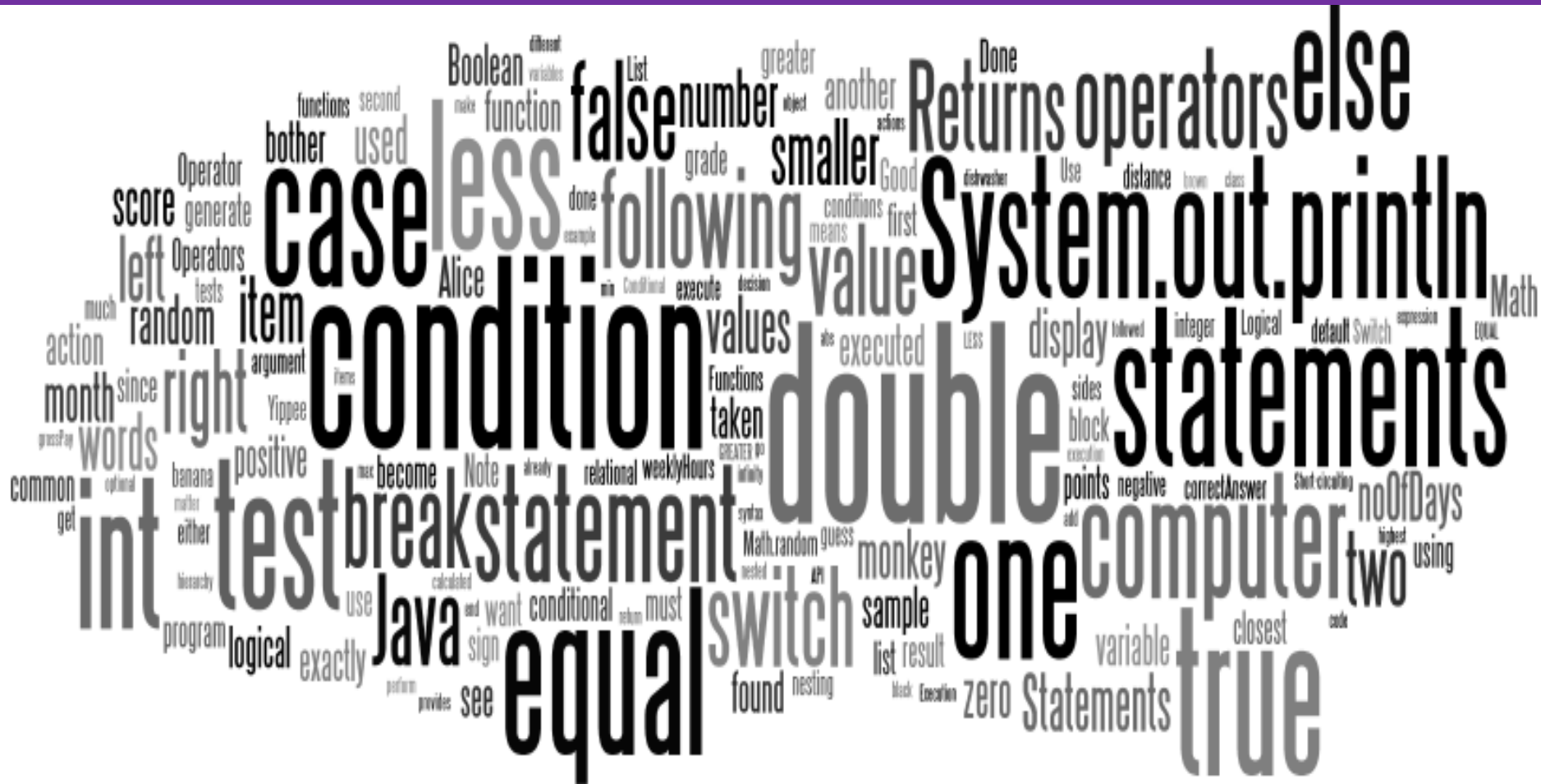


# Chapter 4

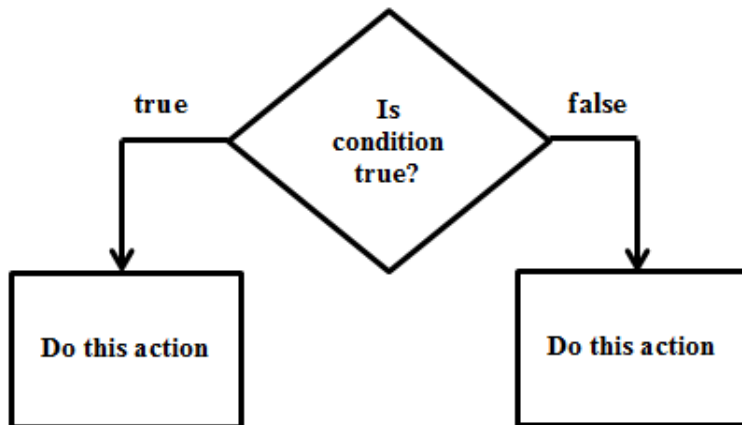


# Conditionals

# Objectives

- List relational operators.
- List logical operators.
- Use the hierarchy of operators chart to properly construct if/else statements.
- Construct switch statements.
- Use nested if statements.

