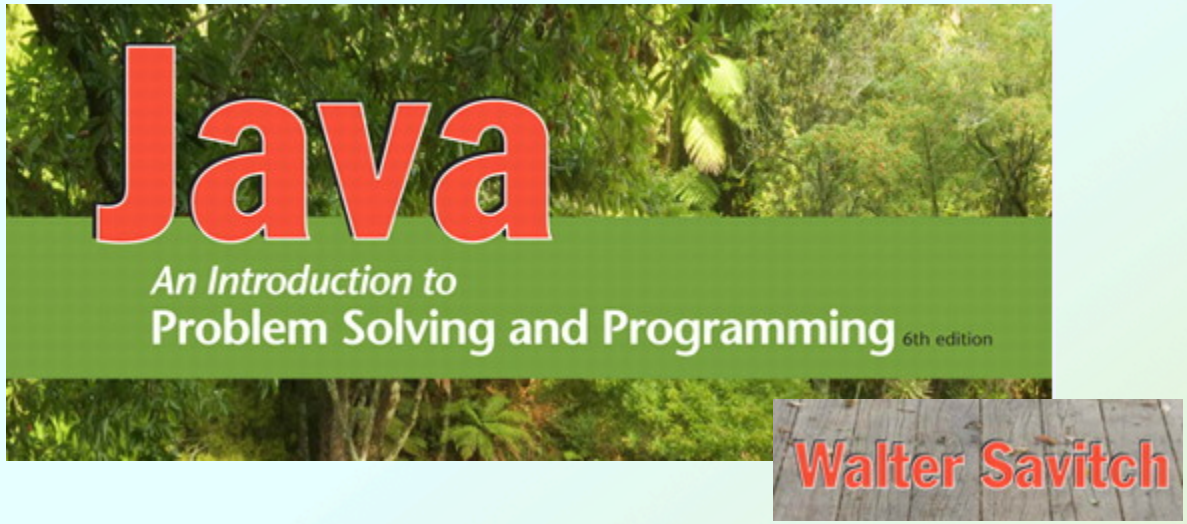


Flow of Control

Chapter 3

*JAVA: An Introduction to Problem Solving & Programming, 6*th Ed. By Walter Savitch
ISBN 0132162709

Objectives

- Use Java branching statements
- Compare values of primitive types
- Compare objects such as strings
- Use the primitive type **`boolean`**
- Use simple enumerations in a program
- Use color in a graphics program
- Use **`JOptionPane`** class to create yes-no dialog box

Outline

- The `if-else` Stetement
- The Type `boolean`
- The `switch` statement
- (optional) Graphics Supplement

Flow of Control

- *Flow of control* is the order in which a program performs actions.
  - Up to this point, the order has been sequential.
- A *branching statement* chooses between two or more possible actions.
- A *loop statement* repeats an action until a stopping condition occurs.

The `if-else` Statement: Outline

- Basic `if-else` Statement
- Boolean Expressions
- Comparing Strings
- Nested `if-else` Statements
- Multibranch `if-else` Statements
- The `switch` Statament
- (optional) The Conditional Operator
- The `exit` Method

The `if-else` Statement

- A branching statement that chooses between two possible actions.
- Syntax

```
if (Boolean_Expression)
  Statement_1
else
  Statement_2
```

