Chapter 3 - Branches

Section 3.1 - If-else

Like a river splitting and re-merging, ***branching*** directs a program to execute either one statement group or another, depending on an expression's value. An example is to print "Too young to drive" if userAge < 16, else print "OK to drive". The language's if-else statement supports branching.

Construct 3.1.1: If-else statement.

```
// Statements that execute before the branches

if (expression) {
   // Statements to execute when the expression is true (first branch)
}
else {
   // Statements to execute when the expression is false (second branch)
}

// Statements that execute after the branches
```

Figure 3.1.1: If-else example: Car insurance prices.

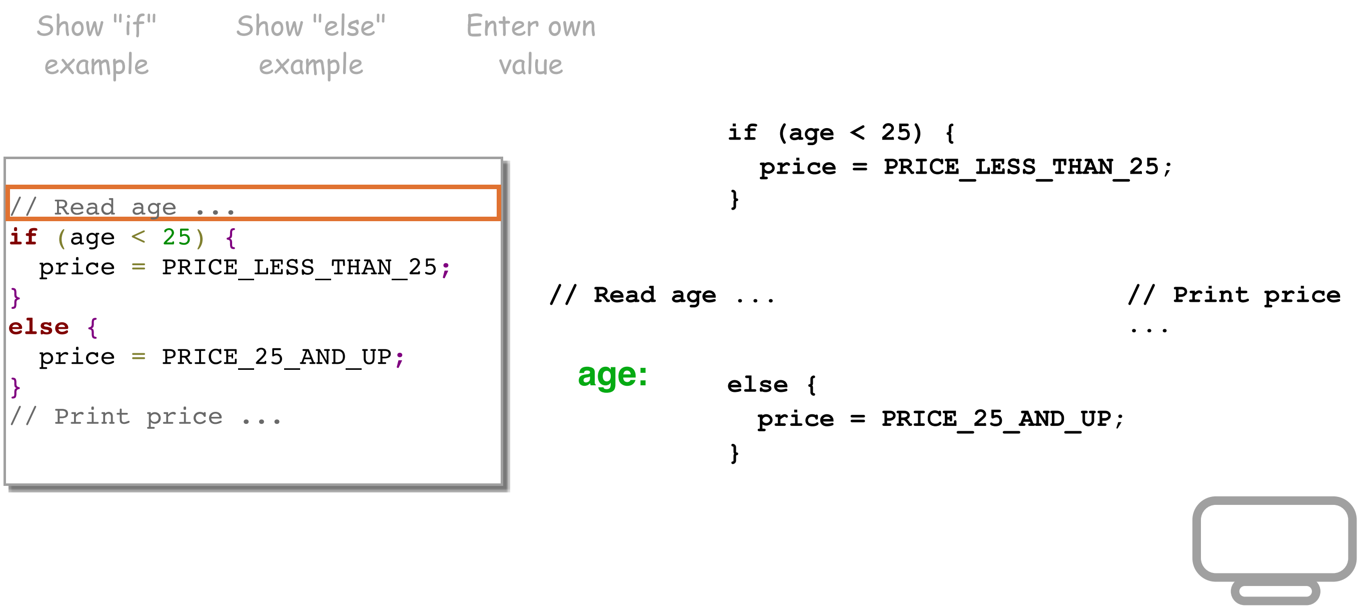
```
import java.util.Scanner;

public class Insurance {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      final int PRICE_LESS_THAN_25 = 4800; // Age less than 25
      final int PRICE_25_AND_UP    = 2200; // Age 25 and Up
      int userAge                  = 0;    // Years
      int insurancePrice           = 0;    // Dollars

      System.out.print("Enter age: ");
      userAge = scnr.nextInt();

      if (userAge < 25) {
         insurancePrice = PRICE_LESS_THAN_25;
         System.out.println("(executed first branch)");
      }
      else {
         insurancePrice = PRICE_25_AND_UP;
         System.out.println("(executed second branch)");
      }

      System.out.println("Annual price: $" + insurancePrice);

      return;
   }
}
```

```
Enter age: 19
(executed first branch)
Annual price: $4800

...

Enter age: 28
(executed second branch)
Annual price: $2200
```

If a user inputs an age less than 25, the statement `insurancePrice = PRICE_LESS_THAN_25` executes. Otherwise, `insurancePrice = PRICE_25_AND_UP` executes. (Prices under 25 are higher because 1 in 6 such drivers are involved in an accident each year, vs. 1 in 15 for older drivers. Source: www.census.gov, 2009).

Though not required, programmers follow the good practice of indenting a branch's statements, using a consistent number of spaces. This material indents 3 spaces.

P Participation Activity 3.1.1: An if-else is like a branching road.



```
// Read age ...
if (age < 25) {
  price = PRICE_LESS_THAN_25;
}
else {
  price = PRICE_25_AND_UP;
}
// Print price ...
```

```
if (age < 25) {
  price = PRICE_LESS_THAN_25;
}
```

```
// Read age ...
```

```
else {
  price = PRICE_25_AND_UP;
}
```

```
// Print price
...
```

P Participation Activity 3.1.2: If-else statements.

#	Question	Your answer

1	What is the final value of numItems?
	`bonusVal = 5;`
	`if (bonusVal < 12) {`
	`   numItems = 100;`
	`}`
	`else {`
	`   numItems = 200;`
	`}`	

	What is the final value of numItems?
	`bonusVal = 12;`
	`if (bonusVal < 12) {`
	`   numItems = 100;`	

2

```
}
else {
   numItems = 200;
}
```

3 What is the final value of numItems?

```
bonusVal = 15;
numItems = 44;
if (bonusVal < 12) {
   numItems = numItems + 3;
}
else {
   numItems = numItems + 6;
}
numItems = numItems + 1;
```

4 What is the final value of bonusVal?

```
bonusVal = 11;
if (bonusVal < 12) {
   bonusVal = bonusVal + 2;
}
else {
   bonusVal = bonusVal + 10;
}
```

5 What is the final value of bonusVal?

```
bonusVal = 11;
if (bonusVal < 12) {
   bonusVal = bonusVal + 2;
   bonusVal = 3 * bonusVal;
}
else {
   bonusVal = bonusVal + 10;
}
```

P Participation Activity

3.1.3: Writing an if-else statement.

Translate each description to an if-else statement as directly as possible. Use { }. (Not checked, but please indent a branch's statements some consistent number of spaces such as 3 spaces).

#	Question	Your answer
1	If userAge is greater than 62, assign 15 to discount. Else, assign 0 to discount.	
2	If numPeople is greater than 10, execute groupSize = 2 * groupSize. Otherwise, execute groupSize = 3 * groupSize and also numPeople = numPeople - 1.	
3	If numPlayers is greater than 11, execute teamSize = 11. Otherwise, execute teamSize = numPlayers. Then, no matter the value of numPlayers, execute teamSize = 2 * teamSize.	

An if statement can be written without the else part. Such a statement acts like an if-else with no statements in the else branch.

