

switch Statement, char and Strings

Simple String Operations:

Concatenation: Connecting two Strings together. The addition of two Strings.

Example:

```
String mm = "Hello";  
String nx = "good buddy";  
String c = mm + nx;  
System.out.println(c);    // prints Hellogood buddy
```

or

```
System.out.println("Hello" + "  good buddy");  
                // prints Hello good buddy
```

The length() method:

Use the length() method to find the number of characters in a String:

```
String someName = "Donald Trump";  
int length = someName.length();  
System.out.println(length);  
                // prints 12...notice the space gets counted
```

Right now we don't see much value in this length method, but just wait!

A piece of a String (substring):

We can pick out a piece of a String...substring

Example:

```
String myPet = "Sparky the dog";  
String smallPart = myPet.substring(4);  
System.out.println(smallPart);    // prints ky the dog
```

Why do we get this result? The various characters in a String are numbered starting on the left with 0. These numbers are called **indices**. (Notice the spaces are numbered too.)

<i>S</i>	<i>p</i>	<i>a</i>	<i>r</i>	<i>k</i>	<i>y</i>		<i>t</i>	<i>h</i>	<i>e</i>		<i>d</i>	<i>o</i>	<i>g</i>
0	1	2	3	4	5	6	7	8	9	10	11	12	13

A more useful form of substring:

There's another way to use substring. The method is overloaded.

```
String myPet = "Sparky the dog";
String smallPart = myPet.substring(4, 12);
System.out.println(smallPart); // prints ky the d
```

<i>S</i>	<i>p</i>	<i>a</i>	<i>r</i>	<i>k</i>	<i>y</i>		<i>t</i>	<i>h</i>	<i>e</i>		<i>d</i>	<i>o</i>	<i>g</i>
0	1	2	3	4	5	6	7	8	9	10	11	12	13

What does `myPet.substring(4, 12);` do?

Conversion between lower and upper case:

`toLowerCase()` converts all characters to lower case (small letters)

```
String bismark = "Dude, where's MY car?";
System.out.println(bismark.toLowerCase());
// prints dude, where's my car?
```

`toUpperCase()` converts all characters to upper case (capital letters)

```
System.out.println("Dude, where's MY car?".toUpperCase());
// prints DUDE, WHERE'S MY CAR?
```

Concatenating a String and a numeric:

It is possible to concatenate a String with a numeric variable as follows:

```
int x = 27;
String s = "Was haben wir gemacht?";
// German for "What have we done?"

String combo = s + " " + x;
System.out.println(combo);
// prints Was haben wir gemacht? 27
```

Escape sequences:

How do we force a **quote** character (") to printout...or, to be part of a String. Use the **escape sequence**, \", to print the following (note: escape sequence always starts with the \ character.

Example:

```
String s = "What \"is\" the right way?";
System.out.println(s);

// prints What "is" the right way?
```

Other Escape Sequences:

Desired Character	Escape Sequence	Meaning
	\b	backspace
	\t	tab
	\n	new line (also called line break)
	\r	carriage-return
	\f	form feed
“	\”	double quotation mark
‘	\’	single quotation mark
\	\\	backslash

Example:

```
String s = "Here is one line\nand here is another.";
System.out.println(s);
```

Prints:

```
Here is one line
and here is another.
```

Example:

```
System.out.println("Path = c:\\nerd_file.doc");
```

Prints:

```
Path = c:\nerd_file.doc
```

Example:

```
System.out.println("Name:\t\tAddress:");
```

Prints:

```
Name:           Address:
```

switch Statement:

The `if` statement is the most powerful and often used decision-type command. The `switch` statement is useful when we have an integer variable that can be one of several quantities.

