

Additional Lectures for Units 1, 2 and 3

CSAwesome

- Variables and Types
- Declarations and Initializations
- % (modulus) and integer division
- **if** statements, booleans
- Relational and Logical operators
- Random numbers
- + and **Strings**
- Methods (aka functions)

IMPORTANT

- Make sure you are signed in and the **correct course** is shown at the top left
- This ensures you get credit for your work!



The screenshot shows the homepage of the CS Awesome website. At the top, there is a navigation bar with a logo, the text 'BUSHSCHOOL CPJAVA', a 'View' dropdown set to 'Textbook', and search icons. Below the navigation bar, the 'CSAwesome' logo is prominently displayed. A green horizontal bar below the logo contains the text 'AP CS A Java Course'. Underneath this bar, a welcome message reads: 'Welcome to CS Awesome! It's time to start your journey to learn how to program with Java. A shortcut way to get to this course is to type in the url: course.csawesome.org'. Below this message, another paragraph states: 'This course is adapted from the Runestone Java Review course to follow the 2019 College Board unit ordering and learning objectives. If you are a teacher using this curriculum, please join the [teaching CSAwesome group](#) which will give you access to teacher resources at csawesome.org'. At the bottom of the page, there is a note about saving answers and a list of three units: 'Unit 1 Getting Started and Primitive Types', 'Unit 2 Using Objects', and 'Unit 3 If Statements'.

Welcome to CS Awesome! It's time to start your journey to learn how to program with Java. A shortcut way to get to this course is to type in the url: course.csawesome.org

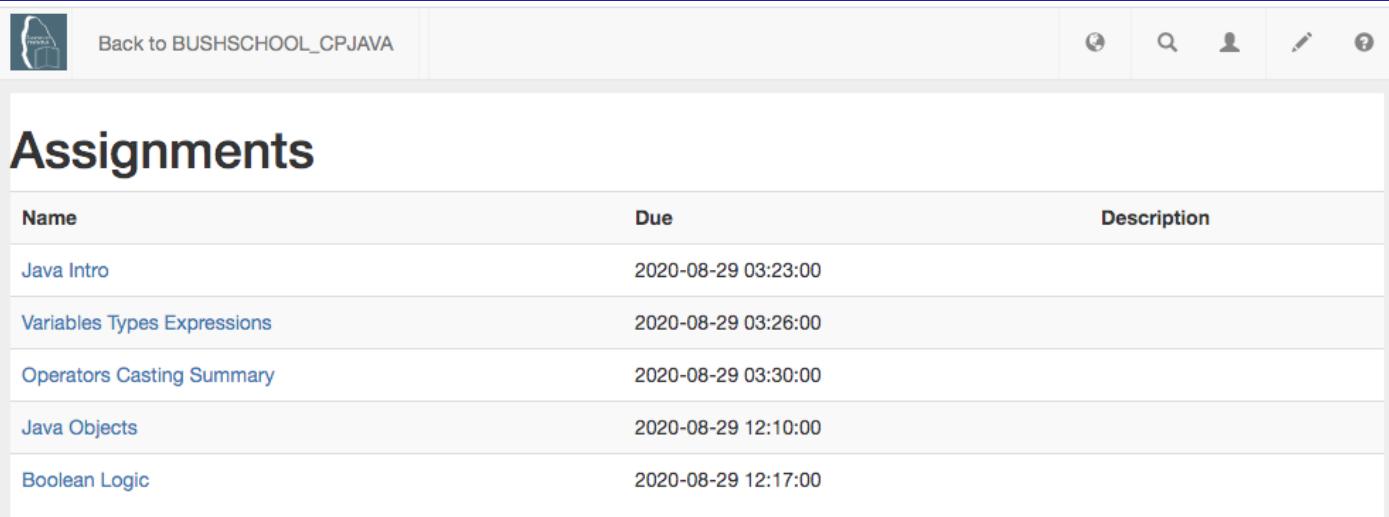
This course is adapted from the Runestone Java Review course to follow the 2019 College Board unit ordering and learning objectives. If you are a teacher using this curriculum, please join the [teaching CSAwesome group](#) which will give you access to teacher resources at csawesome.org.

To make sure the site saves your answers on questions, please click on the person icon at the top to register or login to your course. As you complete lessons, click the "Mark as completed" button at the bottom. Enjoy the course!

- [Unit 1 Getting Started and Primitive Types](#)
- [Unit 2 Using Objects](#)
- [Unit 3 If Statements](#)

Assignments

- If you are logged in to the correct website, the link <https://runestone.academy/runestone/assignments/chooseAssignment.html> should bring up a list of your assignments



A screenshot of a web browser window titled "Back to BUSHSCHOOL_CPJAVA". The main content area is titled "Assignments". It displays a table with five rows, each representing an assignment. The columns are "Name", "Due", and "Description".

Name	Due	Description
Java Intro	2020-08-29 03:23:00	
Variables Types Expressions	2020-08-29 03:26:00	
Operators Casting Summary	2020-08-29 03:30:00	
Java Objects	2020-08-29 12:10:00	
Boolean Logic	2020-08-29 12:17:00	

Assignments

- If you click the link, you should see only the assigned problems

The screenshot shows a Moodle assignment page. At the top, there is a navigation bar with a logo, a 'Back to BUSHSCHOOL_CPYAVA' link, and several icons. The main title of the assignment is 'Variables Types Expressions'. Below the title, the due date is listed as 'Due: 2020-08-29 03:26:00'. A progress bar indicates 'Score: 0 of 20 = 0.0%'. The section title 'Questions' is followed by a question: '1-3-2: What type should you use to represent the average grade for a course?'. It lists four options: A. int, B. double, C. boolean, and D. String. To the right of the options, it says 'Not yet graded'. Below the options are two buttons: 'Check Me' (green) and 'Compare me' (grey). The activity ID 'Activity: 1 -- Multiple Choice (q3_1_1)' is shown below the question. A 'Question in Context' section follows. Another question is partially visible at the bottom: '1-3-3: What type should you use to represent the number of people in a household?' with options A. int and B. double, also marked as 'Not yet graded'.

Read the sections in order

- At the bottom of each page it will let you know if you have completed the required activities
- If you have, mark as completed and click the link to the next section

You have attempted 1 of 1 activities on this page



[Mark as Completed](#)

[Continue to page 3 of 13 in the reading assignment.](#)

Unit1: Variables Types Expressions

Follow along in **CSAwesome**

- [1.2.7. AP Practice](#)
- [1.3. Variables and Data Types](#)
 - [1.3.1. What is a Variable?](#)
 - [1.3.2. Data Types](#)
 - [1.3.3. Declaring Variables in Java](#)
 - [1.3.4. Naming Variables](#)
 - [1.3.5. Debugging Challenge : Weather Report](#)
 - [1.3.6. Summary](#)
 - [1.3.7. AP Practice](#)
- [1.4. Expressions and Assignment Statements](#)
 - [1.4.1. Assignment Statements](#)
 - [1.4.2. Adding 1 to a Variable](#)
 - [1.4.3. Input with Variables](#)
 - [1.4.4. Operators](#)
 - [1.4.5. The Modulo Operator](#)
 - [1.4.6. Programming Challenge : Dog Years](#)
 - [1.4.7. Summary](#)
 - [1.4.8. AP Practice](#)



WARNING

- Kahoot in at the end of this section!

