // end class ShapesTest
```

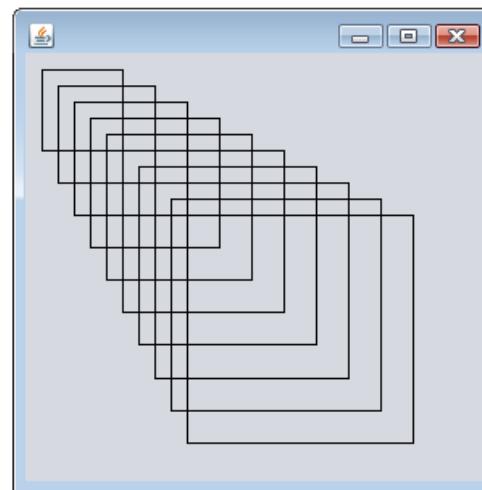
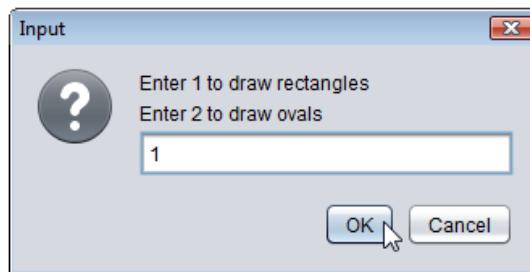


Fig. 5.28 | Obtaining user input and creating a `JFrame` to display `Shapes`. (Part 2 of 3.)

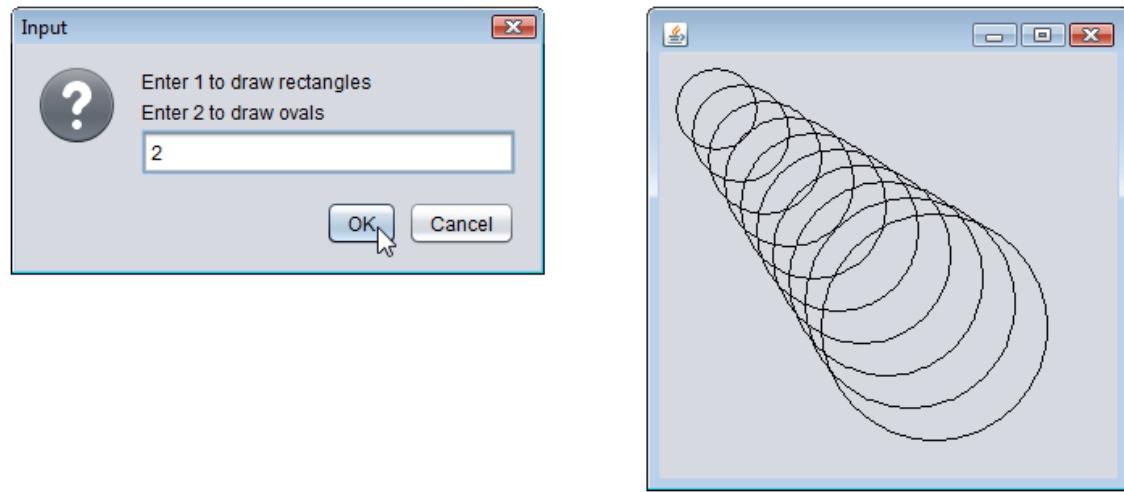


Fig. 5.28 | Obtaining user input and creating a `JFrame` to display `Shapes`. (Part 3 of 3.)