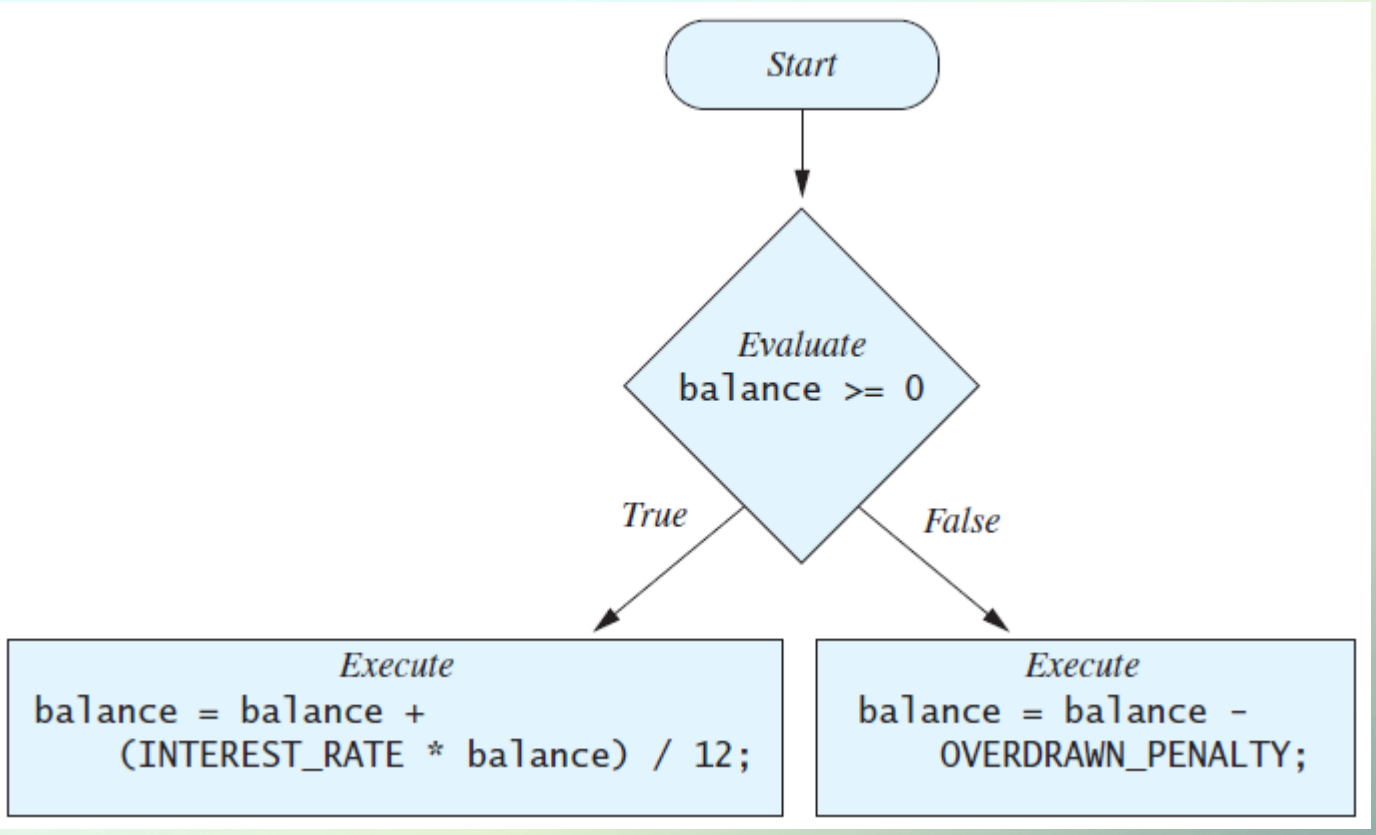
The `if-else` Statement

- Example

```
if (balance >= 0)
   balance = balance + (INTEREST_RATE * balance) / 12;
else
   balance = balance - OVERDRAWN_PENALTY;
```

The `if-else` Statement

- Figure 3.1 The Action of the `if-else` Statement sample program Listing 3.1



The `if-else` Statement

Sample screen output

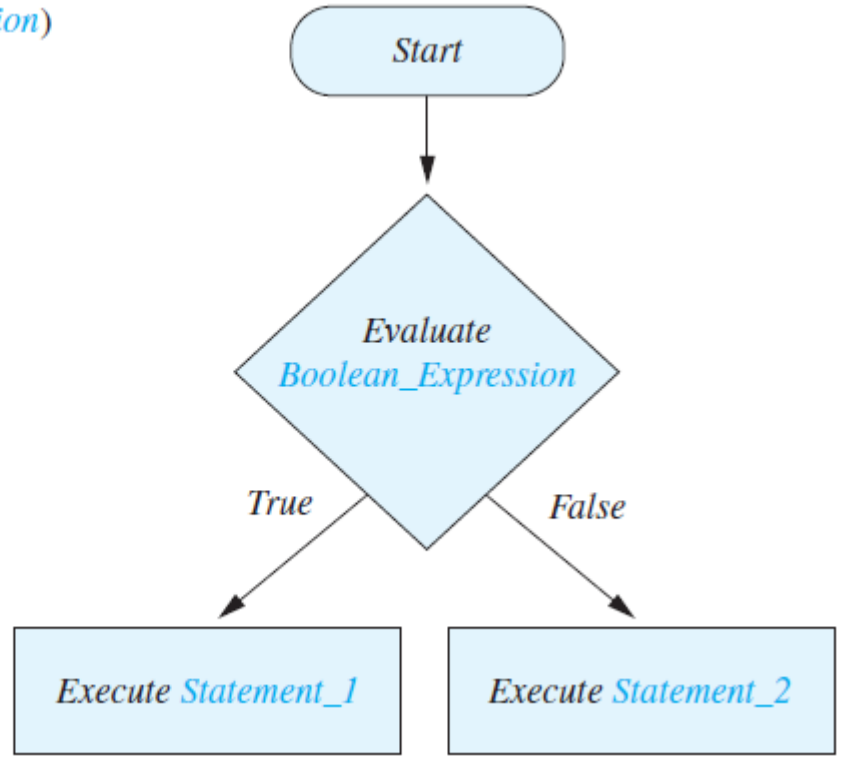
```
Enter your checking account balance: $505.67
Original balance $505.67
After adjusting for one month of interest and penalties,
your new balance is $506.51278
```

```
Enter your checking account balance: $-15.53
Original balance $-15.53
After adjusting for one month of interest and penalties,
your new balance is $-23.53
```