Figure 3.1.2: If statement without else: Absolute value example.

```
import java.util.Scanner;

public class AbsoluteValueCalc {
   public static void main (String [] args) {
      Scanner scnr = new Scanner(System.in);
      int userVal = 0;
      int absVal  = 0;

      System.out.print("Enter an integer: ");
      userVal = scnr.nextInt();

      absVal = userVal;
      if (absVal < 0) {
         absVal = absVal * -1;
      }

      System.out.print("The absolute value of " + userVal);
      System.out.println(" is " + absVal);

      return;
   }
}
```

```
Enter an integer: -55
The absolute value of -55 is

...

Enter an integer: 42
The absolute value of 42 is
```

(The example used the number 42. That's a popular number. Just for fun, search for "the answer to life the universe and everything" on Google to learn why).

P Participation Activity

3.1.4: If without else.

What is the final value of numItems?

#	Question	Your answer

1	`bonusVal = 19;`
	`numItems = 1;`
	`if (bonusVal > 10) {`
	`   numItems = numItems + 3;`
	`}`	

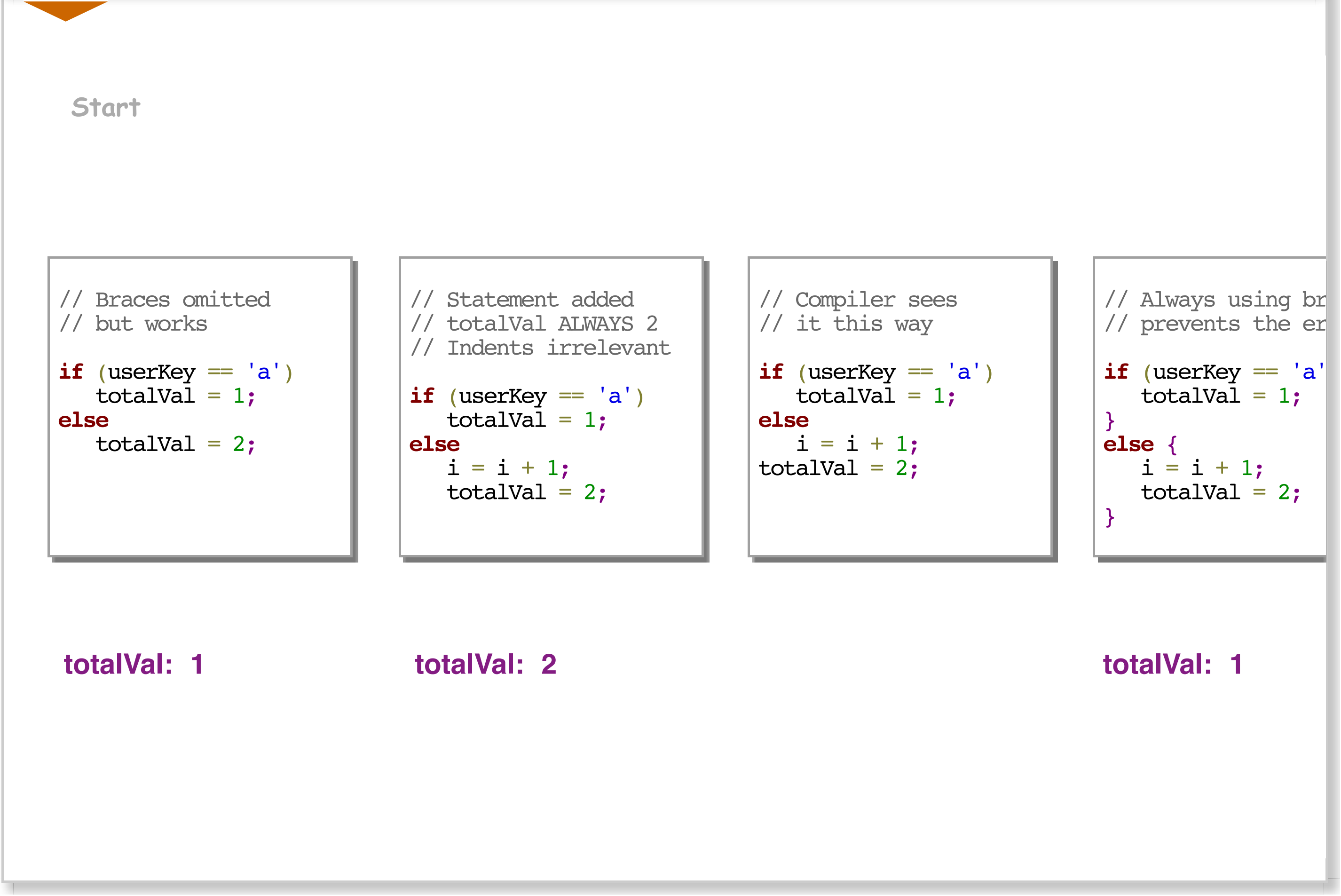
2	`bonusVal = 0;`
	`numItems = 1;`
	`if (bonusVal > 10) {`
	`   numItems = numItems + 3;`
	`}`	

Braces surround a branch's statements. ***Braces*** { }, sometimes redundantly called curly braces, represent a grouping, such as a grouping of statements. Note: { } are braces, [ ] are brackets.

When a branch has a single statement, the braces are optional, but good practice *always* uses the braces. Always using braces even when a branch only has one statement prevents the common error of mistakenly thinking a statement is part of a branch.

P Participation Activity

3.1.5: Leaving off braces can lead to a common error; better to always use braces.



```
// Braces omitted
// but works

if (userKey == 'a')
   totalVal = 1;
else
   totalVal = 2;
```

totalVal: 1

```
// Statement added
// totalVal ALWAYS 2
// Indents irrelevant

if (userKey == 'a')
   totalVal = 1;
else
   i = i + 1;
   totalVal = 2;
```

totalVal: 2

```
// Compiler sees
// it this way

if (userKey == 'a')
   totalVal = 1;
else
   i = i + 1;
totalVal = 2;
```

```
// Always using br
// prevents the er

if (userKey == 'a'
   totalVal = 1;
}
else {
   i = i + 1;
   totalVal = 2;
}
```

totalVal: 1

P Participation Activity

3.1.6: Omitting braces is a common source of errors.

What is the final value of numItems?

#	Question	Your answer

1	`numItems = 0;`
	`bonusVal = 19;`
	`if (bonusVal > 10)`
	`   numItems = bonusVal;`
	`numItems = numItems + 1;`	

2	`numItems = 0;`
	`bonusVal = 5;`
	`if (bonusVal > 10)`
	`   // Need to update bonusVal`
	`   numItems = bonusVal;`
	`numItems = numItems + 1;`	

3	`numItems = 0;`
	`bonusVal = 5;`
	`if (bonusVal > 10)`
	`   // Update bonusVal`
	`   bonusVal = bonusVal - 1;`
	`   numItems = bonusVal;`
	`numItems = numItems + 1;`	

C Challenge Activity

3.1.1: Enter the output for the if-else branches.