# Decisions



True and false values are also known as Boolean values, named after the 19th century English mathematician George Boole.

# Relational Operators

A Boolean test compares primitives, constants, and variables and or objects using the following **relational operators**:

| Operator | Meaning                  | Example |
|----------|--------------------------|---------|
| ==       | Equal to                 | x == 3  |
| !=       | Not equal to             | x != 3  |
| <        | Less than                | x < 3   |
| >        | Greater than             | x > 3   |
| <=       | Less than or equal to    | x <= 3  |
| >=       | Greater than or equal to | x >= 3  |

Note: These relational operators must be typed exactly as above. You can't type a space between the two equal signs and you can't put =< to mean less than or equal.

# Alice Example of an if statement :



Scene initializeEventListeners myFirstMethod

declare procedure **myFirstMethod**

do in order

if  $\text{blackMonkey} \text{ getDistanceTo } \text{banana} < \text{brownMonkey} \text{ getDistanceTo } \text{banana}$  is true then

$\text{blackMonkey}$  say  $\text{Yippee!}$  add detail

else

$\text{brownMonkey}$  say  $\text{Yippee!}$  add detail

# Math Class

| Method Description   | Method Call                    | Result                 | Argument       | Returns |
|--|--------------------------------|------------------------|----------------|---------|
| Returns the absolute value   | <code>Math.abs(-5.5);</code>   | 5.5                    | double         | double  |
| Returns the value of the first argument raised to the power of the second argument | <code>Math.pow(5, 2);</code>   | 25                     | double, double | double  |
| Returns a positive number that is greater than or equal to 0.0 and less than 1.0.  | <code>Math.random( );</code>   | Number between 0 and 1 | none           | double  |
| Returns the closest whole number to the argument                                   | <code>Math.round(6.45);</code> | 6                      | double         | double  |
| Returns the rounded positive square root   | <code>Math.sqrt(7);</code>     | 2.6457513              | double         | double  |

## Example:

|  |                                    |
|--|------------------------------------|
| Code:  | Output:                            |
| <pre>double number = 5.49; System.out.println(Math.round(number));</pre> | <pre>run: 5 BUILD SUCCESSFUL</pre> |

# String Methods

```
String s1 = "Now is the winter of our discontent";  
String s2 = "Java can be fun and hard ";
```

| Method                | Result                              |
|-----------------------|-------------------------------------|
| s1.length( )          | 35                                  |
| s2.length( )          | 25                                  |
| s1.toUpperCase()      | NOW IS THE WINTER OF OUR DISCONTENT |
| s2.toUpperCase()      | JAVA CAN BE FUN AND HARD            |
| s1.toLowerCase()      | now is the winter of our discontent |
| s2.toLowerCase()      | java can be fun and hard            |
| s1.startsWith("st")   | False                               |
| s2.startsWith("Java") | true                                |

# String Methods

```
String s1 = "Now is the winter of our discontent";  
String s2 = "Java can be fun and hard ";
```

| Method                  | Result                              |
|-------------------------|-------------------------------------|
| s1.endsWith("TENT")     | false                               |
| s2.endsWith("so")       | false                               |
| s1.replace( 'e' , 'L' ) | Now is thL wintLr of our discontLnt |
| s2.replace( 'a' , '*' ) | J*v* c*n be fun *nd h*rd            |
| s1.equals(s2)           | false                               |
| s1.equalsIgnoreCase(s2) | false                               |
| s1.contains("winter")   | true                                |
| s2.contains("@")        | false                               |



# Comparing Objects vs Primitives

| Comparing Objects   | Comparing Primitives   |
|---|--|
| <p>Code:</p> <pre>String message1 = "Hello"; String message2 = "hello"; boolean result = message1.equals(message2); System.out.println(result);</pre>                                       | <p>Code:</p> <pre>int a = 1; int b = 1; boolean result = a == b; System.out.println(result);</pre>       |
| <p>Output:</p> <pre>run: false BUILD SUCCESSFUL</pre>   | <p>Output:</p> <pre>run: true BUILD SUCCESSFUL</pre>   |
| <p>Code:</p> <pre>DecimalFormat format1=new DecimalFormat(".##"); DecimalFormat format2=new DecimalFormat(".##"); boolean result=format1.equals(format2); System.out.println(result);</pre> | <p>Code:</p> <pre>char a = 'N'; char b = 'Y'; boolean result = a == b; System.out.println(result);</pre> |
| <p>Output:</p> <pre>run: true BUILD SUCCESSFUL</pre>  | <p>Output:</p> <pre>run: false BUILD SUCCESSFUL</pre>  |