Semantics of the `if-else` Statement

- Figure 3.2

```
if (Boolean_Expression)
    Statement_1
else
    Statement_2
```



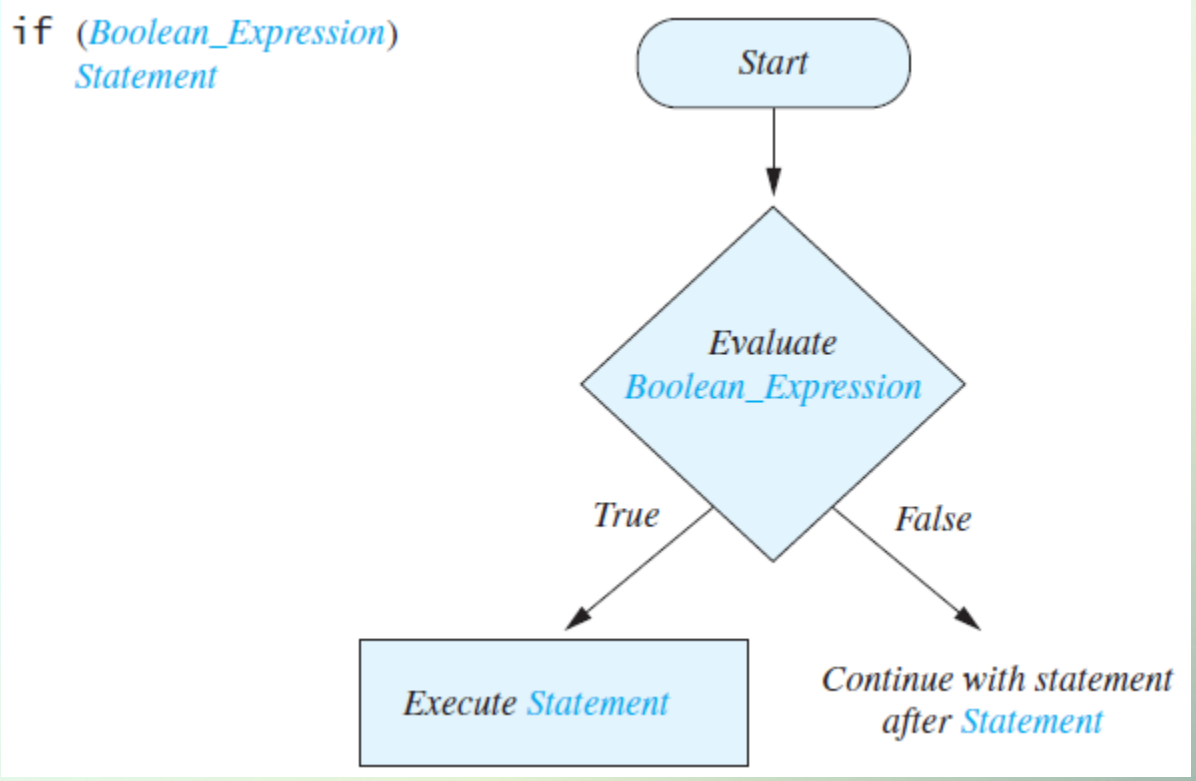
Compound Statements

- To include multiple statements in a branch, enclose the statements in braces.

```
if (count < 3)
    {
       total = 0;
       count = 0;
    }
```

Omitting the `else` Part

- FIGURE 3.3 The Semantics of an `if` Statement without an `else`



Introduction to Boolean Expressions

- The value of a *boolean expression* is either `true` or `false`.
- Examples

```
time < limit
balance <= 0
```

Java Comparison Operators

- Figure 3.4 Java Comparison Operators

Math Notation	Name	Java Notation	Java Examples
=	Equal to	==	`balance == 0` `answer == 'y'`
≠	Not equal to	!=	`income != tax` `answer != 'y'`
>	Greater than	>	`expenses > income`
≥	Greater than or equal to	>=	`points >= 60`
<	Less than	<	`pressure < max`
≤	Less than or equal to	<=	`expenses <= income`

Compound Boolean Expressions

- Boolean expressions can be combined using the "and" **(&&)** operator.
- Example

```
if ((score > 0) && (score <= 100))
...
```

- Not allowed

```
if (0 < score <= 100)
...
```

Compound Boolean Expressions

- Syntax

```
(Sub_Expression_1) &&
  (Sub_Expression_2)
```

- Parentheses often are used to enhance readability.
- The larger expression is true only when both of the smaller expressions are true.

Compound Boolean Expressions

- Boolean expressions can be combined using the "or" `(||)` operator.
- Example

```
if ((quantity > 5) || (cost < 10))
...
```

- Syntax

```
(Sub_Expression_1) ||
  (Sub_Expression_2)
```

Compound Boolean Expressions

- The larger expression is true
  - When either of the smaller expressions is true
  - When both of the smaller expressions are true.
- The Java version of "or" is the *inclusive or* which allows either or both to be true.
- The *exclusive or* allows one or the other, but not both to be true.

