

# **Building Java Programs**

## **Chapter 5**

Program Logic and Indefinite Loops

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# A deceptive problem...

- Write a method `printNumbers` that prints each number from 1 to a given maximum, separated by commas.

For example, the call:

```
printNumbers(5)
```

should print:

```
1, 2, 3, 4, 5
```

# Flawed solutions

- ```
public static void printNumbers(int max) {  
    for (int i = 1; i <= max; i++) {  
        System.out.print(i + ", ");  
    }  
    System.out.println(); // to end the line of output  
}
```

– Output from `printNumbers(5)`: 1, 2, 3, 4, 5,

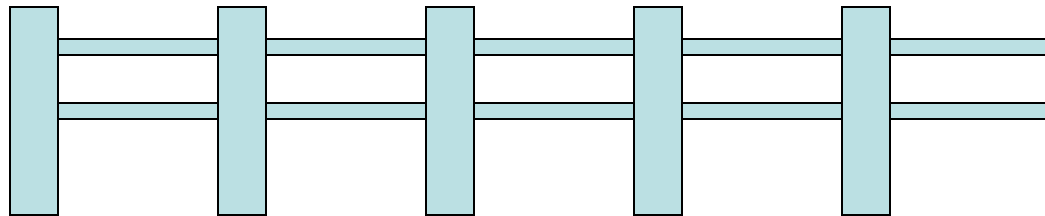
- ```
public static void printNumbers(int max) {  
    for (int i = 1; i <= max; i++) {  
        System.out.print(", " + i);  
    }  
    System.out.println(); // to end the line of output  
}
```

– Output from `printNumbers(5)`: , 1, 2, 3, 4, 5

# Fence post analogy

- We print  $n$  numbers but need only  $n - 1$  commas.
- Similar to building a fence with wires separated by posts:
  - If we use a flawed algorithm that repeatedly places a post + wire, the last post will have an extra dangling wire.

*for (length of fence) {  
    place a post.  
    place some wire.  
}*



# Fencepost loop

- Add a statement outside the loop to place the initial "post."
  - Also called a *fencepost loop* or a "loop-and-a-half" solution.

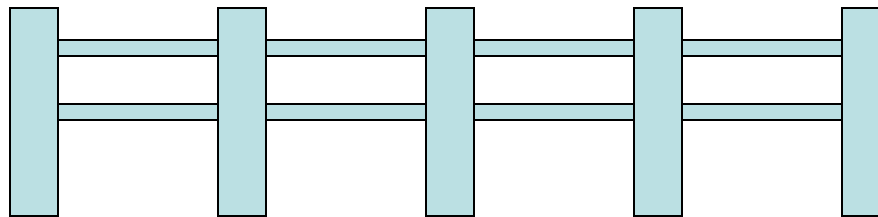
***place a post.***

*for (length of fence - 1) {*

***place some wire.***

***place a post.***

*}*



# Fencepost method solution

```
public static void printNumbers(int max) {  
    System.out.print(1);  
    for (int i = 2; i <= max; i++) {  
        System.out.print(", " + i);  
    }  
    System.out.println();           // to end the line  
}
```

- Alternate solution: Either first or last "post" can be taken out:

```
public static void printNumbers(int max) {  
    for (int i = 1; i <= max - 1; i++) {  
        System.out.print(i + ", ");  
    }  
    System.out.println(max);       // to end the line  
}
```

# Fencepost question

- Modify your method `printNumbers` into a new method `printPrimes` that prints all *prime* numbers up to a max.
  - Example: `printPrimes(50)` prints  
2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41,  
43, 47
  - If the maximum is less than 2, print no output.
- To help you, write a method `countFactors` which returns the number of factors of a given integer.
  - `countFactors(20)` returns 6 due to factors 1, 2, 4, 5, 10, 20.

# Fencepost answer

**// Prints all prime numbers up to the given max.**

```
public static void printPrimes(int max) {  
    if (max >= 2) {  
        System.out.print("2");  
        for (int i = 3; i <= max; i++) {  
            if (countFactors(i) == 2) {  
                System.out.print(", " + i);  
            }  
        }  
        System.out.println();  
    }  
}
```

**// Returns how many factors the given number has.**

```
public static int countFactors(int number) {  
    int count = 0;  
    for (int i = 1; i <= number; i++) {  
        if (number % i == 0) {  
            count++;    // i is a factor of number  
        }  
    }  
    return count;  
}
```



# **while loops**

# Categories of loops

- **definite loop:** Executes a known number of times.
  - The `for` loops we have seen are definite loops.
    - Print "hello" 10 times.
    - Find all the prime numbers up to an integer  $n$ .
    - Print each odd number between 5 and 127.
- **indefinite loop:** One where the number of times its body repeats is not known in advance.
  - Prompt the user until they type a non-negative number.
  - Print random numbers until a prime number is printed.
  - Repeat until the user has types "q" to quit.