# String Comparisons

Code:

```
String message1 = "Hello";  
String message2 = "hello";  
boolean result = message1.equalsIgnoreCase(message2);  
System.out.println(result);
```

Output:

```
run:  
true  
BUILD SUCCESSFUL
```

# String Comparisons

Code:

```
String message1 = "Hello ";  
String message2 = "hello";  
message1.trim();  
message2.trim();  
boolean result = message1.equalsIgnoreCase(message2);  
System.out.println(result);
```

Output:

```
run:  
false  
BUILD SUCCESSFUL
```

---

Code:

```
String message1 = "Hello ";  
String message2 = "hello";  
message1 = message1.trim();  
message2 = message2.trim();  
boolean result = message1.equalsIgnoreCase(message2);  
System.out.println(result);
```

Output:

```
run:  
true  
BUILD SUCCESSFUL
```

# If Statements

The syntax contains the keyword **if**, followed by a **condition (boolean test) in parenthesis**, followed by either a **single statement or a block statement to execute if the test is true**. An **optional else** keyword provides the alternative statement to execute if the test is false.

**if** (condition)

    { statements to do when conditional is true }

**else**

    { statements to do when conditional is false }

# if/else examples:

```
int x = 1;
if (x < 0) {
    System.out.println("x is negative.");
}
```

```
int x = 1;
if (x < 0) {
    System.out.println("x is negative.");
} else {
    System.out.println("x is positive.");
}
```

```
int x = 1;
if (x < 0) {
    System.out.println("x is negative.");
} else if (x == 0) {
    System.out.println("x is 0.");
} else {
    System.out.println("x is positive.");
}
```

```
double r = Math.random(); // generate a random number
if (r >= .5) { //fair chance of heads and tails
    System.out.println("Heads");
} else {
    System.out.println("Tails");
}
```

# Logical Operators

| Logical Operator | Description  |
|------------------|--------------|
| &                | AND          |
|                  | OR           |
| !                | NOT          |
| ^                | Exclusive OR |

# Short-Circuiting Logical Operators

| Logical Operator  | Description                 |
|-------------------|-----------------------------|
| <b>&amp;&amp;</b> | <b>Short-curcuiting AND</b> |
| <b>  </b>         | <b>Short-circuiting OR</b>  |

# Using Logical Operators

- The following only prints if x is less than y and x is less than z. The && means if x is NOT less than y it won't even bother to test to see if x is less than z.

```
if ( x < y && x < z )  
    { System.out.println ("x is less than both y and z" ); }
```

- The following calculates grossPay if either condition is true. The || means that if weeklyHours is less 40, it won't bother to test to see if employeeType is 'P'.

```
if (weeklyHours < 40 || employeeType == 'P' )  
    { grossPay = weeklyHours * hourlyRate; }
```



# Switch Statements

| Done with if statements:   | Done with switch statements:   |
|--|--|
| <pre>if (grade == 'A') {<br/>    System.out.println("Great!");<br/>} else if (grade == 'B') {<br/>    System.out.println("Good!");<br/>} else if (grade == 'C') {<br/>    System.out.println("Nice.");<br/>} else {<br/>    System.out.println("Not Good.");<br/>}</pre> | <pre>switch (grade) {<br/>    case 'A':<br/>        System.out.println("Great!");<br/>        break;<br/>    case 'B':<br/>        System.out.println("Good!");<br/>        break;<br/>    case 'C':<br/>        System.out.println("Nice.");<br/>        break;<br/>    default:<br/>        System.out.println("Not Good.");<br/>}</pre> |

# Complex If Statements vs. Switch

| Complex If Statements:   | Switch Statements:   |
|--|--|
| <pre>if (month == 2) {<br/>    days = 28;<br/>} else if ((month == 4)    (month == 6)   <br/>    (month == 9)    (month == 11)) {<br/>    days = 30;<br/>} else {<br/>    days = 31;<br/>}</pre> | <pre>switch (month) {<br/>    case 2:<br/>        days = 28;<br/>        break;<br/>    case 4: case 6: case 9: case 11:<br/>        days = 30;<br/>        break;<br/>    default:<br/>        days = 31;<br/>}</pre> |