Negating a Boolean Expression

- A boolean expression can be negated using the "not" (`!`) operator.
- Syntax

  ```
  !(Boolean_Expression)
  ```

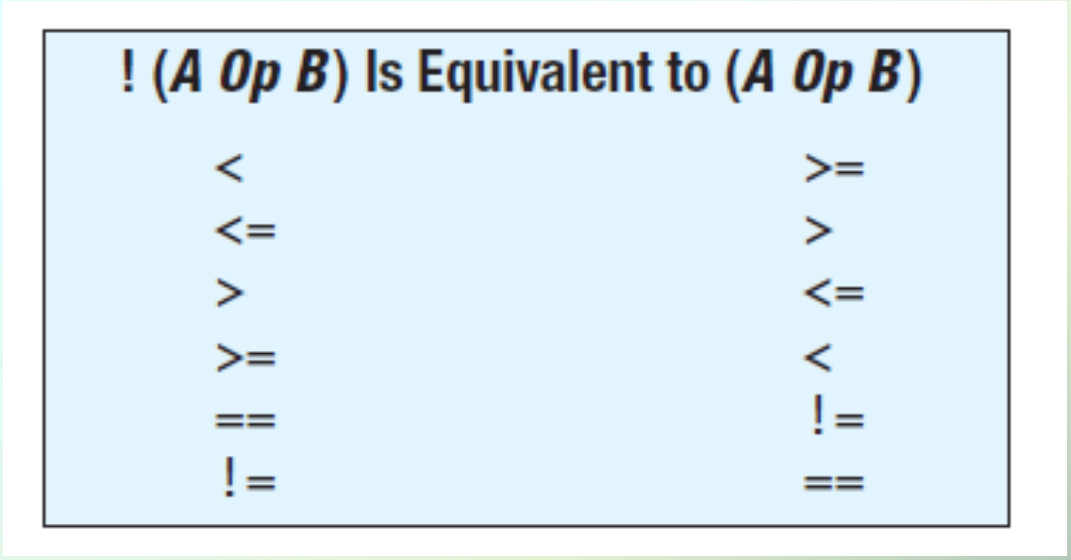
- Example

  ```
  (a || b) && !(a && b)
  ```

  which is the *exclusive or*

Negating a Boolean Expression

- Figure 3.5 Avoiding the Negation Operator



! (*A Op B*) Is Equivalent to (*A Op B*)	
<	>=
<=	>
>	<=
>=	<
==	!=
!=	==

Java Logical Operators

- Figure 3.6

Name	Java Notation	Java Examples
Logical *and*	&&	`(sum > min) && (sum < max)`
Logical *or*	||	`(answer == 'y') || (answer == 'Y')`
Logical *not*	!	`!(number < 0)`

Boolean Operators

- FIGURE 3.7 The Effect of the Boolean Operators `&&` (and), `||` (or), and `!` (not) on Boolean values

Value of *A*	Value of *B*	Value of *A* && *B*	Value of *A* || *B*	Value of ! (*A*)
true	true	true	true	false
true	false	false	true	false
false	true	false	true	true
false	false	false	false	true

Using ==

- `==` is appropriate for determining if two integers or characters have the same value.

  ```
  if (a == 3)
  ```

  where `a` is an integer type
- `==` is **not** appropriate for determining if two floating points values are equal. Use `<` and some appropriate tolerance instead.

  ```
  if (abs(b - c) < epsilon)
  ```

  where `b`, `c`, and `epsilon` are floating point types

Using ==

- == is not appropriate for determining if two objects have the same value.
  - `if (s1 == s2),` where `s1` and `s2` refer to strings, determines only if s1 and s2 refer the a common memory location.
  - If `s1` and `s2` refer to strings with identical sequences of characters, but stored in different memory locations, `(s1 == s2)` is false.

Using ==

- To test the equality of objects of class String, use method **`equals`**.

  `s1.equals(s2)`

  or

  `s2.equals(s1)`

- To test for equality ignoring case, use method **`equalsIgnoreCase`**.

  `("Hello".equalsIgnoreCase("hello"))`

`equals` and `equalsIgnoreCase`

- Syntax

```
String.equals(Other_String)
String.equalsIgnoreCase(Other_String)
```

Testing Strings for Equality

- View sample program Listing 3.2
  `class StringEqualityDemo`

```
Enter two lines of text:
Java is not coffee.
Java is NOT COFFEE.
The two lines are not equal.
The two lines are not equal.
But the lines are equal, ignoring case.
```

Sample screen output

Lexicographic Order

- Lexicographic order is similar to alphabetical order, but is it based on the order of the characters in the ASCII (and Unicode) character set.
  - All the digits come before all the letters.
  - All the uppercase letters come before all the lower case letters.