The parts of a basic program

- Java is picky!
- Capitalization matters
- Curly braces and semicolons will drive you crazy!

```
public class MyClass
{
    public static void main(String[] args)
    {
        System.out.println("Hi there!");
    }
}
```

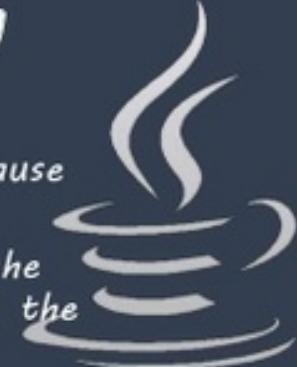
Variables in Java have *types*

- This is different than JavaScript or Python



The Java Programming Language

- *Strongly-typed programming language*
- *Java is a strongly typed programming language because every variable must be declared with a data type.*
- *A variable cannot start off life without knowing the range of values it can hold, and once it is declared, the data type of the variable cannot change.*



Java

Variables: Parking space analogy

- Like a parking space, a variable can store a value (think *vehicle*) until you need it later



Variables: Parking space analogy

- Parking spaces are often labeled so you can find your car later when you need it
- Let's say that **G210** is the *name* of this parking space



Variables: Parking space analogy

- In addition to a *name*, parking spaces can have a *type* that sets size limits



Variables: MadLib analogy

- The blank in a MadLib is like a Java variable
- The blank is a space that can hold different words
- Each blank has a *type*: noun, verb, adjective or adverb
- Try it!

A Visit to the Dentist

Lib Intro A one-act play performed by two PLURALNOUN in this room.

Created by Alexandra56328 7 years ago

★★★★★ 2k views

Noun - Plural	messages	<
last name	Brown	<
Adjective	vital	<
Noun	sunlight	<
Noun	gambit	<
Part of Body	ulna	<
Part of Body	deltoid	<
Noun - Plural	kegs	<
Noun	padlock	<
Noun	recipe	<
exclamation	attaboy!	<
Noun	pair of leggings	<
Noun	orangutan	<
Noun	enchilada	<
Verb - Base Form	enjoy	<
Noun	gambit	<
Adjective	squirmly	<
Noun	actor	<

PLAY IT!

Madlib Hilarious Result!

A Visit to the Dentist

A one-act play performed by two messages in this room.

PATIENT : Thank you so very much for seeing me, Doctor Brown, on such vital notice.

DENTIST : What is your problem, young sunlight

PATIENT : I have a pain in my upper gambit, which is giving me a severe ulna ache.

DENTIST : Let me take a look. Open your deltoid wide. Good. Now I'm going to tap your kegs with my padlock.

PATIENT : Shouldn't you give me a an recipe killer

DENTIST : It's not necessary yet attaboy!! I think I see a an pair of leggings in your upper orangutan.

PATIENT : Are you going to pull my enchilada out

DENTIST : No. I'm going to enjoy your tooth and put in a temporary gambit.

PATIENT : When do I come back for the squirmy filling

DENTIST : A day after I cash your actor

Primitive data types

- In Java (unlike Python or JavaScript) variables have *types*
- Each type has size limits
- For this class, you need to know 5 basic (aka “primitive”) types:
 - `int`
 - `float`
 - `double`
 - `boolean`
 - `char`

Primitive data types

- **int** holds a single integer value between -2,147,483,648 and 2,147,483,647
- **float** a decimal value with up to 7 digits
- **double** a decimal value with up to 15 digits
- A **boolean** can only hold values that evaluate to either **true** or **false**
- **char** holds a single letter, digit, space or punctuation mark and must be enclosed in *single quotes*, like this: '**G**'

A Java variable declaration

- The Java statement that creates a variable is called a *declaration*
- Here's an example declaration

```
int num;
```

- The first word of the declaration is the type
- The second word is the name that the programmer choose
- The semicolon marks the end of a Java statement much like a period in English

Variable names and keywords

- You can pretty much choose any name you want for a variable with a few limitations:
 - Variable names cannot
 - start with a number
 - contain a space
 - have a special meaning in Java
- Java has about 50 reserved words or *keywords* that you are not allowed to use as variable names such as **public**,

camelCase

- Because a Java variable name can't have spaces, a style called **camelCase** is usually used for variable names with more than one word
- **camelCase** capitalizes the first letter of each word except the first word
- Examples: **firstName**, **numberOfDogs**
- Java variable names are case-sensitive, so **firstName** is not the same as **firstname** or **FirstName**.

What's the error?



```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         int num;
7         System.out.println(num);
8     }
9 }
```

▶ RUN CODE ■ STOP

```
MyProgram.java:7: error: variable num might not have been initialized
    System.out.println(num);
                           ^
1 error
```

Variable initialization

- After a Java variable is declared, it needs to be *initialized*

The screenshot shows a Java development environment. On the left is a code editor with the following Java code:

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         int num;
7         System.out.println(num);
8     }
9 }
```

The line `System.out.println(num);` is highlighted with a yellow background. On the right is a terminal window showing the output of running the code:

▶ RUN CODE ■ STOP

```
MyProgram.java:7: error: variable num might not have been initialized
    System.out.println(num);
                           ^
1 error
```

Variable initialization

- The English word “initial” means *first*
- We initialize a variable by assigning (“setting it equal to”) its *first* value

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         int num;
7         num = 3; ←
8         System.out.println(num);
9     }
10 }
11
```

▶ RUN CODE

3

Declare *and* initialize

- You can **declare** and **initialize** a variable with one line of code:

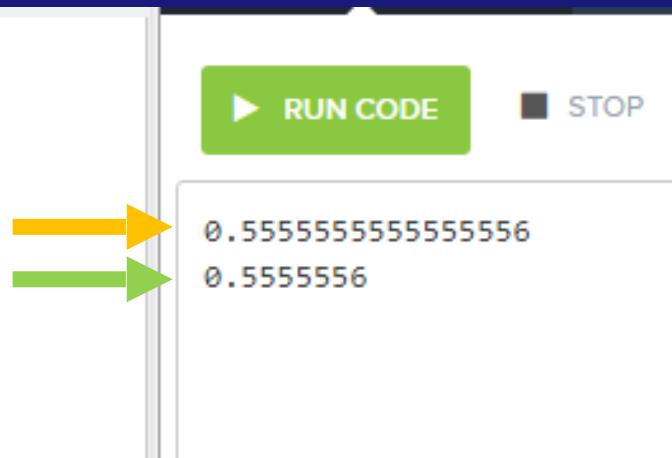
```
int num = 3;
```

- Just remember that the one line of code is doing two different steps: the **declaration** and the **initialization**

float vs. double

- **float** is short for *floating point*, another name for *decimal point*
- **double** gets its name because of its size, it has about twice as many digits as a **float**

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         double dNum = 5/9.0;
7         System.out.println(dNum);
8         System.out.println((float)dNum);
9     }
10 }
```



What is the error?