# The while loop

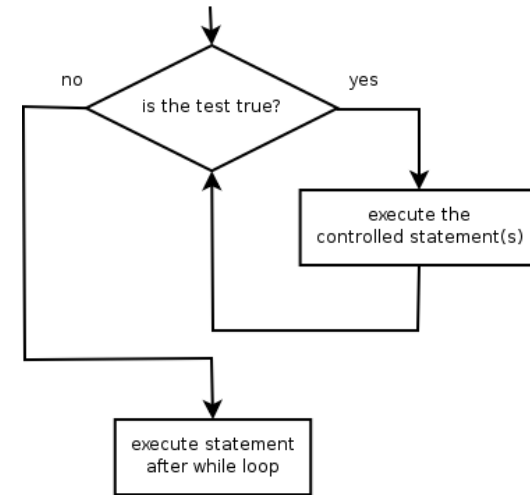
- **while loop:** Repeatedly executes its body as long as a logical test is true.

```
while (test) {  
    statement(s);  
}
```

- Example:

```
int num = 1;  
while (num <= 200) {  
    System.out.print(num + " ");  
    num = num * 2;  
}
```

// output: 1 2 4 8 16 32 64 128



// initialization

// test

// update

# Example while loop

```
// finds the first factor of 91, other than 1
int n = 91;
int factor = 2;
while (n % factor != 0) {
    factor++;
}
System.out.println("First factor is " + factor);
// output: First factor is 7
```

- while is better than for because we don't know how many times we will need to increment to find the factor.

# Sentinel values

- **sentinel**: A value that signals the end of user input.
  - **sentinel loop**: Repeats until a sentinel value is seen.
- Example: Write a program that prompts the user for numbers until the user types 0, then outputs their sum.
  - (In this case, 0 is the sentinel value.)

```
Enter a number (0 to quit): 10
Enter a number (0 to quit): 20
Enter a number (0 to quit): 30
Enter a number (0 to quit): 0
The sum is 60
```

# Flawed sentinel solution

- What's wrong with this solution?

```
Scanner console = new Scanner(System.in);
int sum = 0;
int number = 1;    // "dummy value", anything but 0

while (number != 0) {
    System.out.print("Enter a number (0 to quit): ");
    number = console.nextInt();
    sum = sum + number;
}

System.out.println("The total is " + sum);
```

# Changing the sentinel value

- Modify your program to use a sentinel value of -1.
  - Example log of execution:

```
Enter a number (-1 to quit): 15
Enter a number (-1 to quit): 25
Enter a number (-1 to quit): 10
Enter a number (-1 to quit): 30
Enter a number (-1 to quit): -1
The total is 80
```

# Changing the sentinel value

- To see the problem, change the sentinel's value to -1:

```
Scanner console = new Scanner(System.in);
int sum = 0;
int number = 1;  // "dummy value", anything but -1

while (number != -1) {
    System.out.print("Enter a number (-1 to quit): ");
    number = console.nextInt();
    sum = sum + number;
}

System.out.println("The total is " + sum);
```

- Now the solution produces the wrong output. Why?

The total was 79



# The problem with our code

- Our code uses a pattern like this:

*sum = 0.*

*while (input is not the sentinel) {*

*prompt for input; read input.*

*add input to the sum.*

*}*

- On the last pass, the sentinel -1 is added to the sum:

*prompt for input; read input (-1).*

*add input (-1) to the sum.*

- This is a fencepost problem.
  - Must read  $N$  numbers, but only sum the first  $N-1$  of them.

# A fencepost solution

*sum = 0.*

*prompt for input; read input.*

*// place a "post"*

*while (input is not the sentinel) {*

*add input to the sum.*

*// place a "wire"*

*prompt for input; read input.*

*// place a "post"*

*}*

- Sentinel loops often utilize a fencepost "loop-and-a-half" style solution by pulling some code out of the loop.