Lexicographic Order

- Strings consisting of alphabetical characters can be compared using method **`compareTo`** and method **`toUpperCase`** or method **`toLowerCase`**.

```
String s1 = "Hello";
String lowerS1 = s1.toLowerCase();
String s2 = "hello";
if (s1.compareTo(s2)) == 0
    System.out.println("Equal!");
```

Method `compareTo`

- Syntax

  `String_1.compareTo(String_2)`

- Method **`compareTo`** returns
  - a negative number if **`String_1`** precedes **`String_2`**
  - zero if the two strings are equal
  - a positive number of **`String_2`** precedes **`String_1`**.

Nested `if-else` Statements

- An `if-else` statement can contain any sort of statement within it.
- In particular, it can contain another `if-else` statement.
  - An `if-else` may be nested within the "if" part.
  - An `if-else` may be nested within the "else" part.
  - An `if-else` may be nested within both parts.

Nested Statements

- Syntax

```
if (Boolean_Expression_1)
    if (Boolean_Expression_2)
       Statement_1)
    else
       Statement_2)
else
   if (Boolean_Expression_3)
       Statement_3)
    else
       Statement_4);
```

Nested Statements

- Each `else` is paired with the nearest unmatched `if`.
- **If used properly**, indentation communicates which `if` goes with which `else`.
- Braces can be used like parentheses to group statements.

Nested Statements

- Subtly different forms

First Form

```
if (a > b)
{
     if (c > d)
          e = f
}
     else
          g = h;
```

Second Form

```
if (a > b)
    if (c > d)
          e = f
     else
          g = h;

// oops
```

Compound Statements

- When a list of statements is enclosed in braces ({}), they form a single *compound statement.*
- Syntax

```
{
    Statement_1;
    Statement_2;
  …
}
```

Compound Statements

- A compound statement can be used wherever a statement can be used.
- Example

```
if (total > 10)
{
   sum = sum + total;
   total = 0;
}
```