```
1 public class Variables extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         System.out.println(12345678901234567890);
7     }
8
9 }
```

Grader Results

CHECK CODE

EXPAND ALL

MINIMIZE ALL

Test

Pass

Message

Errors:

Variables.java: Line 6: integer number too large:
12345678901234567890

What is the error?

- We are trying to print an integer that is too large for Java's integer size

The image shows a Java code editor on the left and a 'Grader Results' interface on the right.

Java Code:

```
1 public class Variables extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         System.out.println(12345678901234567890);
7     }
8
9 }
```

Grader Results:

Grader Results

✓ CHECK CODE EXPAND ALL MINIMIZE ALL

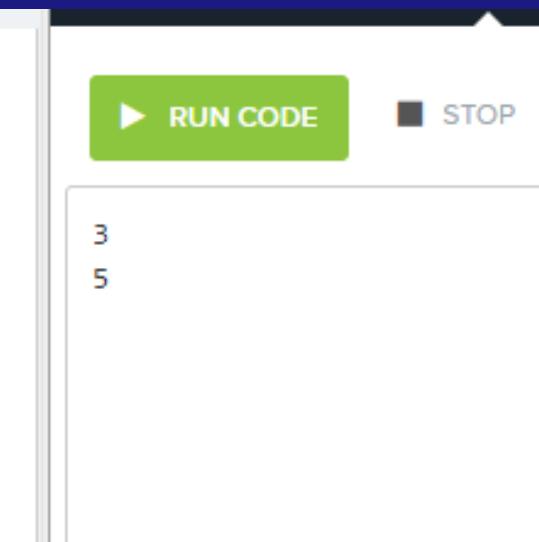
Test	Pass	Message
		<p>Errors:</p> <p>Variables.java: Line 6: integer number too large: 12345678901234567890</p>

A red oval highlights the 'Errors' message in the Grader Results panel.

Assigning a value to a variable

- Changing the value of a variable is called an *assignment*
- We do this with the equals sign =
- In Java we call the (single) equals sign the *assignment operator*

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         int num;
7         num = 3; //first assignment is called an "initialization"
8         System.out.println(num);
9         num = 5; //another assignment to change value to 5
10        System.out.println(num);
11    }
12 }
```



String variables

- A **String** variable can store text with any number of letters, digits, punctuation marks and spaces
- The beginning and end of the text is marked with double quotes ("")

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         String words = "I like Java";
7         System.out.println(words);
8     }
9 }
10 }
```



What is the error?

- The types **String** and **int** don't match

```
1 public class MyClass
2 {
3     public static void main(String[] args)
4     {
5         String s = 5;
6     }
7 }
```

Error

```
MyClass.java:5: error: incompatible types: int cannot be converted to String
    String s = 5;
               ^
1 error
```

Arithmetic operators

+ - * / %

- Addition
- Subtraction
- Multiplication
- Division
- Modulus (also called *Mod* or *Modulo*)
calculates the **remainder** of dividing two
integers
- *It turns out that Modulus is extremely useful in loops and iterations!*

Modulus and integer division

Remember how you did math in grade school?

$$5 \overline{)8}$$

Modulus and integer division

Remember how you did math in grade school?

$$\begin{array}{r} 1 \\ 5 \overline{)8} \end{array}$$

Modulus and integer division

Remember how you did math in grade school?

$$\begin{array}{r} 1 \\ 5 \overline{)8} \\ \underline{5} \end{array}$$

Modulus and integer division

Remember how you did math in grade school?

$$\begin{array}{r} 1 \\ 5 \overline{)8} \\ \underline{-5} \\ 3 \end{array}$$

Modulus and integer division

The modulus operator gives the remainder of an integer division expression

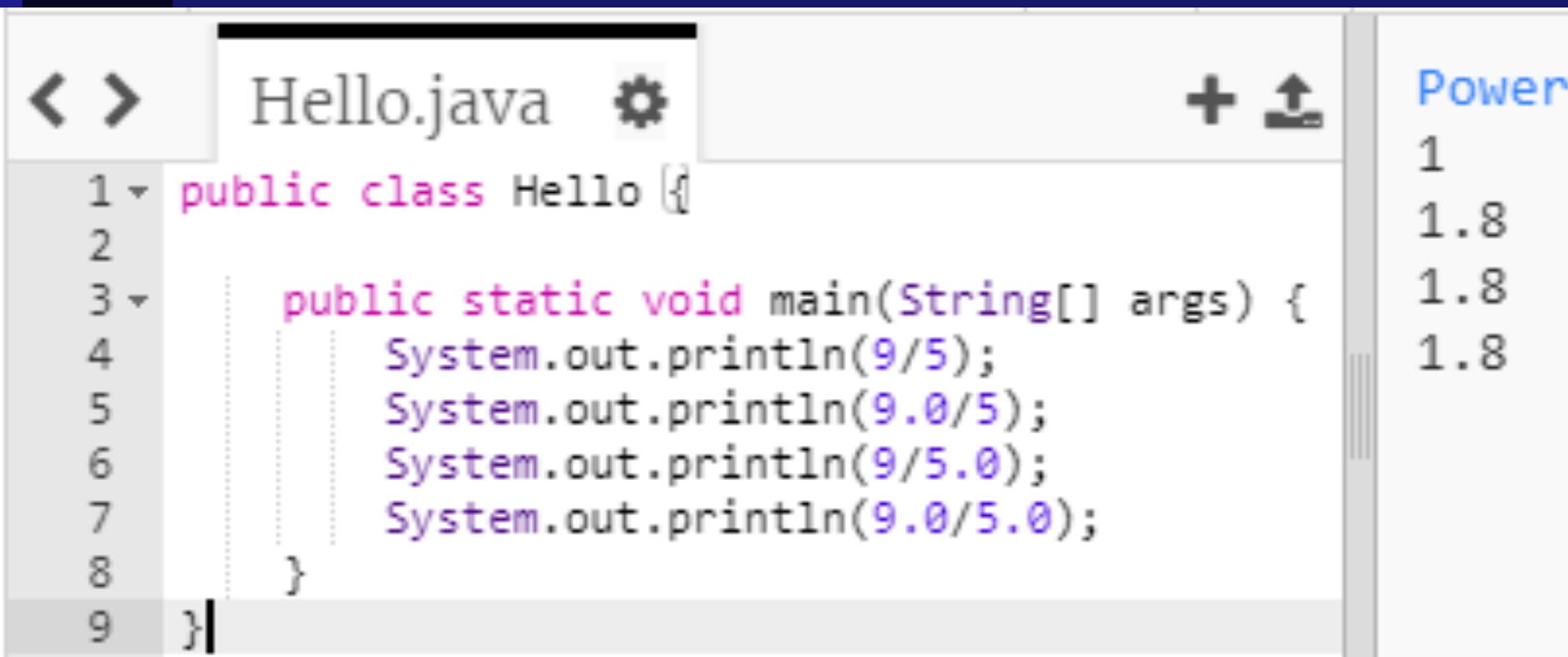
$$8/5$$

$$8 \% 5$$

$$\begin{array}{r} 1 \\ 5 \overline{)8} \\ -5 \\ \hline 3 \end{array}$$

integer vs. decimal division

- Java does division differently depending on the types of numbers
- When the types are mixed, the Java uses the larger type