# Correct sentinel code

```
Scanner console = new Scanner(System.in);
int sum = 0;

// pull one prompt/read ("post") out of the loop
System.out.print("Enter a number (-1 to quit): ");
int number = console.nextInt();

while (number != -1) {
    sum = sum + number;        // moved to top of loop
    System.out.print("Enter a number (-1 to quit): ");
    number = console.nextInt();
}

System.out.println("The total is " + sum);
```

# Sentinel as a constant

```
public static final int SENTINEL = -1;
...
Scanner console = new Scanner(System.in);
int sum = 0;

// pull one prompt/read ("post") out of the loop
System.out.print("Enter a number (" + SENTINEL +
                " to quit): ");
int number = console.nextInt();

while (number != SENTINEL) {
    sum = sum + number;        // moved to top of loop
    System.out.print("Enter a number (" + SENTINEL +
                    " to quit): ");
    number = console.nextInt();
}

System.out.println("The total is " + sum);
```

# Random numbers

# The Random class

- A Random object generates pseudo-random numbers.
  - Class Random is found in the `java.util` package.

```
import java.util.*;
```

Method name	Description
<code>nextInt()</code>	returns a random integer
<code>nextInt(<b>max</b>)</code>	returns a random integer in the range $[0, max)$ in other words, 0 to <i>max</i> -1 inclusive
<code>nextDouble()</code>	returns a random real number in the range $[0.0, 1.0)$

- Example:

```
Random rand = new Random();  
int randomNumber = rand.nextInt(10);    // 0-9
```

# Generating random numbers

- Common usage: to get a random number from 1 to  $N$

```
int n = rand.nextInt(20) + 1;    // 1-20 inclusive
```

- To get a number in arbitrary range  $[min, max]$  inclusive:

```
name.nextInt(size of range) + min
```

- where (**size of range**) is (**max** - **min** + 1)

- Example: A random integer between 4 and 10 inclusive:

```
int n = rand.nextInt(7) + 4;
```

# Random questions

- Given the following declaration, how would you get:

```
Random rand = new Random();
```

- A random number between 1 and 47 inclusive?

```
int random1 = rand.nextInt(47) + 1;
```

- A random number between 23 and 30 inclusive?

```
int random2 = rand.nextInt(8) + 23;
```

- A random even number between 4 and 12 inclusive?

```
int random3 = rand.nextInt(5) * 2 + 4;
```



# Random and other types

- `nextDouble` method returns a double between 0.0 - 1.0

- Example: Get a random GPA value between 1.5 and 4.0:

```
double randomGpa = rand.nextDouble() * 2.5 + 1.5;
```

- Any set of possible values can be mapped to integers

- code to randomly play Rock-Paper-Scissors:

```
int r = rand.nextInt(3);  
if (r == 0) {  
    System.out.println("Rock");  
} else if (r == 1) {  
    System.out.println("Paper");  
} else { // r == 2  
    System.out.println("Scissors");  
}
```

# Random question

- Write a program that simulates rolling of two 6-sided dice until their combined result comes up as 7.

$$2 + 4 = 6$$

$$3 + 5 = 8$$

$$5 + 6 = 11$$

$$1 + 1 = 2$$

$$4 + 3 = 7$$

You won after 5 tries!

# Random answer

```
// Rolls two dice until a sum of 7 is reached.
```

```
import java.util.*;
```

```
public class Dice {
```

```
    public static void main(String[] args) {
```

```
        Random rand = new Random();
```

```
        int tries = 0;
```

```
        int sum = 0;
```

```
        while (sum != 7) {
```

```
            // roll the dice once
```

```
            int roll1 = rand.nextInt(6) + 1;
```

```
            int roll2 = rand.nextInt(6) + 1;
```

```
            sum = roll1 + roll2;
```

```
            System.out.println(roll1 + " + " + roll2 + " = " + sum);
```

```
            tries++;
```

```
        }
```

```
        System.out.println("You won after " + tries + " tries!");
```

```
    }
```

```
}
```

# Random question

- Write a program that plays an adding game.
  - Ask user to solve random adding problems with 2-5 numbers.
  - The user gets 1 point for a correct answer, 0 for incorrect.
  - The program stops after 3 incorrect answers.

$$4 + 10 + 3 + 10 = \underline{27}$$

$$9 + 2 = \underline{11}$$

$$8 + 6 + 7 + 9 = \underline{25}$$

Wrong! The answer was 30

$$5 + 9 = \underline{13}$$

Wrong! The answer was 14

$$4 + 9 + 9 = \underline{22}$$

$$3 + 1 + 7 + 2 = \underline{13}$$

$$4 + 2 + 10 + 9 + 7 = \underline{42}$$

Wrong! The answer was 32

You earned 4 total points.