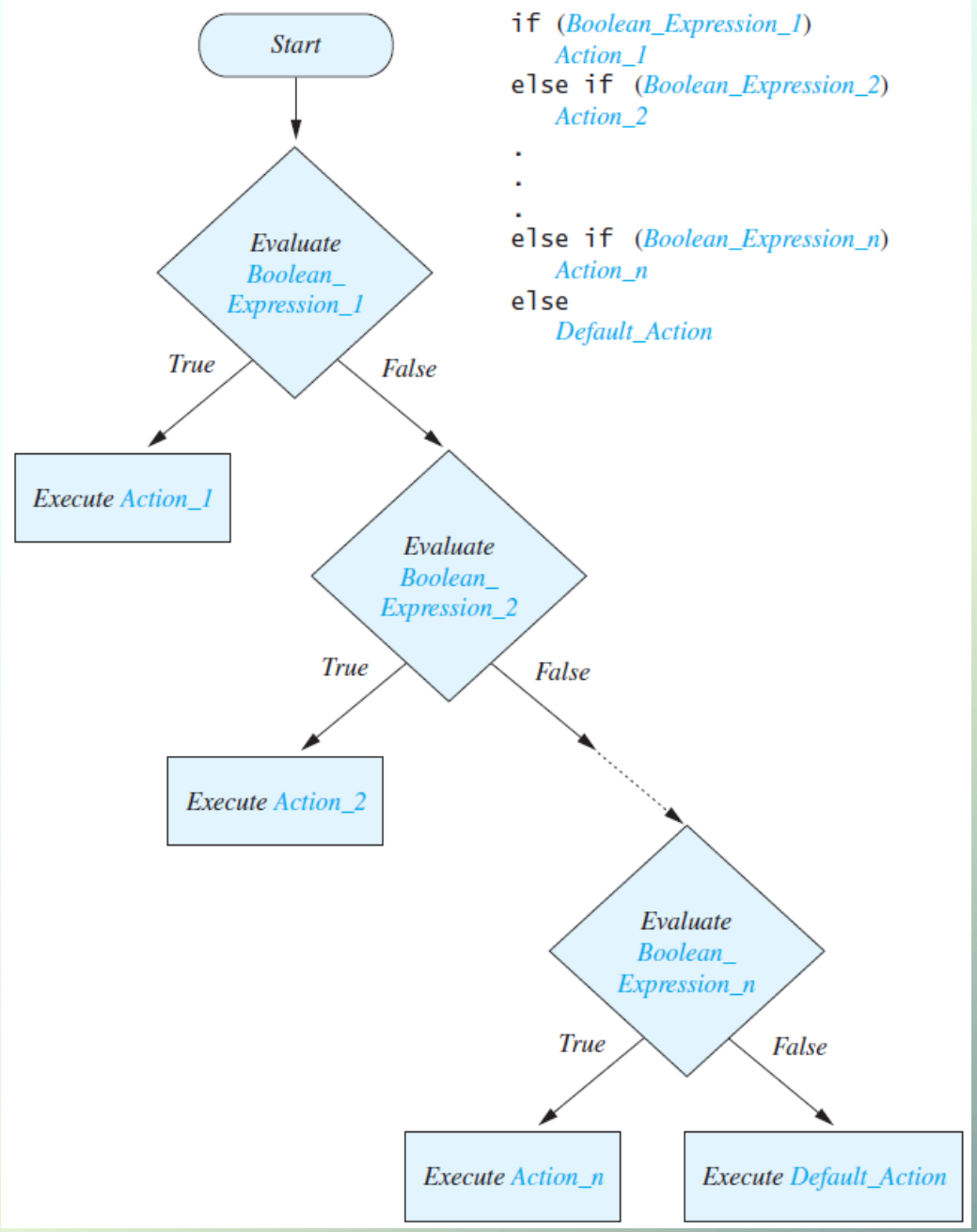
Multibranch `if-else` Statements

- Syntax

```
if (Boolean_Expression_1)
    Statement_1
else if (Boolean_Expression_2)
    Statement_2
else if (Boolean_Expression_3)
    Statement_3
else if …
else
    Default_Statement
```

Multibranch `if-else` Statements

- Figure 3.8 Semantics



Multibranch `if-else` Statements

- View sample program Listing 3.3
  `class Grader`

```
Enter your score:
85
Score = 85
Grade = B
```

Sample screen output

Multibranch `if-else` Statements

- Equivalent code

```
if (score >= 90)
    grade = 'A';
else if ((score >= 80) && (score < 90))
    grade = 'B';
else if ((score >= 70) && (score < 80))
    grade = 'C';
else if ((score >= 60) && (score < 70))
    grade = 'D';
else
    grade = 'F';
```

Case Study – Body Mass Index

- Body Mass Index (BMI) is used to estimate the risk of weight-related problems
- BMI = mass / height^2
  - Mass in kilograms, height in meters
- Health assessment if:
  - BMI < 18.5 Underweight
  - 18.5 ≤ BMI < 25 Normal weight
  - 25 ≤ BMI < 30 Overweight
  - 30 ≤ BMI Obese

Case Study – Body Mass Index

- Algorithm
  - Input height in feet & inches, weight in pounds
  - Convert to meters and kilograms
    - 1 lb = 2.2 kg
    - 1 inch = 0.254 meters
  - Compute BMI
  - Output health risk using if statements

View sample program Listing 3.4

```
class BMI
```

The Conditional Operator

```
if (n1 > n2)
   max = n1;
else
   max = n2;
```

can be written as

```
max = (n1 > n2) ? n1 : n2;
```

- The `?` and `:` together are call the *conditional operator* or *ternary operator.*

The Conditional Operator

- The conditional operator is useful with print and println statements.

```
System.out.print("You worked " +
   ((hours > 1) ? "hours" ;
  "hour"));
```

The `exit` Method

- Sometimes a situation arises that makes continuing the program pointless.
- A program can be terminated normally by

```
System.exit(0).
```

The `exit` Method

- Example

```
if (numberOfWinners == 0)
{
     System.out.println ("Error: Dividing by zero.");
     System.exit (0);
}
else
{
     oneShare = payoff / numberOfWinners;
     System.out.println ("Each winner will receive $"
   + oneShare);
}
```

The Type `boolean`

- The type `boolean` is a primitive type with only two values: `true` and `false`.
- Boolean variables can make programs more readable.

```
if (systemsAreOK)
```

instead of

```
if((temperature <= 100) && (thrust
  >= 12000) && (cabinPressure > 30)
  && …)
```

Boolean Expressions and Variables

- Variables, constants, and expressions of type **`boolean`** all evaluate to either **`true`** or **`false`**.
- A boolean variable can be given the value of a boolean expression by using an assignment operator.

```
boolean isPositive = (number > 0);
...
if (isPositive) ...
```

Naming Boolean Variables

- Choose names such as `isPositive` or `systemsAreOk`.
- Avoid names such as `numberSign` or `systemStatus`.

Precedence Rules

- Parentheses should be used to indicate the order of operations.
- When parentheses are omitted, the order of operation is determined by *precedence rules.*

Precedence Rules

- Operations with *higher precedence* are performed before operations with *lower precedence.*
- Operations with *equal precedence* are done left-to-right (except for unary operations which are done right-to-left).

Precedence Rules

- Figure 3.9

Highest Precedence

First: the unary operators +, −, ++, −−, and !

Second: the binary arithmetic operators *, /, %

Third: the binary arithmetic operators +, −

Fourth: the boolean operators <, >, <=, >=

Fifth: the boolean operators ==, !=

Sixth: the boolean operator &

Seventh: the boolean operator |

Eighth: the boolean operator &&

Ninth: the boolean operator ||

Lowest Precedence

Precedence Rules

- In what order are the operations performed?

```
score < min/2 - 10 || score > 90
score < (min/2) - 10 || score > 90
score < ((min/2) - 10) || score > 90
(score < ((min/2) - 10)) || score > 90
(score < ((min/2) - 10)) || (score > 90)
```

Short-circuit Evaluation

- Sometimes only part of a boolean expression needs to be evaluated to determine the value of the entire expression.
  - If the first operand associated with an `||` is `true`, the expression is `true`.
  - If the first operand associated with an `&&` is `false`, the expression is `false`.
- This is called *short-circuit* or *lazy* evaluation.