```
1 public class Hello {  
2  
3     public static void main(String[] args) {  
4         System.out.println(9/5);  
5         System.out.println(9.0/5);  
6         System.out.println(9/5.0);  
7         System.out.println(9.0/5.0);  
8     }  
9 }
```

The screenshot shows a Java code editor with a file named "Hello.java". The code contains four `System.out.println` statements. The first two statements use integer division (`9/5` and `9.0/5`), which results in integer outputs (1 and 1 respectively). The last two statements use floating-point division (`9/5.0` and `9.0/5.0`), which results in floating-point outputs (1.8 and 1.8 respectively). A vertical scrollbar is visible on the right side of the editor window.

Modulo Clock Widget

Evaluate these modulus expressions in Java.
You may find the Modulo Clock Widget at
www.yellkey.com/another helpful

1. $27 \% 5$

2. $9 \% 4$

3. $21 \% 2$

4. $5 \% 8$

Modulo Clock Widget

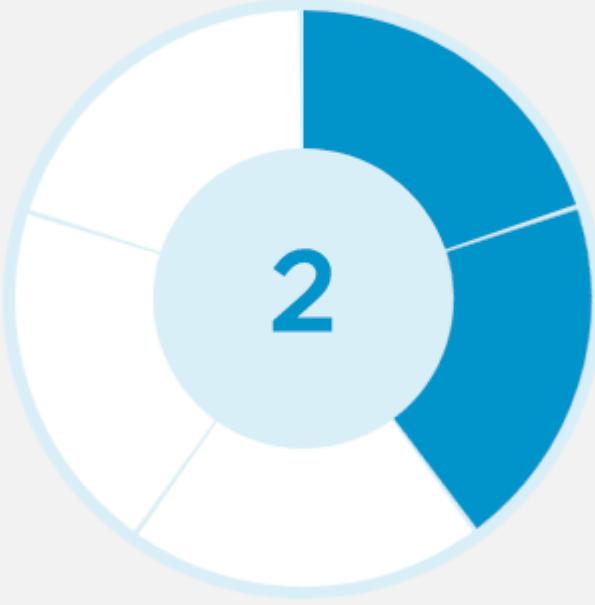
► 27 % 5

Modulo Clock Widget

► 27 % 5

27 MOD 5 Go

Enter a number Pick a clock size



1 ▾ Speed

$$5 \overline{)27} \\ 25 \\ \underline{\quad\quad\quad} \\ 2$$

Modulo Clock Widget

► 9 % 4

Modulo Clock Widget

▶ 9 % 4

9 MOD 4 Go

Enter a number Pick a clock size

2 ▾

Speed

$$4 \overline{)9} \begin{matrix} 2 \\ 8 \\ \hline 1 \end{matrix}$$

Modulo Clock Widget

► 21 % 2

Modulo Clock Widget

► 21 % 2

21 MOD 2 Go

Enter a number Pick a clock size

2 ▾

Speed

$$2 \overline{) 21} \begin{matrix} 10 \\ 20 \\ \hline 1 \end{matrix}$$

Modulo Clock Widget

► 5 % 8

Modulo Clock Widget

► 5 % 8

5 MOD 8 Go

Enter a number Pick a clock size

2 ▾ Speed

$$\begin{array}{r} 0 \\ 8 \overline{) 5} \\ 0 \\ \hline 5 \end{array}$$

Modulo Clock Widget

- ▶ Now see if you can answer these questions on your own *without using the widget*
- ▶ HINT: all of these are kind of easy if you understand how Modulo works - don't be fooled by the big number on the first one
 - ▶ $24 \% 817234$
 - ▶ $24 \% 23$
 - ▶ $15 \% 4$

Kahoot!

Integer Division in Java

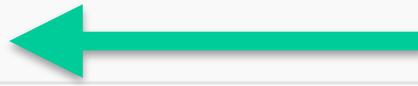
Do CSAwesome Assignments

Assignments

Name

Java Intro

Unit 1: Variables Types Expressions



Unit 1: Operators Casting Summary

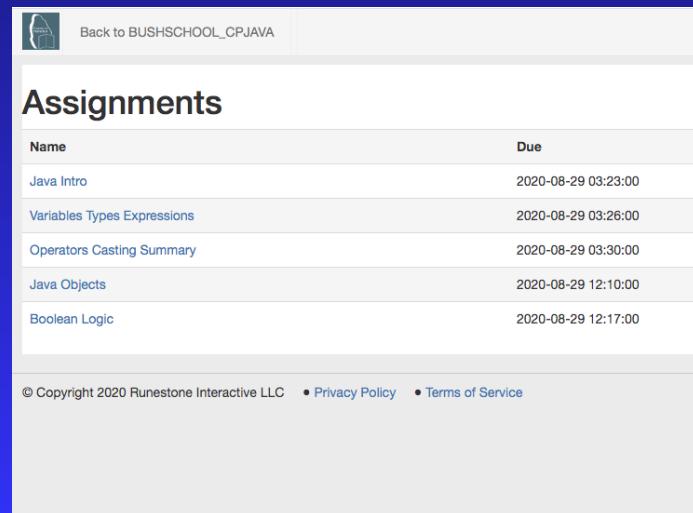


Unit 2: Java Objects

Unit 3: Boolean Expressions and If Statements

You only need to do the assigned problems

- If you are logged in to the correct website, the link <https://runestone.academy/runestone/assignments/chooseAssignment.html> should bring up a list of your specific assignments



The screenshot shows a web browser window with a light gray header bar. On the left is a small icon of a book with a pencil. To its right is the text "Back to BUSHSCHOOL_CPYAVA". Below the header is a section titled "Assignments" in bold black font. Underneath is a table with two columns: "Name" and "Due". The table contains six rows, each representing an assignment with its due date. At the bottom of the page, there is a footer with copyright information and links to "Privacy Policy" and "Terms of Service".

Name	Due
Java Intro	2020-08-29 03:23:00
Variables Types Expressions	2020-08-29 03:26:00
Operators Casting Summary	2020-08-29 03:30:00
Java Objects	2020-08-29 12:10:00
Boolean Logic	2020-08-29 12:17:00

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Assignments

- If you click a link, you should see only the assigned problems

The screenshot shows a web-based assignment interface with the following details:

- Title:** Variables Types Expressions
- Due Date:** 2020-08-29 03:26:00
- Description:** (empty)
- Score:** 0 of 20 = 0.0%
- Questions:**
- Question 1:** 1-3-2: What type should you use to represent the average grade for a course?
 - A. int
 - B. double
 - C. boolean
 - D. String

Grade: Not yet graded

Buttons: Check Me, Compare me

Activity: Activity: 1 -- Multiple Choice (q3_1_1)

Context: Question in Context
- Question 2:** 1-3-3: What type should you use to represent the number of people in a household?
 - A. int
 - B. double
 - C. boolean
 - D. String

Grade: Not yet graded

Buttons: Check Me, Compare me

Unit2:Math.Random

Follow along in  CS Awesome

- [2.8.2. Summary](#)
- [2.9. Using the Math Class](#)
 - [2.9.1. Programming Challenge : Random Numbers](#)
 - [2.9.2. Summary](#)
- [2.10. Hello Summary](#)

Unit 2: Using Objects

The screenshot shows a navigation tree for a Java course. The main category is "2. Using Objects", which contains the following sub-sections:

- 2.1 Objects - Instances of Classes
- 2.2 Creating and Initializing Objects: Constructors
- 2.3 Calling Methods Without Parameters
- 2.4 Calling Methods With Parameters
- 2.5 Calling Methods that Return Values
- 2.6 Strings
- 2.7 String Methods
- 2.8 Wrapper Classes - Integer and Double
- 2.9 Using the Math Class

Under "2.9 Using the Math Class", there are several exercises:

- random1 [ActiveCode ✓] Try out the following code. Run it several times to see what it prints each time...
- randomRange [ActiveCode ✓] Run the code below several times to see how the value changes each time. How cou...
- qrand_1 [Mchoice ✓] Which of the following would be true about 40% of the time?...
- qrand_2 [Mchoice ✓] Which of the following would return a random number from 1 to 5 inclusive?...
- qrand_3 [Mchoice ✓] Which of the following would return a random number from 0 to 10 inclusive?...
- qrand_4 [Mchoice ✓] Which of the following would be true about 75% of the time?...
- challenge2-9-random-math [ActiveCode ✓] Complete the combination lock challenge below...
- apcsa_sample3 [Mchoice ✓] Which of the following statements assigns a random integer between 25 and 60, in...
- challenge-2-9b-dancing-turtles [ActiveCode ✓] Complete the random numbers using Math.random() in the correct ranges to choose ...
- JP_challenge2-9-random-math [ActiveCode] None...

Math.random()

- The AP exam uses **Math.random()** to generate random decimals
- **Math.random()** returns a **double** between 0 and 1 (including 0 but not 1)
- While there are other ways to make random numbers in Java, you will only be tested on **Math.random()**

Math.random()

- Notice that each call to Math.random() produces a different random decimal