Start

Enter the output of the following program.

```
public class ifElseOuput {
   public static void main (String [] args) {
      int numApples = 6;

      if (numApples < 8) {
         System.out.println("a");
      }
      else {
         System.out.println("f");
      }

      System.out.println("k");

      return;
   }
}
```

```
a
k
```

1 2 3 4

Check Next

C Challenge Activity

3.1.2: Basic if-else expression.

Write an expression that will cause the following code to print "18 or less" if the value of userAge is 1

```
public class AgeChecker {
   public static void main (String [] args) {
      int userAge = 0;

      if (/* Your solution goes here  */) {
         System.out.println("18 or less");
      }
      else {
        System.out.println("Over 18");
      }

      return;
   }
}
```

Run

C Challenge Activity

3.1.3: Basic if-else.

Write an if-else statement for the following:
If userTickets is less than 5, execute numTickets = 1. Else, execute numTickets = userTickets.
Ex: if userTickets is 3, then numTickets = 1.

```
public class TicketCounter {
   public static void main (String [] args) {
      int numTickets = 0;
      int userTickets = 3;

      /* Your solution goes here  */

      System.out.println(numTickets);

      return;
   }
}
```

Run

Section 3.2 - Relational and equality operators

An if-else expression commonly involves a ***relational operator*** or ***equality operator***.

Table 3.2.1: Relational (first four) and equality (last two) operators.

Relational and equality operators	Description
a **<** b	a is ***less-than*** b
a **>** b	a is ***greater-than*** b
a **<=** b	a is ***less-than-or-equal-to*** b
a **>=** b	a is ***greater-than-or-equal-to*** b
a **==** b	a is ***equal to*** b
a **!=** b	a is ***not equal to*** b

Each operator involves two operands, shown above as a and b. The operation evaluates to a ***Boolean*** value meaning either *true* or *false*. If userAge is 19, then userAge < 25 evaluates to true.

Some operators like >= involve two characters. Only the shown two-character sequences represent valid operators. A common error is to use invalid character sequences like =>, !<, or <>, which are *not* valid operators.

Note that equality is ==, not =.

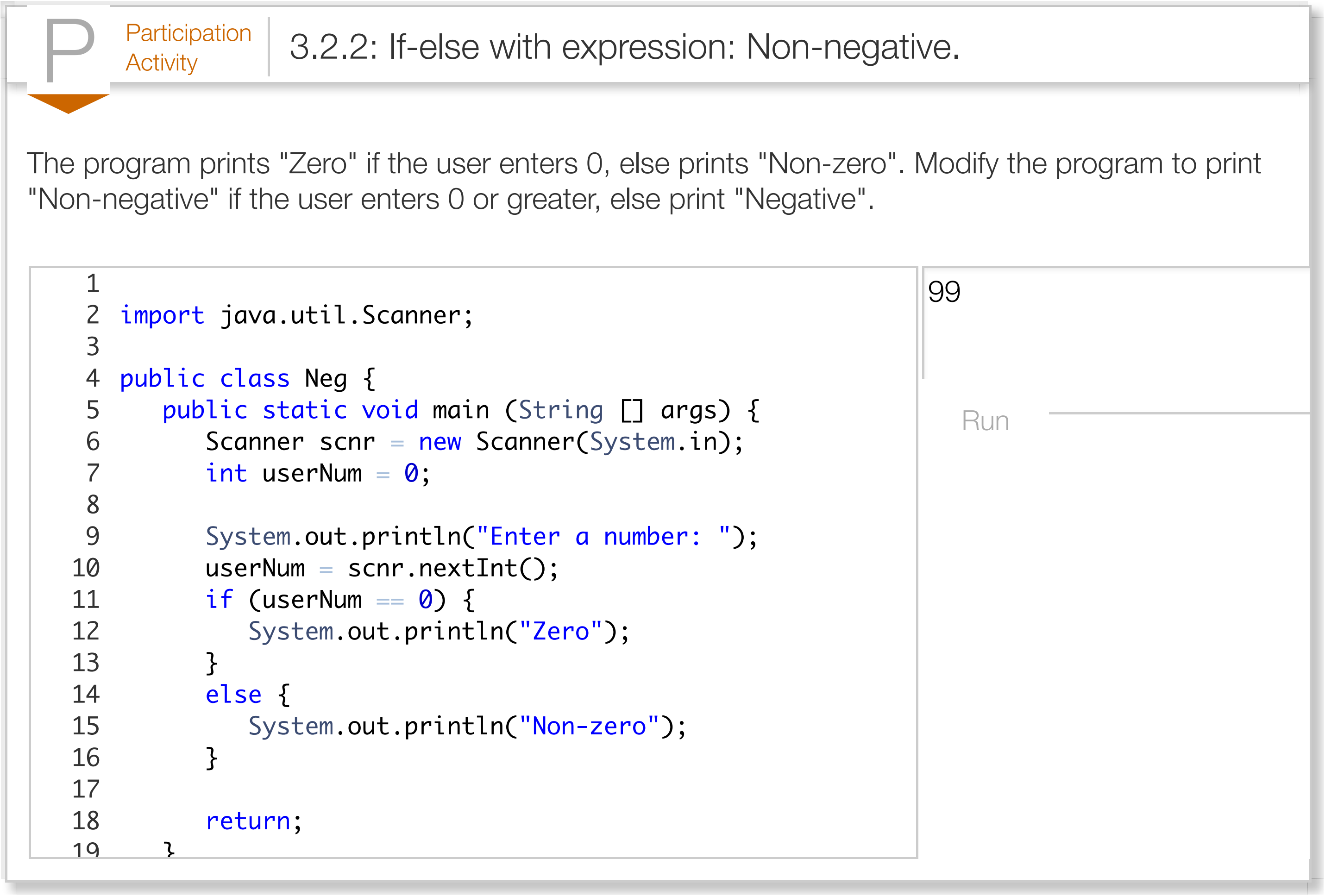
P Participation Activity

3.2.1: Expressions with relational and equality operators.

Type the operator to complete the desired expression.

```
if expression  {
   ...
}
else {
   ...
}
```

#	Question	Your answer
1	numDogs is 0	(numDogs ☐ 0)
2	numDogs is greater than 10	(numDogs ☐ 10)
3	numCars is greater than or equal to 5	(numCars ☐ 5)
4	numCars is 5 or greater	(numCars ☐ 5)
5	numDogs and numCats are the same	(numDogs ☐ numCats)
6	numDogs and numCats differ	(numDogs ☐ numCats)
7	numDogs is either less-than or greater-than numCats	(numDogs ☐ numCats)
8	centsLost is a negative number	(centsLost ☐ 0)
9	userChar is the character 'x'.	(userChar ☐ 'x')



3.2.2: If-else with expression: Non-negative.