# Random answer

**// Asks the user to do adding problems and scores them.**

```
import java.util.*;
```

```
public class AddingGame {
```

```
    public static void main(String[] args) {
```

```
        Scanner console = new Scanner(System.in);
```

```
        Random rand = new Random();
```

**// play until user gets 3 wrong**

```
int points = 0;
```

```
int wrong = 0;
```

```
while (wrong < 3) {
```

```
    int result = play(console, rand);    // play one game
```

```
    if (result > 0) {
```

```
        points++;
```

```
    } else {
```

```
        wrong++;
```

```
    }
```

```
}
```

```
System.out.println("You earned " + points + " total points.");
```

```
}
```

# Random answer 2

...

```
// Builds one addition problem and presents it to the user.
// Returns 1 point if you get it right, 0 if wrong.
public static int play(Scanner console, Random rand) {
    // print the operands being added, and sum them
    int operands = rand.nextInt(4) + 2;
    int sum = rand.nextInt(10) + 1;
    System.out.print(sum);

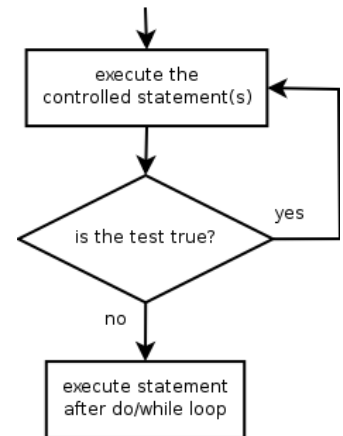
    for (int i = 2; i <= operands; i++) {
        int n = rand.nextInt(10) + 1;
        sum += n;
        System.out.print(" + " + n);
    }
    System.out.print(" = ");

    // read user's guess and report whether it was correct
    int guess = console.nextInt();
    if (guess == sum) {
        return 1;
    } else {
        System.out.println("Wrong! The answer was " + total);
        return 0;
    }
}
```

# The do/while loop

- **do/while loop:** Performs its test at the *end* of each repetition.
  - Guarantees that the loop's `{ }` body will run at least once.

```
do {  
    statement(s);  
} while (test);
```



// Example: prompt until correct password is typed

```
String phrase;  
do {  
    System.out.print("Type your password: ");  
    phrase = console.next();  
} while (!phrase.equals("abracadabra"));
```

# do/while question

- Modify the previous `Dice` program to use `do/while`.

`2 + 4 = 6`

`3 + 5 = 8`

`5 + 6 = 11`

`1 + 1 = 2`

`4 + 3 = 7`

`You won after 5 tries!`

- Is `do/while` a good fit for our past `Sentinel` program?



# do/while answer

```
// Rolls two dice until a sum of 7 is reached.
```

```
import java.util.*;
```

```
public class Dice {
```

```
    public static void main(String[] args) {
```

```
        Random rand = new Random();
```

```
        int tries = 0;
```

```
        int sum;
```

```
        do {
```

```
            int roll1 = rand.nextInt(6) + 1;    // one roll
```

```
            int roll2 = rand.nextInt(6) + 1;
```

```
            sum = roll1 + roll2;
```

```
            System.out.println(roll1 + " + " + roll2 + " = " + sum);
```

```
            tries++;
```

```
        } while (sum != 7);
```

```
        System.out.println("You won after " + tries + " tries!");
```

```
    }
```

```
}
```

**Type boolean**

# Methods that are tests

- Some methods return logical values.
  - A call to such a method is used as a **test** in a loop or `if`.

```
Scanner console = new Scanner(System.in);
System.out.print("Type your first name: ");
String name = console.next();

if (name.startsWith("Dr.")) {
    System.out.println("Will you marry me?");
} else if (name.endsWith("Esq.")) {
    System.out.println("And I am Ted 'Theodore' Logan!");
}
```