```
1 public class MathChallenge
2 {
3     public static void main(String[] args)
4     {
5         System.out.println(Math.random());
6         System.out.println(Math.random());
7         System.out.println(Math.random());
8         System.out.println(Math.random());
9         System.out.println(Math.random());
10        System.out.println(Math.random());
11    }
12 }
```

```
0.06957121659941135
0.04700519712860429
0.5576605675173386
0.640005141147858
0.723164661431323
0.08066896566707715
```

Cast

- Java is *strongly typed*
- This means it's very strict about data types
- It won't let you do store a **decimal** in an **int** variable for example

```
int nNum = 5.6;
```

- To fix it you need a *cast*:

```
int nNum = (int) 5.6;
```

- The **cast** tells Java just this once, *treat it as if it were an int*

float vs. **double**

- Java has two types of decimals: **float** and **double**
- **double** got its name because it can store roughly 2x as many digits as **float**
- For this class you will find that we need to know both

(float) Math.random()

```
1 public class MathChallenge
2 {
3     public static void main(String[] args)
4     {
5         System.out.println((float)Math.random());
6         System.out.println((float)Math.random());
7         System.out.println((float)Math.random());
8         System.out.println((float)Math.random());
9         System.out.println((float)Math.random());
10        System.out.println((float)Math.random());
11    }
12 }
```

```
0.64605314
0.20850246
0.14422274
0.92159355
0.21545891
0.47260916
```

`(int)(Math.random() * 2)`

- A random `int` that is either 0 or 1

```
1 public class MathChallenge
2 {
3     public static void main(String[] args)
4     {
5         System.out.println((int)(Math.random()*2));
6         System.out.println((int)(Math.random()*2));
7         System.out.println((int)(Math.random()*2));
8         System.out.println((int)(Math.random()*2));
9         System.out.println((int)(Math.random()*2));
10        System.out.println((int)(Math.random()*2));
11    }
12 }
```

```
1
1
0
0
1
0
```

(int) (Math.random() *7)

- A random **int** in the range {0,1,2,3,4,5,6}

```
1 public class MathChallenge
2 {
3     public static void main(String[] args)
4     {
5         System.out.println((int)(Math.random()*7));
6         System.out.println((int)(Math.random()*7));
7         System.out.println((int)(Math.random()*7));
8         System.out.println((int)(Math.random()*7));
9         System.out.println((int)(Math.random()*7));
10        System.out.println((int)(Math.random()*7));
11    }
12 }
```

```
2
4
0
5
6
6
```

Watch out for this mistake!

- Why is the output always zero?

```
1 public class MathChallenge
2 {
3     public static void main(String[] args)
4     {
5         System.out.println((int)Math.random()*2);
6         System.out.println((int)Math.random()*2);
7         System.out.println((int)Math.random()*2);
8         System.out.println((int)Math.random()*2);
9         System.out.println((int)Math.random()*2);
10        System.out.println((int)Math.random()*2);
11    }
12 }
```

```
0
0
0
0
0
0
```

Watch out for this mistake

- `(int) Math.random() *2` always evaluates to zero because Java works left to right just like math
- The yellow `cast` is applied before the green multiplication

Watch out for this mistake

- `(int) Math.random() *2`
- Since `Math.random()` is cast as an `int` before being multiplied, the result is always zero
- The fix:
- `(int) (Math.random() *2)`

Problem: Generate a random integer between 0 and 101 (including 0 up to but not including 101)

- First we need a random decimal:

Math.random() * 101

- Gives a random decimal between 0.0 and 100.9999...

(int) (Math.random() * 101)

- Gives a random integer between 0 and 100 inclusive

Some of the hardest
Math.random() problems are when
you need a random integer in a
range that doesn't start with zero.
For example: Create a random
integer in the range
 $\{3,4,5,6,7,8,9,10\}$

Problem: Create a random integer in the range {3,4,5,6,7,8,9,10}

- First, we'll solve a simpler problem—subtract 3 so we start at zero

Problem: Create a random integer in the range {3,4,5,6,7,8,9,10}

- First, we'll solve a simpler problem—subtract 3 so we start at zero
- That, is, a random integer from *0 to 8* (*including 0 but not 8*)
- `(int) (Math.random() * ??)`

Problem: Create a random integer in the range {3,4,5,6,7,8,9,10}

- First, we'll solve a simpler problem—subtract 3 so we start at zero
- That, is, a random integer from *0 to 8* (*including 0 but not 8*)
- `(int) (Math.random() * 8)`

Problem: Create a random integer in the range {3,4,5,6,7,8,9,10}

- Now, add 3 to shift the range back up
- `(int) (Math.random() * 8) + 3`

Do CSAwesome Assignment

Assignments

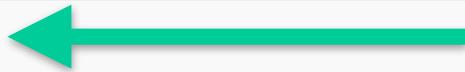
Name

Java Intro

Unit 1: Variables Types Expressions

Unit 1: Operators Casting Summary

Unit 2: Java Objects



Unit 3: Boolean Expressions and If Statements

Unit 3: booleans, logic and if statements



3. Boolean Expressions and If Statements

Question in context

- If you need more explanation click **Question in context**

Not yet graded

What will the code below print out? Try to guess before you run it! Note that 1 equal sign (=) is used for assigning a value and 2 equal signs (==) for testing values.

Save & Run

Load History

Show CodeLens

Share Code