The program prints "Zero" if the user enters 0, else prints "Non-zero". Modify the program to print "Non-negative" if the user enters 0 or greater, else print "Negative".

```

import java.util.Scanner;

public class Neg {
   public static void main (String [] args) {
      Scanner scnr = new Scanner(System.in);
      int userNum = 0;

      System.out.println("Enter a number: ");
      userNum = scnr.nextInt();
      if (userNum == 0) {
         System.out.println("Zero");
      }
      else {
         System.out.println("Non-zero");
      }

      return;
   }
```

```
99
```

The relational and equality operators work for integer, character, and floating-point built-in types. Comparing characters compares their Unicode numerical encoding. However, floating-point types should not be compared using the equality operators, due to the imprecise representation of floating-point numbers, as discussed in a later section.

The operators should not be used with strings; unexpected results will occur. See another section discussing string comparison methods equals() and compareTo().

A common error is to use = rather than == in an if-else expression, as in: if (numDogs = 9) { ... }. The compiler usually generates an error message, like:
"incompatible types. found : int. required: boolean."

P Participation Activity

3.2.3: Comparing various types.

Which comparison will compile AND consistently yield expected results? Variables have types denoted by their names.

#	Question	Your answer
1	myInt == 42	OK Not OK
2	myChar == 'q'	OK Not OK
3	myDouble == 3.25	OK Not OK

P Participation Activity

3.2.4: Comparing various types (continued).

#	Question	Your answer
1	myString == "Hello"	OK Not OK

C Challenge Activity

3.2.1: Enter the output for the branches with relational operators.

Start

Enter the output of the following program.

```
public class ifElseOutput {
   public static void main (String [] args) {
      int numEggs = 5;

      if (numEggs <= 6) {
         System.out.println("c");
      }
      else {
         System.out.println("d");
      }

      System.out.println("d");

      return;
   }
}
```

```
c
d
```

1 2 3 4

Check Next

C Challenge Activity

3.2.2: If-else expression: Detect greater than 100.

Write an expression that will print "Dollar or more" if the value of numCents is at least a dollar (100 ce
Ex: If numCents is 109, output is "Dollar or more".

```
import java.util.Scanner;

public class DetectDollar {
   public static void main (String [] args) {
      int numCents = 0;

      numCents = 109;

      if (/* Your solution goes here  */) {
         System.out.println("Dollar or more");
      }
      else {
         System.out.println("Not a dollar");
      }

      return;
   }
}
```

Run

C Challenge Activity

3.2.3: Basic If-else expression: Detect even.

Write an expression that will print "Even" if the value of userNum is an even number.

```
import java.util.Scanner;

public class DetectOdd {
   public static void main (String [] args) {
     int userNum = 0;

     userNum = 6;

      if (/* Your solution goes here  */) {
         System.out.println("Even");
      }
      else {
         System.out.println("Odd");
      }

      return;
   }
}
```

Run

C Challenge Activity

3.2.4: If-else statement: Fix errors.

Re type the following code and fix any errors. The code should check if userNum is 2.

```
if (userNum = 2) {
   System.out.println("Num is two");
}
else {
   System.out.println("Num is not two");
}
```

```
import java.util.Scanner;

public class DetectTwo {
   public static void main(String [] args) {
      int userNum = 0;

      userNum = 2;

      /* Your solution goes here  */

      return;
   }
}
```

Run

Challenge Activity

3.2.5: If-else statement: Print senior citizen.

Write an if-else statement that checks patronAge. If 55 or greater, print "Senior citizen", otherwise pri quotes). End with newline.

```java
import java.util.Scanner;

public class DetectSenior {
   public static void main (String [] args) {
      int patronAge = 0;

      patronAge = 55;

      /* Your solution goes here  */

      return;
   }
}
```

Run

Section 3.3 - Multiple if-else branches

Commonly, a programmer requires more than two branches, in which case a multi-branch if-else arrangement can be used.

Construct 3.3.1: Multi-branch if-else arrangement. Only 1 branch will execute.

```
if (expr1) {

}
else if (expr2) {

}

...

else if (exprN) {

}
else {

}
```

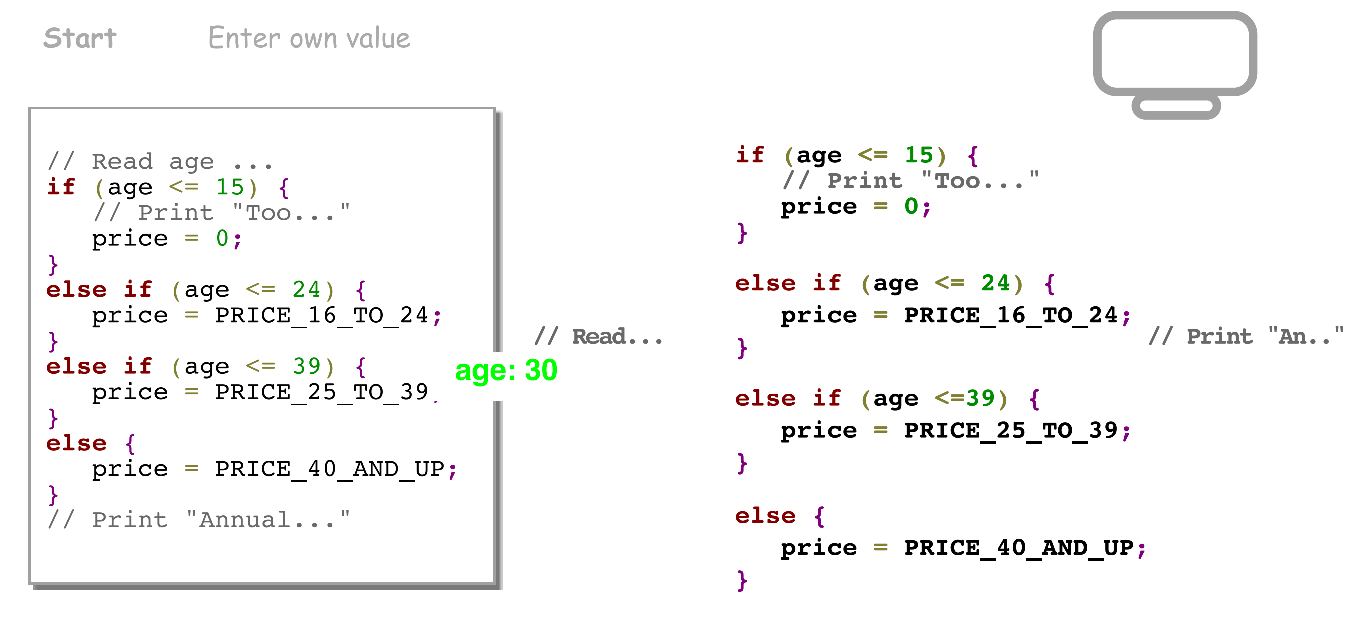
Figure 3.3.1: Multiple if-else branches example: Anniversaries.

```
import java.util.Scanner;

public class MultIfElseAnniv {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      int numYears = 0;

      System.out.print("Enter number years married: ");
      numYears = scnr.nextInt();

      if (numYears == 1) {
         System.out.println("Your first year -- great!");
      }
      else if (numYears == 10) {
         System.out.println("A whole decade -- impressive."
      }
      else if (numYears == 25) {
         System.out.println("Your silver anniversary -- enj
      }
      else if (numYears == 50) {
         System.out.println("Your golden anniversary -- ama
      }
      else {
         System.out.println("Nothing special.");
      }

      return;
   }
}
```

```
Enter number years marr:
A whole decade -- impres

...

Enter number years marr:
Your silver anniversary

...

Enter number years marr:
Nothing special.

...

Enter number years marr:
Your first year -- grea
```