# String test methods

Method	Description
<code>equals(<b>str</b>)</code>	whether two strings contain the same characters
<code>equalsIgnoreCase(<b>str</b>)</code>	whether two strings contain the same characters, ignoring upper vs. lower case
<code>startsWith(<b>str</b>)</code>	whether one contains other's characters at start
<code>endsWith(<b>str</b>)</code>	whether one contains other's characters at end
<code>contains(<b>str</b>)</code>	whether the given string is found within this one

```
String name = console.next();  
if (name.contains("Prof")) {  
    System.out.println("When are your office hours?");  
} else if (name.equalsIgnoreCase("STUART")) {  
    System.out.println("Let's talk about meta!");  
}
```

# Type boolean

- **boolean**: A logical type whose values are `true` and `false`.
  - A logical **test** is actually a `boolean` expression.
  - It is legal to:
    - create a `boolean` variable
    - pass a `boolean` value as a parameter
    - return a `boolean` value from methods
    - call a method that returns a `boolean` and use it as a test

```
boolean minor      = (age < 21);  
boolean isProf     = name.contains("Prof");  
boolean lovesCSE   = true;
```

```
// allow only CSE-loving students over 21  
if (minor || isProf || !lovesCSE) {  
    System.out.println("Can't enter the club!");  
}
```

# Using boolean

- Why is type `boolean` useful?
  - Can capture a complex logical test result and use it later
  - Can write a method that does a complex test and returns it
  - Makes code more readable
  - Can pass around the result of a logical test (as param/return)

```
boolean goodAge      = age >= 12 && age < 29;  
boolean goodHeight = height >= 78 && height < 84;  
boolean rich         = salary >= 100000.0;  
  
if ((goodAge && goodHeight) || rich) {  
    System.out.println("Okay, let's go out!");  
} else {  
    System.out.println("It's not you, it's me...");  
}
```

# Returning boolean

```
public static boolean isPrime(int n) {  
    int factors = 0;  
    for (int i = 1; i <= n; i++) {  
        if (n % i == 0) {  
            factors++;  
        }  
    }  
  
    if (factors == 2) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

- Calls to methods returning `boolean` can be used as tests:

```
if (isPrime(57)) {  
    ...  
}
```

# Boolean question

- Improve our "rhyme" / "alliterate" program to use boolean methods to test for rhyming and alliteration.

Type two words: **Bare blare**

They rhyme!

They alliterate!



# Boolean answer

```
if (rhyme(word1, word2)) {  
    System.out.println("They rhyme!");  
}  
if (alliterate(word1, word2)) {  
    System.out.println("They alliterate!");  
}  
...
```

**// Returns true if s1 and s2 end with the same two letters.**

```
public static boolean rhyme(String s1, String s2) {  
    if (s2.length() >= 2 && s1.endsWith(s2.substring(s2.length() - 2))) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

**// Returns true if s1 and s2 start with the same letter.**

```
public static boolean alliterate(String s1, String s2) {  
    if (s1.startsWith(s2.substring(0, 1))) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

# "Boolean Zen", part 1

- Students new to `boolean` often test if a result is `true`:

```
if (isPrime(57) == true) {      // bad
    ...
}
```

- But this is unnecessary and redundant. Preferred:

```
if (isPrime(57)) {             // good
    ...
}
```

- A similar pattern can be used for a `false` test:

```
if (isPrime(57) == false) {    // bad
if (!isPrime(57)) {             // good
```

# "Boolean Zen", part 2

- Methods that return `boolean` often have an `if/else` that returns `true` or `false`:

```
public static boolean bothOdd(int n1, int n2) {  
    if (n1 % 2 != 0 && n2 % 2 != 0) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

- But the code above is unnecessarily verbose.

# Solution w/ boolean var

- We could store the result of the logical test.

```
public static boolean bothOdd(int n1, int n2) {  
    boolean test = (n1 % 2 != 0 && n2 % 2 != 0);  
    if (test) {    // test == true  
        return true;  
    } else {      // test == false  
        return false;  
    }  
}
```

- Notice: Whatever `test` is, we want to return that.
  - If `test` is `true` , we want to return `true`.
  - If `test` is `false`, we want to return `false`.