```
1 public class BoolTest1
2 {
3     public static void main(String[] args)
4     {
5         int age = 15;
6         int year = 14;
7         // Will this print true or false?
8         System.out.println( age == year );
9         year = 15;
10        // Will this print true or false?
11        System.out.println( age == year );
12        // Will this print true or false?
13        System.out.println( age != year );
14    }
15 }
```

Activity: 9 -- ActiveCode (bool1)

Question in Context

Question in context

- That will take you to the part of the course where that topic is explained

3.1. Boolean Expressions

Boolean variables or expressions can only have true or false values.

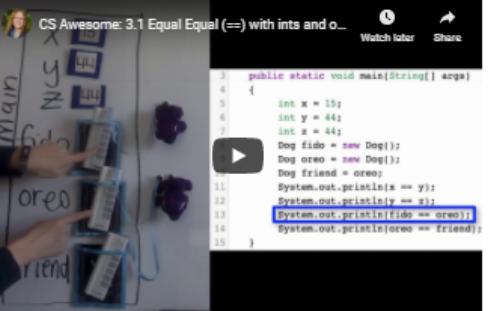
3.1.1. Testing Equality (==)

Primitive values like ints and reference values like Strings can be compared using the operators == and != (not equal) which return boolean values.

Note

One = sign changes the value of a variable. Two == equal signs are used to test if a variable holds a certain value, without changing its value!

Watch the following video which shows what happens in memory as primitive types like int and reference types like Dog are compared with == in a physical model of Java memory.



The video shows a person explaining the concept of equality in Java. It displays code comparing integers and objects, and uses a memory diagram to illustrate how == works for objects.

Activity: 1 – Video: (bO9beT0jwE)

Coding Exercise

What will the code below print out? Try to guess before you run it! Note that 1 equal sign (=) is used for assigning a value and 2 equal signs (==) for testing values.

Save & Run Load History Show CodeLens Share Code

```
1 public class BoolTest
2 {
3     public static void main(String[] args)
4     {
5         int age = 15;
6         int year = 14;
7         // Will this print true or false?
8         System.out.println( age == year );
9         year = 15;
10        // Will this print true or false?
11        System.out.println( age == year );
12        // Will this print true or false?
13        System.out.println( age != year );
14    }
15}
```

Activity: 2 – ActiveCode (bool1)

We can also use == or != to test if two reference values, like Turtle and String objects, refer to the same object. In the figure below, we are creating two separate Turtle objects called juan and mia. They do not refer to same object or turtle. Then, we create a reference variable called friend that is set to mia. The turtle mia will have two ways (references or aliases) to name her – she's both mia and friend, and these variables refer to the same object (same Turtle) in memory. If two reference variables refer to the same object like the turtle on the right in the image below, the test with == will return true which you can see in the code below.



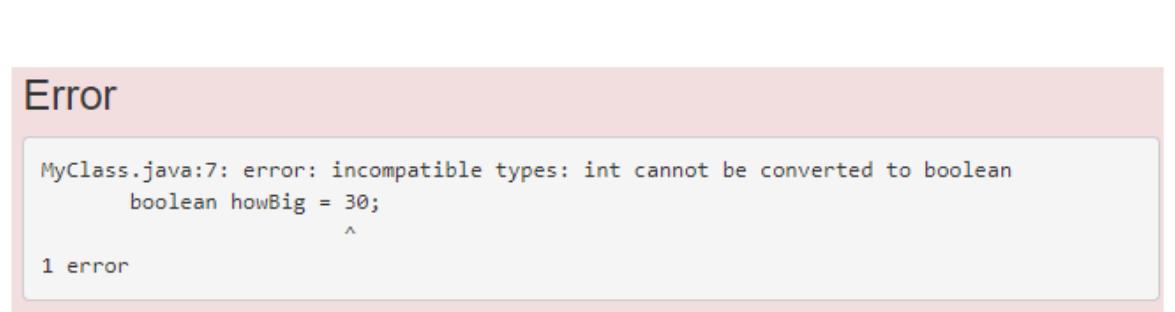
The diagram shows two separate turtles named juan and mia. A variable friend is assigned to mia. Both friend and mia point to the same memory location, indicating they refer to the same object (the same turtle).

Figure 1: Turtle Reference Equality

boolean variables

- **booleans** are Java's simplest and smallest primitive type
- **booleans** can only store **true** or **false**, nothing else
- Here I'm getting an **error** because I'm trying to assign an integer to a **boolean** variable

```
1 public class MyClass
2 {
3     public static void main(String[] args)
4     {
5         boolean isBig = false;
6         boolean isSmall = true;
7         boolean howBig = 30;
8     }
9 }
```



boolean vs. String

- **true** and **false** are **booleans**
- "true" and "false" are **Strings**
- Beginning Java programmers are often confused by the difference
- To Java, anything in **double quotes** is a **String** which, to Java, is completely different than a **boolean**

Logical operators

&& **||** **!**

- And
- Or
- Not
- Logical operators are sometimes also called *Boolean* operators
- Logical operators combine multiple booleans into expressions that evaluate to a single **true** or **false**

Truth Tables

<code>&&</code>	T	F	<code> </code>	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- Truth tables show the results combining **booleans** with `&&` `||` or `!`
- Evaluate each expression:
 - `false || true`
 - `true && false`
 - `!true`

Truth Tables

<code>&&</code>	T	F	<code> </code>	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- Truth tables show the results combining **booleans** with `&&` `||` or `!`
- Evaluate each expression:
 - `false || true` is **true**
 - `true && false` is **false**
 - `!true` is **false**

Relational (Comparison) Operators

> >= < <= != ==

- Is Greater Than
- Is Greater Than or Equal
- Is Less Than
- Is Less Than or Equal
- Is Not equal
- Is Equal to

Logical Operators

$\&\&$	T	F		T	F	!	T	F
T	T	F	T	T	T	F	T	F
F	F	F	F	T	F	F	F	T

- What would be printed?

```
int nCount = 150;
```

```
System.out.println( (0<nCount) && (nCount<=100) );
```

Logical Operators

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- What would be printed? **false**

```
int nCount = 150;
```

```
System.out.println((0<nCount) && (nCount<=100));
```

```
1 public class MyProgram extends ConsoleProgram
2 {
3     public void run()
4     {
5         int nCount = 150;
6         System.out.println((0<nCount)&&(nCount<=100));
7     }
8 }
```

▶ RUN CODE

false

Logical Operators

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T		F	T
F	F	F	F	T	F		F	T

- Now what would be printed?

```
int nCount = 50;
```

```
System.out.println( (0 < nCount) && (nCount <= 100));
```

Logical Operators

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- What would be printed? **true**

```
int nCount = 50;
```

```
System.out.println((0<nCount) && (nCount<=100));
```

```
1 public class MyProgram extends ConsoleProgram
2 {
3     public void run()
4     {
5         int nCount = 50;
6         System.out.println((0<nCount)&&(nCount<=100));
7     }
8 }
```

▶ RUN CODE

true

Logical Operators

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T		F	T
F	F	F	F	T	F		F	T

- Lets assign **nCount** 150 and replace the *and* with an *or*. Now what will be printed?