P Participation Activity

3.3.1: Only one branch will execute in a multi-branch if-else arrangement.



```
// Read age ...
if (age <= 15) {
   // Print "Too..."
   price = 0;
}
else if (age <= 24) {
   price = PRICE_16_TO_24;
}
else if (age <= 39) {
   price = PRICE_25_TO_39;
}
else {
   price = PRICE_40_AND_UP;
}
// Print "Annual..."
```

```
if (age <= 15) {
   // Print "Too..."
   price = 0;
}

else if (age <= 24) {
   price = PRICE_16_TO_24;
}

else if (age <=39) {
   price = PRICE_25_TO_39;
}

else {
   price = PRICE_40_AND_UP;
}
```

P Participation Activity

3.3.2: Multi-branch if-else.

What is the final value of employeeBonus for each given value of numSales?

```
if (numSales == 0) {
   employeeBonus = 0;
}
else if (numSales == 1) {
   employeeBonus = 2;
}
else if (numSales == 2) {
   employeeBonus = 5;
}
else {
   employeeBonus = 10;
}
```

#	Question	Your answer
1	numSales is 2	
2	numSales is 0	
3	numSales is 7	

Participation Activity

3.3.3: Complete the multi-branch if-else.

```
if (userChar == 'x') {      // User typed x
   numTries = 3;
}
__________________________  // User typed y
   numTries = 7;
}
else {
   numTries = 1;
}
```

#	Question	Your answer
1	Fill in the missing line of code.	

Programmers commonly use the sequential nature of the multi-branch if-else arrangement to detect ranges of numbers. In the following example, the second branch expression is only reached if the first expression is false. So the second branch is taken if userAge is *NOT* <= 15 (meaning 16 or greater) AND userAge is <=24, meaning userAge is between 16..24 (inclusive).

Figure 3.3.2: Using sequential nature of multi-branch if-else for ranges: Insurance prices.

```java
import java.util.Scanner;

public class MultIfElseInsur {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      final int PRICE_16_TO_24  = 4800; // Age 16..24 (2010 U.S., carsdirect
      final int PRICE_25_TO_39  = 2350; // Age 25..39
      final int PRICE_40_AND_UP = 2100; // Age 40 and up
      int userAge        = 0;
      int insurancePrice = 0;

      System.out.print("Enter your age: ");
      userAge = scnr.nextInt();

      if (userAge <= 15) {                  // Age 15 and under
         System.out.println("Too young.");
         insurancePrice = 0;
      } else if (userAge <= 24) {           // Age 16..24
         insurancePrice = PRICE_16_TO_24;
      } else if (userAge <= 39) {           // Age 25..39
         insurancePrice = PRICE_25_TO_39;
      } else {                              // Age 40 and up
         insurancePrice = PRICE_40_AND_UP;
      }

      System.out.println("Annual price: $" + insurancePrice);

      return;
   }
}
```

```
Enter y
Annual

...

Enter y
Annual

...

Enter y
Too yo
Annual

...

Enter y
Annual
```

P Participation Activity

3.3.4: Ranges and multi-branch if-else.

Type the range for each branch, typing 10..13 to represent range 10, 11, 12, 13, and typing 10+ to represent all numbers 10 and larger.

```
if (numSales <= 9) {
   ...
}
else if (numSales <= 19) { // 2nd branch range: _______
   ...
}
else if (numSales <= 29) { // 3rd branch range: _______
   ...
}
else {                     // 4th branch range: _______
   ...
}
```

#	Question	Your answer
1	2nd branch range:	
2	3rd branch range:	
3	4th branch range:	

4	What is the range for the last branch below?
	`if (numItems < 0) {`
	`   ...`
	`}`
	`else if (numItems > 100) {`
	`   ...`
	`}`
	`else {  // Range: ______`
	`   ...`
	`}`	

P Participation Activity

3.3.5: Complete the multi-branch code.

#	Question	Your answer

1	Second branch: userNum is less than 200	`if (userNum < 100 ) {`
		`   ...`
		`}`
		`else if (  ) {`
		`   ...`
		`}`
		`else { // userNum >= 200`
		`   ...`
		`}`

2	Second branch: userNum is positive (non-zero)	`if (userNum < 0 ) {`
		`   ...`
		`}  {`
		`   ...`
		`}`
		`else { // userNum is 0`
		`   ...`
		`}`

3	Second branch: userNum is greater than 105	`if (userNum < 100 ) {`
		`   ...`
		`}  {`
		`   ...`
		`}`
		`else { // userNum is between`
		`       // 100 and 105`
		`   ...`
		`}`

4	If the final else branch executes, what must userNum have been? Type "unknown" if appropriate.
	`if (userNum <= 9) {`
	`   ...`
	`}`
	`else if (userNum >= 11) {`
	`   ...`
	`}`
	`else {`
	`   ... // userNum if this executes?`
	`}`	

5 Which branch will execute? Valid answers: 1, 2, 3, or none.

```
userNum = 555;
if (userNum < 0) {
   ... // Branch 1
}
else if (userNum == 0) {
   ... // Branch 2
}
else if (userNum < 100) {
   ... // Branch 3
}
```

A branch's statements can include any valid statements, including another if-else statement, such occurrence known as ***nested if-else*** statements.

Figure 3.3.3: Nested if-else.

