

Notes: User Input and Conditionals

Scanner class / User input

- We will be using `Scanner` for user input
- In order to use `Scanner` you need to add an import statement to the top of your code: `import java.util.*;`
- In main, you will use `Scanner console = new Scanner(System.in);` to create a Scanner object named console that you can pass to any of your methods that need user input
- Note: The `console` name is arbitrary, if it makes sense use a different name
- Note: You should only ever construct 1 Scanner object and pass it in as a parameter to only the methods that need it
- **token:** A sequence of characters that are not white space (e.g., tabs, spaces, etc)

Scanner methods

Method	Description
<code>nextInt()</code>	reads a token of user input as an <code>int</code> ; can only read ints, otherwise error
<code>nextDouble()</code>	reads a token of user input as a <code>double</code> ; can read doubles and ints (converts to double)
<code>next()</code>	reads a token of user input as a <code>String</code>
<code>nextLine()</code>	reads a line of user input as a <code>String</code> ; will include white space characters

Example

```
import java.util.Scanner;
public class UserInputExample {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);
        age(console);
        int diff = age(15);
        System.out.println(diff + " years until you are 40.");
    }

    // this method PROMPTS for an age and PRINTS the result
    public static void age(Scanner console) {
        System.out.print("How old are you? ");
        int age = console.nextInt();
        System.out.println("You'll be 40 in " + (40 - age) + " years.");
    }

    // this method TAKES an age and RETURNS the result
    public static int age(int age) {
        return 40 - age;
    }
}
```

Expressions that result in a boolean (true/false)

Relational Operators

Operator	Description	Example	Result
<code>==</code>	equals (for primitive types)	<code>1 + 1 == 2</code>	<code>true</code>
<code>s.equals()</code>	equals (for Strings and other reference types)	<code>s.equals("hi")</code>	
<code>!=</code>	does not equal (for primitive types)	<code>3.2 != 2.5</code>	<code>true</code>
<code>!s.equals()</code>	not equals (for Strings and other reference types)	<code>!s.equals("hi")</code>	
<code><</code>	less than	<code>10 < 5</code>	<code>false</code>
<code>></code>	greater than	<code>10 > 5</code>	<code>true</code>
<code><=</code>	less than or equal to	<code>126 <= 100</code>	<code>false</code>
<code>>=</code>	greater than or equal to	<code>5.0 >= 5.0</code>	<code>true</code>

Logical operators

Operator	Description	Example	Result
<code>&&</code>	and	<code>(2 == 3) && (-1 < 5)</code>	false
<code> </code>	or	<code>(2 == 3) (-1 < 5)</code>	true
<code>!</code>	not	<code>!(2 == 3)</code>	true

- `&&` (and) is used in Java to check if two conditions are BOTH true
- `||` (or) is used in Java to check if AT LEAST ONE of two conditions is true
- `!` (not, sometimes read as "bang") is used in Java to negate a condition (make true become false, or make false become true).

Logical Truth Table

p	q	p && q	p q
true	true	true	true
true	false	false	true
false	true	false	true
false	false	false	false

Negating a boolean

p	!p
true	false
false	true

Conditionals

- `else` can only be used when paired with an `if`
- Note: there should NOT be a semicolon at the end of an `if`-statement condition
- In Java, indentation does not cause statements to belong together. You must use `{}`s

if statements in sequence

```
// independent tests; not exclusive
// 0, 1, or many of the statement(s) may execute
// every test in every if block is checked
if (test) {
    statement(s);
}
if (test) {
    statement(s);
}
if (test) {
    statement(s);
}
```

if / else if (no else)

```
// 0, or 1 of the if blocks may execute
// at most only 1 of the if blocks execute
// it could be the case that 0 if blocks execute because there is no else
if (test) {
    statement(s);
} else if (test) {
    statement(s);
} else if (test) {
    statement(s);
}
```

if / else if / else

```
// exactly 1 of the if blocks will execute
if (test) {
    statement(s);
} else if (test) {
    statement(s);
} else {
    statement(s);
}
```

- If statement conditions are evaluated in sequence (top to bottom). If the condition is `true`, then the associated block is executed and the rest of the conditions are skipped. If the condition is `false`, the next condition is tested.
- If there is no `else`, then it is possible that none of the blocks are executed (if none of the conditions were true). However, if there is an `else`, then if the `else` is reached (meaning all conditions before it were false) its associated block will be executed (as `else` basically means "otherwise do this")

Notes: Common Algorithms and printf

Common Algorithms

These are common patterns in programming that are important to know!

Cumulative Sum

```
// returns the sum of integers from 1 up to n
public static int calculateSum(int n) {
    int sum = 0;
    for (int i = 1; i <= n; i++) {
        sum = sum + i;
    }
    return sum;
}
```

Max

```
public static int findMax(Scanner console, int n) {
    int max = Integer.MIN_VALUE;

    for (int i = 0; i < n; i++) {
        System.out.print("Enter a value: ");
        int num = console.nextInt();

        if (num > max) {
            max = num;
        }
    }
    return max;
}
```

Even or Odd

```
public static void evenOrOdd(int n) {  
    if (n % 2 == 0) {  
        System.out.println(n + " is even.");  
    } else {  
        System.out.println(n + " is odd.");  
    }  
}
```

Replicate Entire String

```
// returns a String containing n replications of s  
public static String replicate(String s, int n) {  
    String output = "";  
    for (int i = 0; i < n; i++) {  
        output = output + s;  
    }  
    return output;  
}
```

Reverse String

```
public static String reverse(String phrase) {  
    String output = "";  
    for (int i = 0; i < phrase.length(); i++) {  
        output = phrase.charAt(i) + output;  
    }  
    return output;  
}
```

Using printf

- The f in `printf` stands for formatted
- Allows you to format what you are printing

Example

```
double x = 38.421;
double y = 152.734009;
// the below line will output: formatted numbers: 38.42, 152.7
System.out.printf("formatted numbers: %.2f, %.1f\n", x, y);
```

Common Format Specifiers

Specifier	Result
<code>%.2f</code>	Floating-point number, rounded to nearest hundredth
<code>%d</code>	Integer
<code>%6d</code>	Integer, left-aligned, 6-space-wide field
<code>%f</code>	Floating-point number
<code>%16.3f</code>	Floating-point number, rounded to nearest thousandth, 16-space-wide field
<code>%s</code>	String