```
int nCount = 150;
```

```
System.out.println( (0<nCount) || (nCount<=100) );
```

Logical Operators

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- Lets assign **nCount** 150 and replace the *and* with an *or*. Now what will be printed? **true**

```
int nCount = 150;
```

```
System.out.println( (0<nCount) || (nCount<=100) );
```

```
1 public class MyProgram extends ConsoleProgram
2 {
3     public void run()
4     {
5         int nCount = 150;
6         System.out.println((0<nCount) || (nCount<=100));
7     }
8 }
```

▶ RUN CODE

true

! The *NOT* Operator

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- In Java, `!` is pronounced “not”
- It gives the opposite of whatever **boolean** comes after it

```
boolean isWhat = true;
```

```
System.out.println(!isWhat);
```

```
1 public class MyProgram extends ConsoleProgram
2 {
3     public void run()
4     {
5         boolean isWhat = true;
6         System.out.println(!isWhat);
7     }
8 }
9
```

▶ RUN CODE

false

! The *NOT* Operator

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

- $!$ is much more important than you would expect
- We'll frequently use $!$ to "flip" a boolean from **true** to **false** and back

```
1 public class MyProgram extends ConsoleProgram
2 {
3     public void run()
4     {
5         boolean isWhat = true;
6         isWhat = !isWhat;
7         System.out.println(isWhat);
8         isWhat = !isWhat;
9         System.out.println(isWhat);
10    }
11 }
12 }
```

▶ RUN CODE

false
true

Short circuit evaluation

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F		
F	F	F	F	T	F		F	T

- **true** $\|$ *anything* is always **true**, so Java does not need to evaluate the expression *anything*
- Likewise, **false** $\&\&$ *anything* is always false
- Ignoring the *anything*, when possible, is called **short circuit evaluation**

Short circuit evaluation

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	T	
F	F	F	F	T	F			

- What does
 $-3 < 0 \quad || \quad 567*2-17/3 == 1128$
evaluate to?
- **true**
- Its not necessary to evaluate the **second condition** because the **first condition** is **true** and **true** $\|$ **anything** is always **true**

Short circuit evaluation

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	T	
F	F	F	F	T	F			

- What does
 $1==0 \&\& 274/17 > 7846/461$
evaluate to?
- **false**
- Its not necessary to evaluate the **second condition** because the **first condition** is **false** and **false $\&\&$ anything** is always **false**

Distributing the !

- The rules for distributing the ! are known as De Morgan's laws

$!(A \ \&\& \ B)$ is the same as $!A \ | \ | \ !B$

$!(A \ | \ | \ B)$ is the same as $!A \ \&\& \ !B$

Distributing the !

- More examples of De Morgan's laws

`!(x < 5 && y == 3)`

is the same as

`x >= 5 || y != 3`

`!(x >= 1 || y != 7)`

is the same as

`x < 1 && y == 7`

How would Java evaluate these expressions?

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

&&	T	F		T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

How would Java evaluate these expressions?

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

```
//true
```

&&	T	F		T	F	!	T	F
T	T	F	T	T	T		F	T
F	F	F	F	T	F			

How would Java evaluate these expressions?

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

```
//true
```

```
int nAge = 16;
```

```
! (19 >= nAge && nAge >= 13)
```

How would Java evaluate these expressions?

$\&\&$	T	F		T	F	!	T	F
T	T	F	T	T	T	F		
F	F	F	F	T	F		F	T

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

```
//true
```

```
int nAge = 16;
```

```
! (19 >= nAge && nAge >= 13)
```

```
//false
```

How would Java evaluate these expressions?

$\&\&$	T	F	$\ $	T	F	!	T	F
T	T	F	T	T	T		F	T
F	F	F	F	T	F			

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

```
//true
```

```
int nAge = 16;
```

```
! (19 >= nAge && nAge >= 13)
```

```
//false
```

```
int nAge = 16;
```

```
19 < nAge || nAge < 13
```

How would Java evaluate these expressions?

&&	T	F		T	F	!	T	F
T	T	F	T	T	T	F	F	T
F	F	F	F	T	F			

```
char cGrade = 'B';
```

```
('A' <= cGrade) && (cGrade <= 'F')
```

```
//true
```

```
int nAge = 16;
```

```
! (19 >= nAge && nAge >= 13)
```

```
//false
```

```
int nAge = 16;
```

```
19 < nAge || nAge < 13
```

```
//false
```

if statements

- If the condition in parentheses is **true**, the code in the curly braces (called a block) executes

```
if (x > 0) {  
    System.out.println("x is positive");  
}
```

if else statements

- If the condition in parentheses is **true**, the code in the **first block** executes otherwise the **second block** executes

```
if (x > 0) {  
    System.out.println("x is positive");  
}  
else {  
    System.out.println("x is NOT positive");  
}
```

if else if statements

- The block under the first **true** condition runs, and then all other blocks are skipped
- If all **conditions** are **false**, the **else** block runs

```
if (temp > 80) {  
    System.out.println("Hot");  
} else if (temp > 65) {  
    System.out.println("Warm");  
} else if (temp > 50) {  
    System.out.println("Cool");  
} else {  
    System.out.println("Cold");  
}
```

if statements

- Curly braces are optional if a block has only one statement

```
if (x > 0) {  
    System.out.println("x is positive");
```

}

is the same as

```
if (x > 0)  
    System.out.println("x is positive");
```

More short circuit evaluation

```
1 public class MyProgram extends ConsoleProgram  
2 {  
3     public void run()  
4     {  
5         if(1/0 != 0)  
6             System.out.println("Hello World!");  
7     }  
8 }  
9 }
```



- Notice that **Hello World!** is not printed because of the **divide by zero exception** in the **if (1/0 != 0)**

More short circuit evaluation

The screenshot shows a Java code editor with the following code:

```
1 public class MyProgram extends ConsoleProgram
2 {
3
4     public void run()
5     {
6         if(1==1 || 1/0 != 0)
7             System.out.println("Hello World!");
8     }
9 }
```

A blue arrow points from the text "Now **Hello World!** is printed and there is no divide by zero exception" to the line of code "if(1==1 || 1/0 != 0)". A yellow arrow points from the text "Because **1==1 || anything** is true," to the value "1/0". To the right, a green button labeled "RUN CODE" is shown above a window displaying the output "Hello World!".

- Now **Hello World!** is printed and there is no divide by zero exception
- Because **1==1 || anything** is true, Java does not execute the code that would cause an exception

Order matters!