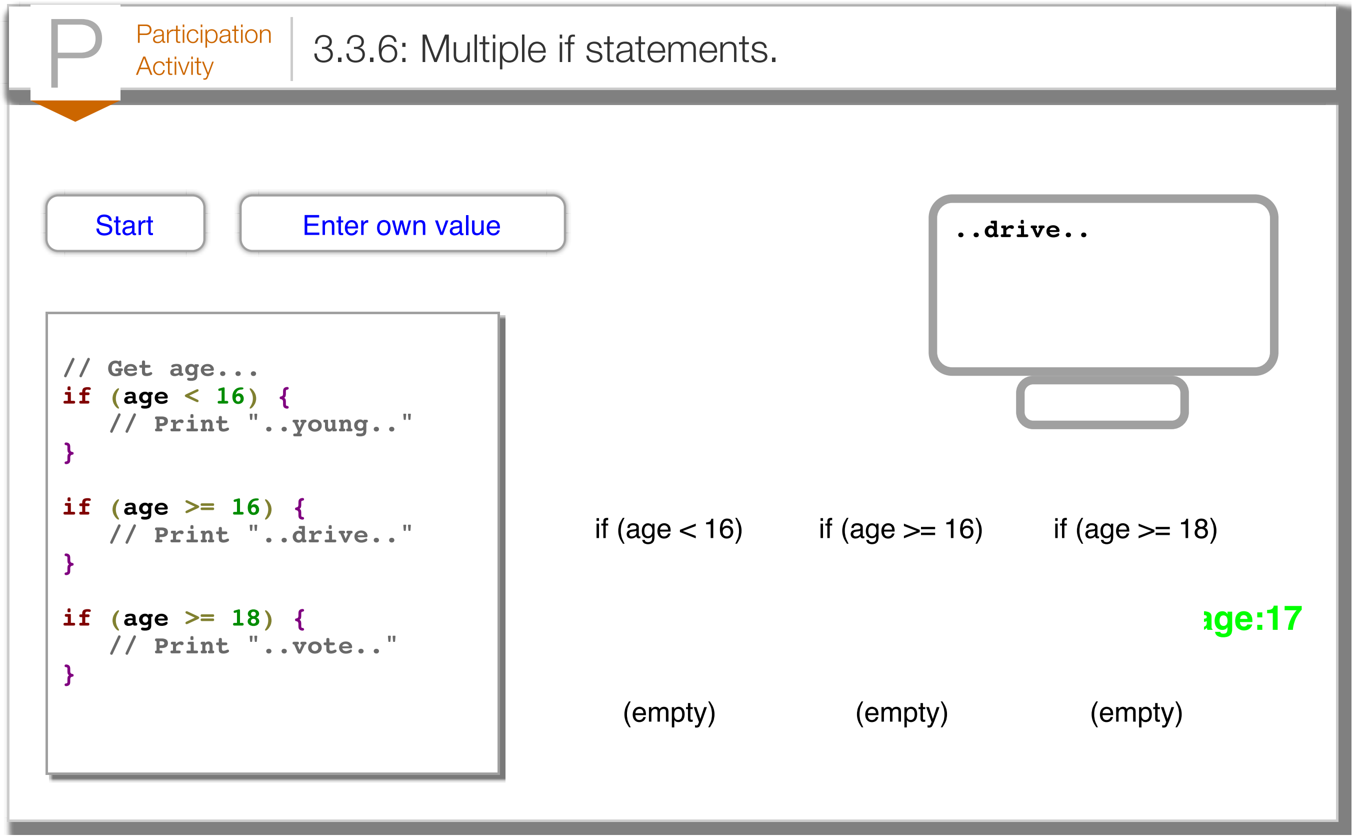
```
if (userChar == 'q') { // userChar 'q'
   ...
}
else if (userChar == 'c') {
   if (numItems < 0) { // userChar 'c' and numItems < 0
      ...
   }
   else {              // userChar 'c' and numItems >= 0
      ...
   }
}
else { // userChar not 'q' or 'c'
   ...
}
```

Sometimes the programmer has multiple if statements in sequence, which looks similar to a multi-branch if-else statement but has a very different meaning. Each if-statement is independent, and thus more than one branch can execute, in contrast to the multi-branch if-else arrangement.

Figure 3.3.4: Multiple distinct if statements.

```
import java.util.Scanner;

public class AgeStats {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      int userAge = 0;

      System.out.print("Enter age: ");
      userAge = scnr.nextInt();

      // Note that more than one "if" statement can execute
      if (userAge < 16) {
         System.out.println("Enjoy your early years.");
      }

      if (userAge >= 16) {
         System.out.println("You are old enough to drive.");
      }

      if (userAge >= 18) {
         System.out.println("You are old enough to vote.");
      }

      if (userAge >= 25) {
         System.out.println("Most car rental companies will rent to
      }

      if (userAge >= 35) {
         System.out.println("You can run for president.");
      }

      return;
   }
}
```

```
Enter age: 12
Enjoy your earl

...

Enter age: 27
You are old enou
You are old enou
Most car rental

...

Enter age: 99
You are old enou
You are old enou
Most car rental
You can run for
```



3.3.6: Multiple if statements.

```
// Get age...
if (age < 16) {
   // Print "..young.."
}

if (age >= 16) {
   // Print "..drive.."
}

if (age >= 18) {
   // Print "..vote.."
}
```

```
..drive..
```

P Participation Activity

3.3.7: If statements.

Determine the final value of numBoxes.

# Question Your answer

1

```
numBoxes  = 0;
numApples = 9;
if (numApples < 10) {
   numBoxes = 2;
}
if (numApples < 20) {
   numBoxes = numBoxes + 1;
}
```

2

```
numBoxes  = 0;
numApples = 9;
if (numApples < 10) {
   if (numApples < 5) {
      numBoxes = 1;
   }
   else {
      numBoxes = 2;
   }
}
else if (numApples < 20) {
   numBoxes = numBoxes + 1;
}
```

C Challenge Activity

3.3.1: Enter the output for the multiple if-else branches.

Start

Enter the output of the following program.

```
public class ifElseOutput {
   public static void main (String [] args) {
      int numItems = 4;

      if (numItems > 2) {
         System.out.println("b");
      }
      else if (numItems <= 7) {
         System.out.println("f");
      }
      else {
         System.out.println("k");
      }

      System.out.println("p");

      return;
   }
}
```

```
b
p
```

1	2	3	4

Check Next

C Challenge Activity

3.3.2: If-else statement: Fix errors.

Re type the code and fix any errors. The code should convert negative numbers to 0.

```
if (userNum >= 0)
   System.out.println("Non-negative");
else
   System.out.println("Negative; converting to 0");
   userNum = 0;
System.out.format("Final: %d", userNum);
System.out.println("");
```

```
import java.util.Scanner;

public class ConvertNegative {
   public static void main (String [] args) {
      int userNum = 0;

      /* Your solution goes here  */

      return;
   }
}
```

Run

C Challenge Activity

3.3.3: Multiple branch If-else statement: Print century.

Write an if-else statement with multiple branches. If givenYear is 2100 or greater, print "Distant future' 2000 or greater (2000-2099), print "21st century". Else, if givenYear is 1900 or greater (1900-1999), p earlier), print "Long ago". Do NOT end with newline.

```
import java.util.Scanner;

public class YearChecker {
   public static void main (String [] args) {
      int givenYear = 0;

      givenYear = 1776;

      /* Your solution goes here  */

      return;
   }
}
```

Run

Challenge Activity

3.3.4: Multiple if statements: Print car info.

Write multiple if statements. If carYear is 1969 or earlier, print "Probably has few safety features." If 19
belts." If 1990 or higher, print "Probably has anti-lock brakes." If 2000 or higher, print "Probably has a
and newline. Ex: carYear = 1995 prints:

```
Probably has seat belts.
Probably has anti-lock brakes.
```

```java
import java.util.Scanner;

public class CarFeatures {
   public static void main (String [] args) {
      int carYear = 0;

      carYear = 1940;

      /* Your solution goes here  */

      return;
   }
}
```

Run

Section 3.4 - Logical operators

More operators are available for use in expressions. A ***logical operator*** treats operands as being true or false, and evaluates to true or false.