Short-circuit Evaluation

- Short-circuit evaluation is not only efficient, sometimes it is essential!
- A run-time error can result, for example, from an attempt to divide by zero.

```
if ((number != 0) && (sum/number > 5))
```

- *Complete evaluation* can be achieved by substituting `&` for `&&` or `|` for `||`.

Input and Output of Boolean Values

- Example

```
boolean booleanVar = false;
System.out.println(booleanVar);
System.out.println("Enter a boolean value:");
Scanner keyboard = new Scanner(System.in);
booleanVar = keyboard.nextBoolean();
System.out.println("You entered " + booleanVar);
```

Input and Output of Boolean Values

- Dialog

```
false
Enter a boolean value: true
true
You entered true
```

The `switch` Statement

- The `switch` statement is a mutltiway branch that makes a decision based on an *integral* (integer or character) expression.
  - Java 7 allows String expressions
- The `switch` statement begins with the keyword `switch` followed by an integral expression in parentheses and called the *controlling expression.*

The `switch` Statement

- A list of cases follows, enclosed in braces.
- Each case consists of the keyword `case` followed by
  - A constant called the *case label*
  - A colon
  - A list of statements.
- The list is searched for a case label matching the controlling expression.

The `switch` Statement

- The action associated with a matching case label is executed.
- If no match is found, the case labeled `default` is executed.
  - The `default` case is optional, but recommended, even if it simply prints a message.
- Repeated case labels are not allowed.

The `switch` Statement

- Syntax

```
switch (Controlling_Expression)
{
   case Case_Label:
        Statement(s);
        break;
   case Case_Label:
   …
   default:
   …
}
```

The `switch` Statement

- View sample program Listing 3.5

`class MultipleBirths`

```
Enter number of babies: 1
Congratulations.
```

```
Enter number of babies: 3
Wow. Triplets.
```

```
Enter number of babies: 4
Unbelievable; 4 babies.
```

```
Enter number of babies: 6
I don't believe you.
```

Sample screen output

The `switch` Statement

- The action for each case typically ends with the word `break`.
- The optional `break` statement prevents the consideration of other cases.
- The controlling expression can be anything that evaluates to an integral type.

Enumerations

- Consider a need to restrict contents of a variable to certain values
- An enumeration lists the values a variable can have
- Example

```
enum MovieRating {E, A, B}
MovieRating rating;
rating = MovieRating.A;
```

Enumerations

- Now possible to use in a **`switch`** statement

```
switch (rating)
{
   case E: //Excellent
      System.out.println("You must see this movie!");
      break;
   case A: //Average
      System.out.println("This movie is OK, but not great.");
      break;
   case B: // Bad
      System.out.println("Skip it!");
      break;
   default:
      System.out.println("Something is wrong.");
}
```

Enumerations

- An even better choice of descriptive identifiers for the constants

```
enum MovieRating
        {EXCELLENT, AVERAGE, BAD}
rating = MovieRating.AVERAGE;

case EXCELLENT:   ...
```

(Optional) Graphics Supplement: Outline

- Specifying a Drawing Color
- A `JOptionPane` Yes/No Window

Specifying a Drawing Color

- When drawing a shape inside an applet's **`paint`** method, think of the drawing being done with a pen that can change colors.
- The method **`setColor`** changes the color of the "pen."