# Solution w/ "Boolean Zen"

- Observation: The `if/else` is unnecessary.
  - The variable `test` stores a boolean value; its value is exactly what you want to return. So return that!

```
public static boolean bothOdd(int n1, int n2) {  
    boolean test = (n1 % 2 != 0 && n2 % 2 != 0);  
    return test;  
}
```

- An even shorter version:
  - We don't even need the variable `test`.  
We can just perform the test and return its result in one step.

```
public static boolean bothOdd(int n1, int n2) {  
    return (n1 % 2 != 0 && n2 % 2 != 0);  
}
```

# "Boolean Zen" template

- Replace

```
public static boolean name(parameters) {  
    if (test) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

- with

```
public static boolean name(parameters) {  
    return test;  
}
```

# Improved isPrime method

- The following version utilizes Boolean Zen:

```
public static boolean isPrime(int n) {  
    int factors = 0;  
    for (int i = 1; i <= n; i++) {  
        if (n % i == 0) {  
            factors++;  
        }  
    }  
    return factors == 2; // if n has 2 factors, true  
}
```

- Modify our Rhyme program to use Boolean Zen.

# Boolean Zen answer

```
public static void main(String[] args) {
    Scanner console = new Scanner(System.in);
    System.out.print("Type two words: ");
    String word1 = console.next().toLowerCase();
    String word2 = console.next().toLowerCase();

    if (rhyme(word1, word2)) {
        System.out.println("They rhyme!");
    }
    if (alliterate(word1, word2)) {
        System.out.println("They alliterate!");
    }
}

// Returns true if s1 and s2 end with the same two letters.
public static boolean rhyme(String s1, String s2) {
    return s2.length() >= 2 && s1.endsWith(s2.substring(s2.length() - 2));
}

// Returns true if s1 and s2 start with the same letter.
public static boolean alliterate(String s1, String s2) {
    return s1.startsWith(s2.substring(0, 1));
}
```



# "Short-circuit" evaluation

- Java stops evaluating a test if it knows the answer.
  - `&&` stops early if any part of the test is `false`
  - `||` stops early if any part of the test is `true`
- The following test will crash if `s2`'s length is less than 2:

```
// Returns true if s1 and s2 end with the same two letters.
public static boolean rhyme(String s1, String s2) {
    return s1.endsWith(s2.substring(s2.length() - 2)) &&
           s1.length() >= 2 && s2.length() >= 2;
}
```

- The following test will not crash; it stops if `length < 2`:

```
// Returns true if s1 and s2 end with the same two letters.
public static boolean rhyme(String s1, String s2) {
    return s1.length() >= 2 && s2.length() >= 2 &&
           s1.endsWith(s2.substring(s2.length() - 2));
}
```

# De Morgan's Law

- **De Morgan's Law:** Rules used to negate boolean tests.
  - Useful when you want the opposite of an existing test.

Original Expression	Negated Expression	Alternative
<code>a &amp;&amp; b</code>	<code>!a    !b</code>	<code>!(a &amp;&amp; b)</code>
<code>a    b</code>	<code>!a &amp;&amp; !b</code>	<code>!(a    b)</code>

- Example:

Original Code	Negated Code
<pre>if (x == 7 &amp;&amp; y &gt; 3) {     ... }</pre>	<pre>if (x != 7    y &lt;= 3) {     ... }</pre>

# Boolean practice questions

- Write a method named `isVowel` that returns whether a `String` is a vowel (a, e, i, o, or u), case-insensitively.
  - `isVowel("q")` returns `false`
  - `isVowel("A")` returns `true`
  - `isVowel("e")` returns `true`
- Change the above method into an `isNonVowel` that returns whether a `String` is any character except a vowel.
  - `isNonVowel("q")` returns `true`
  - `isNonVowel("A")` returns `false`
  - `isNonVowel("e")` returns `false`

# Boolean practice answers

**// Enlightened version. I have seen the true way (and false way)**

```
public static boolean isVowel(String s) {  
    return s.equalsIgnoreCase("a") || s.equalsIgnoreCase("e") ||  
           s.equalsIgnoreCase("i") || s.equalsIgnoreCase("o") ||  
           s.equalsIgnoreCase("u");  
}
```

**// Enlightened "Boolean Zen" version**

```
public static boolean isNonVowel(String s) {  
    return !s.equalsIgnoreCase("a") && !s.equalsIgnoreCase("e") &&  
           !s.equalsIgnoreCase("i") && !s.equalsIgnoreCase("o") &&  
           !s.equalsIgnoreCase("u");  
}
```

**// or, return !isVowel(s);**