Table 3.4.1: Logical operators.

Logical operator	Description
a **&&** b	Logical AND: true when *both* of its operands are true
a ***||*** b	Logical OR: true when *at least one* of its two operands are true
!a	Logical NOT (opposite): true when its single operand is false (and false when operand is true)

The operands, shown above as a and b, are typically expressions.

Table 3.4.2: Logical operators examples.

Given age = 19, days = 7, userChar = 'q'	
`(age > 16) && (age < 25)`	true, because both operands are true.
`(age > 16) && (days > 10)`	false, because both operands are not true (days > 10 is false).
`(age > 16) || (days > 10)`	true, because at least one operand is true (age > 16 is true).
`!(days > 10)`	true, because operand is false.
`!(age > 16)`	false, because operand is true.
`!(userChar == 'q')`	false, because operand is true.

Participation Activity

3.4.1: Evaluating expressions with logical operators.

Given numPeople = 10, numCars = 2, userKey = 'q'.

#	Question	Your answer
1	`numPeople >= 10`	true

		false
2	`(numPeople >= 10) && (numCars > 2)`	true false
3	`(numPeople >= 20) || (numCars > 1)`	true false
4	`!(numCars < 5)`	true false
5	`!(userKey == 'a')`	true false
6	`userKey != 'a'`	true false
7	`!((numPeople > 10) && (numCars > 2))`	true false
8	`(userKey == 'x') || ((numPeople > 5) && (numCars > 1))`	true false

P Participation Activity

3.4.2: Logical operators: Complete the expressions for the given condition.

#	Question	Your answer

1	days is greater than 30 and less than 90	`if ( (days > 30) ________ (days < 90) ) {`
		`   ...`
		`}`

2	0 < maxCars < 100	`if ( (maxCars > 0) ________ (maxCars < 100) ) {`
		`   ...`
		`}`

3	numStores is between 10 and 20, inclusive.	`if ( (numStores >= 10) && ( ________ ) ) {`
		`   ...`
		`}`

4	numDogs is 3 or more and numCats is 3 or more.	`if ( (numDogs >= 3) ________ ) {`
		`   ...`
		`}`

5	Either wage is greater than 10 or age is less than 18. Use ||. Use > and < (not >= and <=). Use parentheses around sub-expressions.	`if ( ________ ) {`
		`   ...`
		`}`

	num is a 3-digit positive integer, such as 100, 989, or 523,	`if ( (num >= 100) ________ ) {`
		`   ...`
		`}`

6	but not 55, 1000, or -4. For most direct readability, your expression should compare directly with the smallest and largest 3-digit number.	

The reader should note that the logical AND is && and not just &, and likewise that logical OR is || and not just |. The single character versions represent different operators known as ***bitwise*** operators, which perform AND or OR on corresponding individual bits of the operands. Using bitwise operators won't generate a syntax error, but will yield different behavior than expected. A common error occurs when bitwise operators are used instead of logical operators by mistake.

P Participation Activity

3.4.3: Indicate which are correct expressions for the desired conditions.

#	Question	Your answer
1	userNum is less than -5 or greater than 10: `(userNum < -5) && (userNum > 10)`	Correct Incorrect
2	userNum is not greater than 100: `(userNum !> 100)`	Correct Incorrect
3	userNum is neither 5 nor 10: `!( (userNum == 5) || (userNum == 10) )`	Correct Incorrect
4	userNum is between 10 and 20, inclusive `( (userNum >= 10) || (userNum <= 20) )`	Correct Incorrect

The ***boolean*** data type is for variables that should store only values true or false. Thus, a programmer can define a variable like boolean `result;`, assign the variable as in `result = true;`, `result = (age < 25);`, or `result = x && y;`, and use the variable in an if-else statement as in `if (result)` or `if ((!result) && (b == c))`.

A common error often made by new programmers is to write expressions like `if (16 < age < 25)`, as one might see in mathematics.

The meaning however almost certainly is not what the programmer intended. The expression is evaluated left-to-right, so evaluation of `16 < age` yields true. Next, the expression `true < 25` is evaluated. This expression attempts to compare a Boolean value true to an integer value 25, which is not allowed in Java. The Java compiler will report a compilation error similar to: "operator < cannot be applied to boolean,int".

Logical and relational expressions are evaluated using precedence rules:

Table 3.4.3: Precedence rules for logical and relational operators.

Convention	Description	Explanation
( )	Items within parentheses are evaluated first.	In `!(age > 16)`, age > 16 is evaluated first, then the logical NOT.
!	Next to be evaluated is ***!***.	
*** / % + -**	Arithmetic operator are then evaluated using the precedence rules for those operators.	`z - 45 < 53` is evaluated as `(z - 45) < 53`.
< <= > >=	Then, relational operators **< <= > >=** are evaluated.	`x < 2 || x >= 10` is evaluated as `(x < 2) || (x >= 10)` because < and >= have precedence over ||.
== *!*=	Then, the equality and inequality operators **==** ***!*=** are evaluated.	`x == 0 && x >= 10` is evaluated as `(x == 0) && (x >= 10)` because < and >= have precedence over &&.
&&	Then, the logical AND operator is evaluated.	`x == 5 || y == 10 && z != 10` is evaluated as `(x == 5) || ((y == 10) && (z != 10))` because && has precedence over ||.
||	Finally, the logical OR operator is evaluated.	

P Participation Activity

3.4.4: Logical expression simulator.

Try typing different expressions involving x, y and observe whether the expression evaluates to true.

```
int x = 7 ;
int y = 5 ;
if ( ) {
   ...
}
```

Run code

Output is:

```
Awaiting your input...
```

Using parentheses makes the order of evaluation explicit, rather than relying on precedence rules. Thus, `(age > 16) || (age < 25)` is preferable over `age > 16 || age < 25`, even though both expressions evaluate the same because > and < have higher precedence than ||.

Using parentheses to make order of evaluation explicit becomes even more critical as arithmetic, relational, equality, and logical operators are combined in a single expression. For example, a programmer might write:

- `! x == 2` intending to mean `!(x == 2)`, but in fact the compiler computes `(!x) == 2` because ! has precedence over ==.
- `w && x  == y && z` intending `(w && x) == (y && z)`, but the compiler computes `(w && (x == y)) && z` because == has precedence over &&.
- `! x + y < 5` intending `!((x + y) < 5)`, but the compiler computes `((!x) + y) < 5` because ! has precedence over +.

Good practice is to use parentheses in expressions to make the intended order of evaluation explicit.

P Participation Activity

3.4.5: Order of evaluation.

Which of the following expressions illustrate the correct order of evaluation with parentheses?