For example, consider the following **menu** scenario (enter and run this program):

```
//This code should be place inside the main method of a class

System.out.println("  1. Addition");
System.out.println("  2. Subtraction");
System.out.println("  3. Multiplication");
System.out.println("  4. Division\n");

System.out.print("  Your Choice? ");

Scanner reader = new Scanner(System.in);
int choice = reader.nextInt();

System.out.print("\nEnter first operand: ");
double op1 = reader.nextDouble();

System.out.print("\nEnter second operand: ");
double op2 = reader.nextDouble();

System.out.println("");

switch(choice)

{
case 1: //addition
    System.out.println(op1 + " plus " + op2 + " = " + (op1 + op2) );
    break;
case 2: //subtraction
    System.out.println(op1 + " minus " + op2 + " = " + (op1 - op2) );
    break;
case 3: //multiplication
    System.out.println(op1 + " times " + op2 + " = " + (op1 * op2) );
    break;
case 4: //division
    System.out.println(op1 + " divided by " + op2 + " = " + (op1 / op2) );
    break;
default:
    System.out.println("Hey dummy, enter only a 1, 2, 3, or 4!");
}
```

The optional default:

The `default` command is optional. You can use it if there might be a possibility of the value of choice not being one of the cases.

Give me a break:

The `break` statements are normally used. Try leaving them out and see what happens here. In the next section we will look at an application in which they are omitted.

Basically, `break` jumps us out of the `switch` structure and then code execution continues with the first line immediately after the closing `switch` brace. Specifically, you might want to omit the `break` within the *case 1: section*. If choice is *1* then the result will be that it prints the answer for **both** addition and subtraction.

The next experiment you might want to do is to leave the parenthesis off of `(op1 + op2)` in the *case 1: section*. Since `op1 + op2` is no longer in parenthesis, the plus between them no longer means addition. It now means concatenation since all the activity to the left of this point in the code was also `String` concatenation.

Leaving off the break:

Now, let's look at an example where we intentionally omit `break`:

```
// Suppose at this point in the program we have an integer variable, j.  
// If j equals 1, 2, or 3 we want to set String variable s to "low" and if  
// j equals 4, 5, or 6 we want to set s to "high". If j equals 7, set s to  
// "lucky".
```

```
switch ( j )  
{  
    case 1:  
    case 2:  
    case 3:  
        s = "low";  
        break;  
    case 4:  
    case 5:  
    case 6:  
        s = "high";  
        break;  
    case 7:  
        s = "lucky";  
}
```

A new data type... char:

Before we look further at the `switch` statement, we must look at a new data type, `char`. This stands for character. Following is a typical way to declare and initialize a character:

```
char ch = 'h';
```

Notice that a character is always enclosed in single quotes. Characters can be anything, even numbers or symbols:

```
char x = '6'; char pp = '@';
```

int and char are permissible types:

`switch()` statements primarily switch on integers or characters (`short` and `byte` types can also be used, but rarely are). Modify the example on the previous page to `switch` on a `char` instead of `int`. See the next page for the necessary modifications:

```
System.out.println("Make your arithmetic selection from the choices below:\n");
System.out.println(" A. Addition");
System.out.println(" S. Subtraction");
System.out.println(" M. Multiplication");
System.out.println(" D. Division\n");
```

```
System.out.print(" Your choice? ");
```

```
Scanner reader = new Scanner(System.in);
String choice = reader.nextLine( );
//char ch = choice; //You would think this would work...but it doesn't.
char ch = choice.charAt(0); //you just learned another String method.
```

```
System.out.print("\nEnter first operand. ");
double op1 = reader.nextDouble( );
System.out.print("\nEnter second operand .");
double op2 = reader.nextDouble( );
System.out.println(" ");
```

```
switch (ch)
{
case 'A': //addition
case 'a': //Notice we are providing for both capital A and little a.
    System.out.println(op1 + " plus " + op2 + " = " + (op1 + op2) );
    break;
case 'S': //subtraction
case 's':
    System.out.println(op1 + " minus " + op2 + " = " + (op1 - op2) );
    break;
case 'M': //multiplication
case 'm':
    System.out.println(op1 + " times " + op2 + " = " + (op1 * op2) );
    break;
case 'D': //division
case 'd':
    System.out.println(op1 + " divided by " + op2 + " = " + (op1 / op2) );
    break;
default:
    System.out.println("Hey dummy, enter only a A, S, M, or D!");
}
```