```
}
```

# When to return?

- Methods with loops and return values can be tricky.
  - When and where should the method return its result?
- Write a method `seven` that accepts a `Random` parameter and uses it to draw up to ten lotto numbers from 1-30.
  - If any of the numbers is a lucky 7, the method should stop and return `true`. If none of the ten are 7 it should return `false`.
  - The method should print each number as it is drawn.

15 29 18 29 11 3 30 17 19 22 (first call)

29 5 29 4 7 (second call)

# Flawed solution

*// Draws 10 lotto numbers; returns true if one is 7.*

```
public static boolean seven(Random rand) {  
    for (int i = 1; i <= 10; i++) {  
        int num = rand.nextInt(30) + 1;  
        System.out.print(num + " ");  
  
        if (num == 7) {  
            return true;  
        } else {  
            return false;  
        }  
    }  
}
```

- The method always returns immediately after the first roll.
- This is wrong if that roll isn't a 7; we need to keep rolling.

# Returning at the right time

```
// Draws 10 lotto numbers; returns true if one is 7.
public static boolean seven(Random rand) {
    for (int i = 1; i <= 10; i++) {
        int num = rand.nextInt(30) + 1;
        System.out.print(num + " ");

        if (num == 7) {    // found lucky 7; can exit now
            return true;
        }
    }

    return false;    // if we get here, there was no 7
}
```

- Returns `true` immediately if 7 is found.
- If 7 isn't found, the loop continues drawing lotto numbers.
- If all ten aren't 7, the loop ends and we return `false`.

# while loop question

- Write a method `digitSum` that accepts an integer parameter and returns the sum of its digits.
  - Assume that the number is non-negative.
  - Example: `digitSum(29107)` returns `2+9+1+0+7` or `19`
  - Hint: Use the `%` operator to extract a digit from a number.



# while loop answer

```
public static int digitSum(int n) {  
    n = Math.abs(n);           // handle negatives  
  
    int sum = 0;  
    while (n > 0) {  
        sum = sum + (n % 10);  // add last digit  
        n = n / 10;           // remove last digit  
    }  
  
    return sum;  
}
```

# Boolean return questions

- `hasAnOddDigit` : returns true if any digit of an integer is odd.
    - `hasAnOddDigit(4822116)` returns true
    - `hasAnOddDigit(2448)` returns false
  - `allDigitsOdd` : returns true if every digit of an integer is odd.
    - `allDigitsOdd(135319)` returns true
    - `allDigitsOdd(9174529)` returns false
  - `isAllVowels` : returns true if every char in a String is a vowel.
    - `isAllVowels("eIeIo")` returns true
    - `isAllVowels("oink")` returns false
- These problems are available in our Practice-It! system under **5.x**.

# Boolean return answers

```
public static boolean hasAnOddDigit(int n) {
    while (n != 0) {
        if (n % 2 != 0) {    // check whether last digit is odd
            return true;
        }
        n = n / 10;
    }
    return false;
}

public static boolean allDigitsOdd(int n) {
    while (n != 0) {
        if (n % 2 == 0) {    // check whether last digit is even
            return false;
        }
        n = n / 10;
    }
    return true;
}

public static boolean isAllVowels(String s) {
    for (int i = 0; i < s.length(); i++) {
        String letter = s.substring(i, i + 1);
        if (!isVowel(letter)) {
            return false;
        }
    }
    return true;
}
```

# Logical Assertions

# Logical assertions

- **assertion:** A statement that is either true or false.

Examples:

- Java was created in 1995.
- The sky is purple.
- 23 is a prime number.
- 10 is greater than 20.
- $x$  divided by 2 equals 7. (*depends on the value of  $x$* )

- An assertion might be false ("The sky is purple" above), but it is still an assertion because it is a true/false statement.

# Reasoning about assertions

- Suppose you have the following code:

```
if (x > 3) {  
    // Point A  
    x--;  
} else {  
    // Point B  
    x++;  
    // Point C  
}  
// Point D
```

- What do you know about  $x$ 's value at the three points?
  - Is  $x > 3$ ? Always? Sometimes? Never?

# Assertions in code

- We can make assertions about our code and ask whether they are true at various points in the code.
  - Valid answers are ALWAYS, NEVER, or SOMETIMES.