```
1 public class MyProgram extends ConsoleProgram  
2 {  
3     public void run()  
4     {  
5         if(1/0 != 0 || 1==1)  
6             System.out.println("Hello World!");  
7     }  
8 }  
9 }
```

A screenshot of a Java code editor. On the left, there is a code editor window with the following Java code:

```
1 public class MyProgram extends ConsoleProgram  
2 {  
3     public void run()  
4     {  
5         if(1/0 != 0 || 1==1)  
6             System.out.println("Hello World!");  
7     }  
8 }  
9 }
```

The line `if(1/0 != 0 || 1==1)` is highlighted in yellow. A blue arrow points from the word "run" in the previous slide to this line. On the right, there is a run interface with a green "RUN CODE" button and a grey "STOP" button. Below the buttons, an exception message is displayed:

Exception in thread "main" java.lang.ArithmaticException: / by zero
at MyProgram.run(MyProgram.java:6)
at ConsoleProgram.main(ConsoleProgram.java:21)

- In this version, the code that causes the exception executes first so **Hello World!** is not printed



WARNING

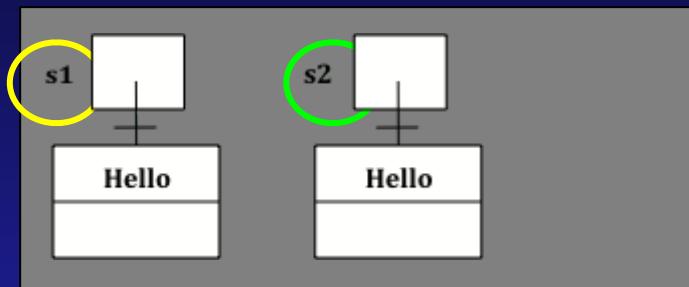
- Quizziz in 10 minutes!

`==` vs. `.equals()` for Strings

- `==` checks if the String variables refer to the same String
- `.equals` checks if two different Strings have the same characters

`==` vs. `.equals()` for Strings

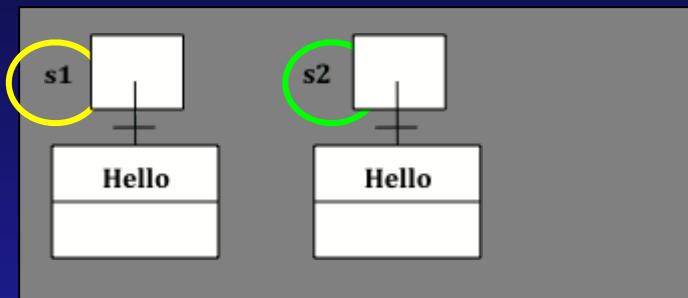
- `s1` and `s2` refer to two different `new String`s



```
String s1 = new String("Hello");
String s2 = new String("Hello");
System.out.println(s1 == s2);
System.out.println(s1.equals(s2));
```

`==` vs. `.equals()` for Strings

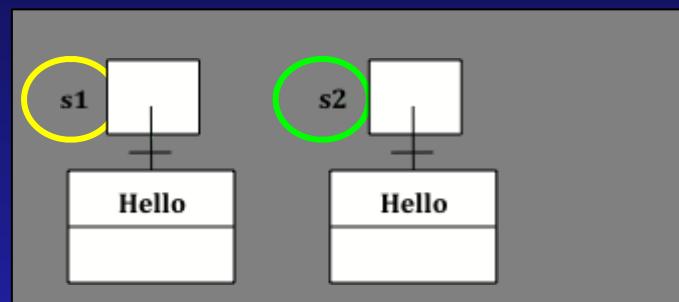
- `s1 == s2` is false because the two **Strings** are different



```
String s1 = new String("Hello");
String s2 = new String("Hello");
System.out.println(s1 == s2); //false
System.out.println(s1.equals(s2)); //true
```

`==` vs. `.equals()` for Strings

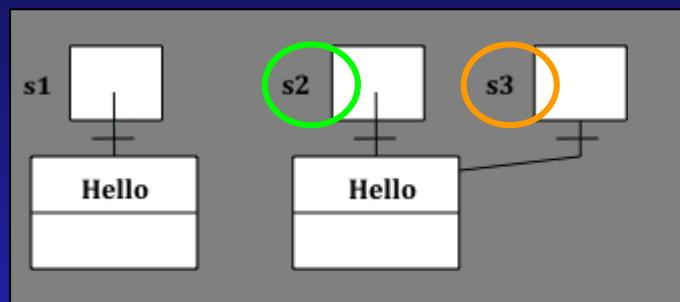
- `s1.equals(s2)` is **true** because the two different **Strings** have the same characters



```
String s1 = new String("Hello");
String s2 = new String("Hello");
System.out.println(s1 == s2); //false
System.out.println(s1.equals(s2)); //true
```

`==` vs. `.equals()` for Strings

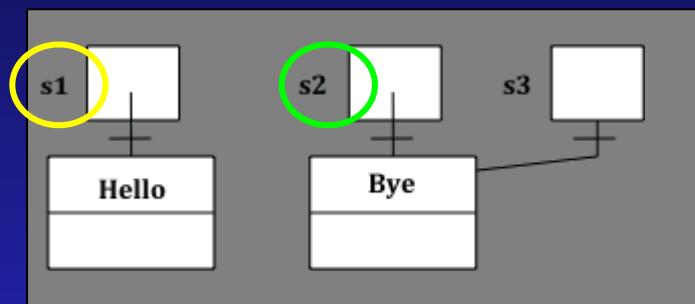
- `s2==s3` and `s2.equals(s3)` are both **true** because they are the same **String** with the same characters



```
String s2 = new String("Hello");
String s3 = s2;
System.out.println(s2 == s3); //true
System.out.println(s2.equals(s3)); //true
```

`==` vs. `.equals()` for Strings

- `s1==s2` and `s1.equals(s2)` are both **false** because they are different **Strings** with different characters



```
String s1 = new String("Hello");
String s2 = new String("Bye");
System.out.println(s1 == s2); //false
System.out.println(s1.equals(s2)); //false
```

Null pointer error

- Uninitialized **Strings** are **null**
- You get a **null** pointer error when you try to use an uninitialized String

```
String s1; //uninitialized  
String s2 = new String("Hello");  
System.out.println(s1); //null  
System.out.println(s1.equals(s2));  
                           //error
```

Do CSAwesome Assignments

Assignments

Name

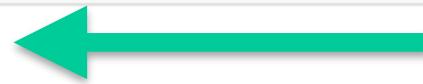
Java Intro

Unit 1: Variables Types Expressions

Unit 1: Operators Casting Summary

Unit 2: Java Objects

Unit 3: Boolean Expressions and If Statements



Confusing message on Activity

56

- At first I thought I got it wrong!
- If you get a check mark, it's correct

Q-1: Which of the following is true after the code executes?

Not yet graded

```
String s1 = new String("ICS rocks!");
String s2 = new String("Igneous rocks!");
String s3 = new String("ICS rocks!");
s2 = s1;
```

- A. s1 == s2 && s1 == s3
- B. s1 != s2 && s1.equals(s3)
- C. s1 == s2 && s1.equals(s3)

[Check Me](#)

[Compare me](#)

✓ Did you miss that s2 was set to refer to the same object as s1?

Activity: 56 -- Multiple Choice (JP_qsbeq_1)

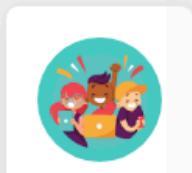
[Question in Context](#)

Quizziz

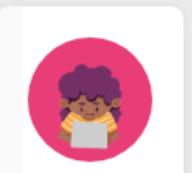
AP Java 8/28/2020
12 questions

Continue

Pick your mode

 Team

 Classic

 Test

Participants answer at their own pace, compete individually, and have a blast along the way.

Assign to a class (optional)

Not assigned to any classes **SELECT**