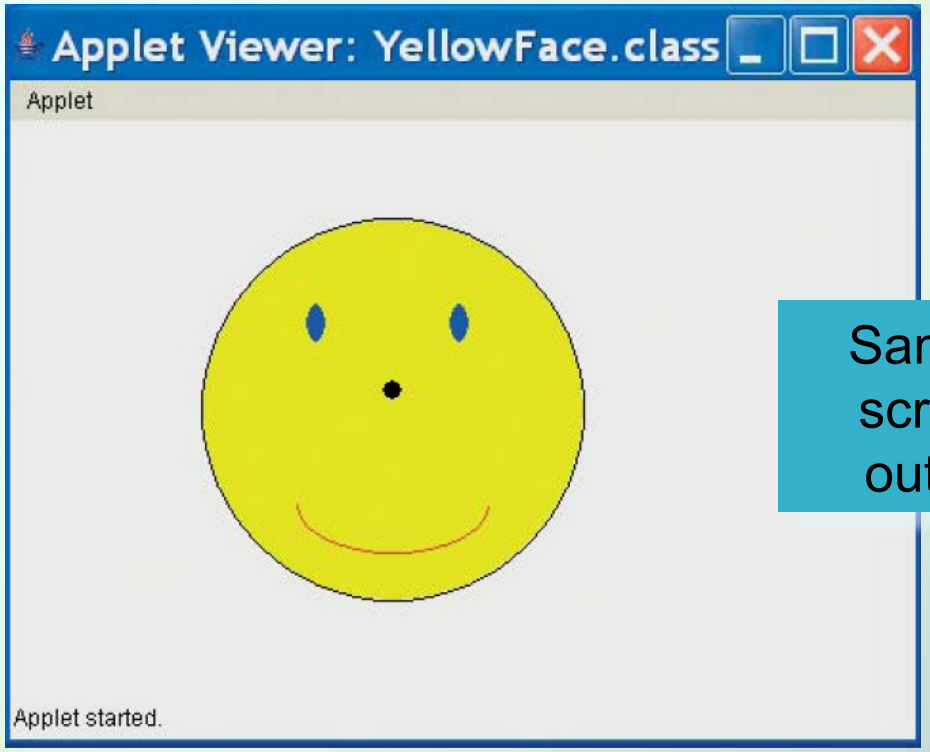
```
canvas.setColor(Color.YELLOW);
```

- Drawings done later appear on top of drawings done earlier.

Specifying a Drawing Color

- View sample program, Listing 3.6

  `class YellowFace`



Sample screen output

Specifying a Drawing Color

- Figure 3.10 Predefined Colors for the `setColor` Method

Color.BLACK	Color.MAGENTA
Color.BLUE	Color.ORANGE
Color.CYAN	Color.PINK
Color.DARK_GRAY	Color.RED
Color.GRAY	Color.WHITE
Color.GREEN	Color.YELLOW
Color.LIGHT_GRAY	

A Dialog Box for a Yes-or-No Question

- Used to present the user with a yes/no question
- The window contains
  - The question text
  - Two buttons labeled **`yes`** and **`no`**.

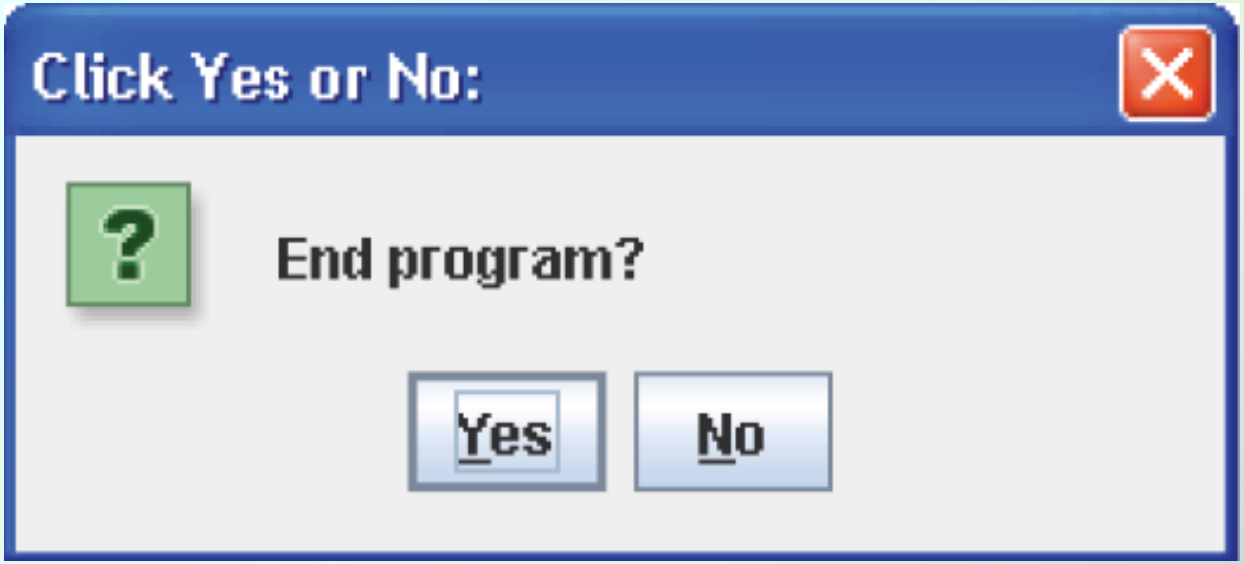
A Dialog Box for a Yes-or-No Question

- Example

```
int answer =
    JOptionPane.showConfirmDialog(null,
    "End program?",
    "Click Yes or No:",
     JOptionPane.YES_NO_OPTION);
if (answer == JOptionPane.YES_OPTION)
    System.exit(0);
else if (answer == JOptionPane.NO_OPTION)
    System.out.println("One more time");
```

A Dialog Box for a Yes-or-No Question

- Figure 3.11 A Yes-or No-Dialog Box



Summary

- You have learned about Java branching statements.
- You have learned about the type **`boolean`**.
- (optional) You have learned to use color and the **`JOptionPane`** yes/no window.