```
System.out.print("Type a nonnegative number: ");  
double number = console.nextDouble();  
// Point A: is number < 0.0 here? (SOMETIMES)
```

```
while (number < 0.0) {  
    // Point B: is number < 0.0 here? (ALWAYS)  
    System.out.print("Negative; try again: ");  
  
    number = console.nextDouble();  
    // Point C: is number < 0.0 here? (SOMETIMES)  
}
```

```
// Point D: is number < 0.0 here? (NEVER)
```

# Reasoning about assertions

- Right after a variable is initialized, its value is known:

```
int x = 3;  
// is x > 0?  ALWAYS
```

- In general you know nothing about parameters' values:

```
public static void mystery(int a, int b) {  
    // is a == 10?  SOMETIMES
```

- But inside an `if`, `while`, etc., you may know something:

```
public static void mystery(int a, int b) {  
    if (a < 0) {  
        // is a == 10?  NEVER  
        ...  
    }  
}
```



# Assertions and loops

- At the start of a loop's body, the loop's test must be `true`:

```
while (y < 10) {  
    // is y < 10?  ALWAYS  
    ...  
}
```

- After a loop, the loop's test must be `false`:

```
while (y < 10) {  
    ...  
}  
// is y < 10?  NEVER
```

- Inside a loop's body, the loop's test may become `false`:

```
while (y < 10) {  
    y++;  
    // is y < 10?  SOMETIMES  
}
```

# "Sometimes"

- Things that cause a variable's value to be unknown (often leads to "sometimes" answers):
  - reading from a `Scanner`
  - reading a number from a `Random` object
  - a parameter's initial value to a method
- If you can reach a part of the program both with the answer being "yes" and the answer being "no", then the correct answer is "sometimes".
  - If you're unsure, "Sometimes" is a good guess.

# Assertion example 1

```
public static void mystery(int x, int y) {  
    int z = 0;
```

```
    // Point A
```

```
    while (x >= y) {
```

```
        // Point B
```

```
        x = x - y;
```

```
        z++;
```

```
        if (x != y) {
```

```
            // Point C
```

```
            z = z * 2;
```

```
        }
```

```
        // Point D
```

```
    }
```

```
    // Point E
```

```
    System.out.println(z);
```

```
}
```

Which of the following assertions are true at which point(s) in the code?  
Choose ALWAYS, NEVER, or SOMETIMES.

	$x < y$	$x == y$	$z == 0$
Point A	SOMETIMES	SOMETIMES	ALWAYS
Point B	NEVER	SOMETIMES	SOMETIMES
Point C	SOMETIMES	NEVER	NEVER
Point D	SOMETIMES	SOMETIMES	NEVER
Point E	ALWAYS	NEVER	SOMETIMES

# Assertion example 2

```
public static int mystery(Scanner console) {  
    int prev = 0;  
    int count = 0;  
    int next = console.nextInt();
```

```
    // Point A
```

```
    while (next != 0) {
```

```
        // Point B
```

```
        if (next == prev) {
```

```
            // Point C
```

```
            count++;
```

```
        }
```

```
        prev = next;
```

```
        next = console.nextInt();
```

```
        // Point D
```

```
    }
```

```
    // Point E
```

```
    return count;
```

```
}
```

Which of the following assertions are true at which point(s) in the code?  
Choose ALWAYS, NEVER, or SOMETIMES.

	next == 0	prev == 0	next == prev
Point A	SOMETIMES	ALWAYS	SOMETIMES
Point B	NEVER	SOMETIMES	SOMETIMES
Point C	NEVER	NEVER	ALWAYS
Point D	SOMETIMES	NEVER	SOMETIMES
Point E	ALWAYS	SOMETIMES	SOMETIMES

# Assertion example 3

```
// Assumes y >= 0, and returns x^y
public static int pow(int x, int y) {
    int prod = 1;

    // Point A
    while (y > 0) {
        // Point B
        if (y % 2 == 0) {
            // Point C
            x = x * x;
            y = y / 2;
            // Point D
        } else {
            // Point E
            prod = prod * x;
            y--;
            // Point F
        }
    }
    // Point G
    return prod;
}
```

Which of the following assertions are true at which point(s) in the code?  
Choose ALWAYS, NEVER, or SOMETIMES.

	y > 0	y % 2 == 0
Point A	SOMETIMES	SOMETIMES
Point B	ALWAYS	SOMETIMES
Point C	ALWAYS	ALWAYS
Point D	ALWAYS	SOMETIMES
Point E	ALWAYS	NEVER
Point F	SOMETIMES	ALWAYS
Point G	NEVER	ALWAYS