#	Question	Your answer
1	`! green == red`	(!green) == red
		!(green == red)
		(!green =)= red
2	`bats < birds || birds < insects`	((bats < birds) || birds) < insects
		bats < (birds || birds) < insects
		(bats < birds) || (birds < insects)
3	`! (bats < birds) || (birds < insects)`	! ((bats < birds) || (birds < insects))
		(! (bats < birds)) || (birds < insects)
		((!bats) < birds) || (birds < insects)
4	`(num1 == 9) || (num2 == 0) && (num3 == 0)`	(num1 == 9) || ((num2 == 0) && (num3 == 0))
		((num1 == 9) || (num2 == 0)) && (num3 == 0)
		(num1 == 9) || (num2 == (0 && num3) == 0)

C Challenge Activity

3.4.1: Detect specific values.

Write an expression that prints "Special number" if specialNum is -99, 0, or 44.

```java
import java.util.Scanner;

public class FindSpecialValue {
   public static void main (String [] args) {
      int specialNum = 0;

      specialNum = 17;

      if (/* Your solution goes here  */) {
         System.out.println("Special number");
      }
      else {
         System.out.println("Not special number");
      }

      return;
   }
}
```

Run

Challenge Activity

3.4.2: Detect number range.

Write an expression that prints "Eligible" if userAge is between 18 and 25 inclusive.
Ex: 17 prints "Ineligible", 18 prints "Eligible".

```java
import java.util.Scanner;

public class AgeChecker {
   public static void main (String [] args) {
      int userAge = 0;

      userAge = 17;
      if( /* Your solution goes here  */ ){
         System.out.println("Eligible");
      }
      else{
         System.out.println("Ineligible");
      }

      return;
   }
}
```

Run

Section 3.5 - Switch statements

A ***switch*** statement can more clearly represent multi-branch behavior involving a variable being compared to constant values. The program executes the first ***case*** whose constant expression matches the value of the switch expression, executes that case's statements, and then jumps to the end. If no case matches, then the ***default case*** statements are executed.

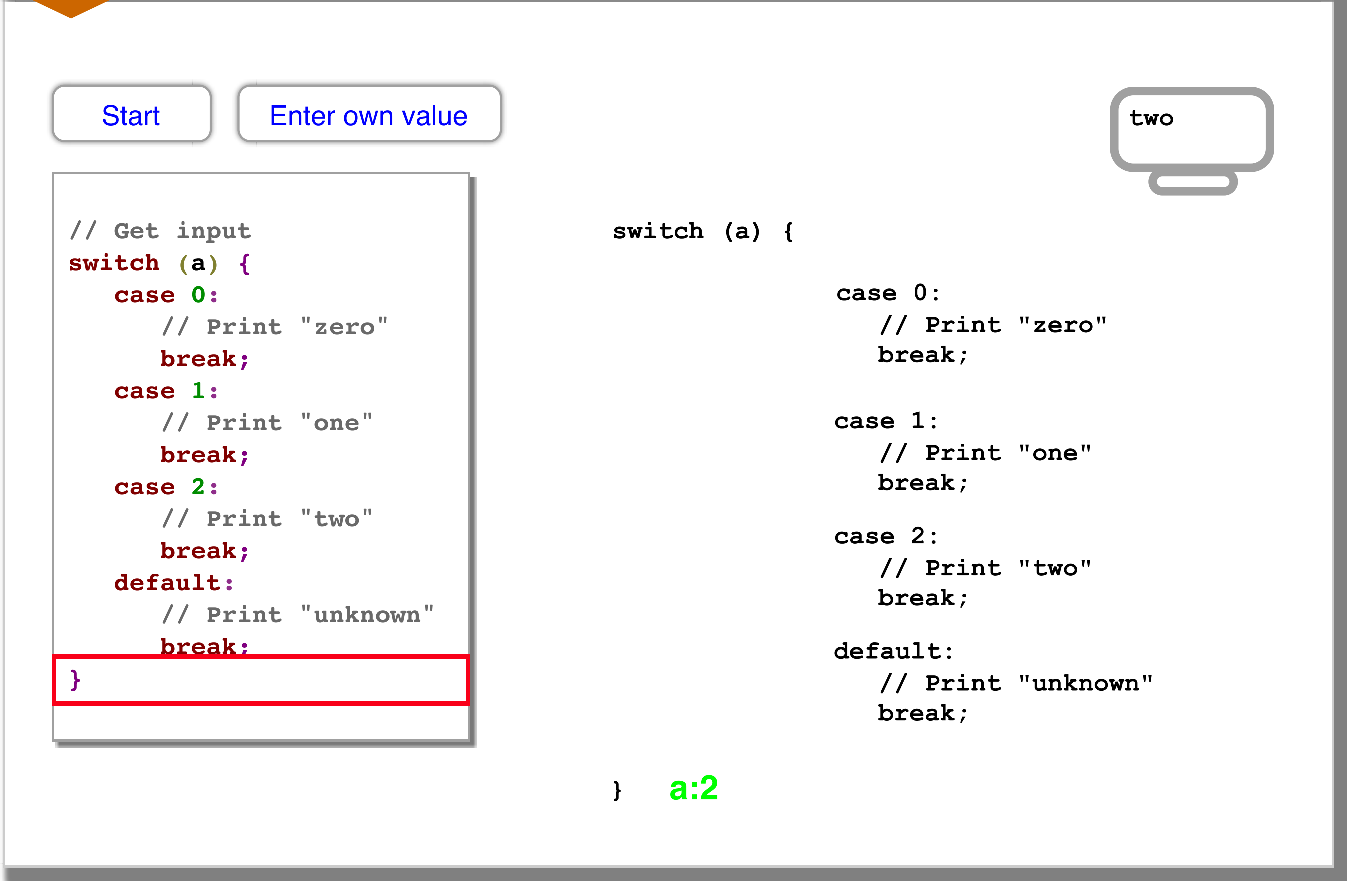
Figure 3.5.1: Switch example: Estimates a dog's age in human years.

```java
import java.util.Scanner;

/* Estimates dog's age in equivalent human years.
   Source: www.dogyears.com
*/

public class DogYears {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      int dogAgeYears = 0;

      System.out.print("Enter dog's age (in years): ");
      dogAgeYears = scnr.nextInt();

      switch (dogAgeYears) {
         case 0:
            System.out.println("That's 0..14 human years.");
            break;

         case 1:
            System.out.println("That's 15 human ye
            break;

         case 2:
            System.out.println("That's 24 human ye
            break;

         case 3:
            System.out.println("That's 28 human years.");
            break;

         case 4:
            System.out.println("That's 32 human years.");
            break;

         case 5:
            System.out.println("That's 37 human years.");
            break;

         default:
            System.out.println("Human years unknown.");
            break;
      }

      return;
   }
}
```

```
Enter dog's age (in years): 4
That's 32 human years.

...

Enter dog's age (in years): 17
Human years unknown.
```

P Participation Activity

3.5.1: Switch statement.



```
// Get input
switch (a) {
   case 0:
      // Print "zero"
      break;
   case 1:
      // Print "one"
      break;
   case 2:
      // Print "two"
      break;
   default:
      // Print "unknown"
      break;
}
```

```
two
```

```
switch (a) {

   case 0:
      // Print "zero"
      break;

   case 1:
      // Print "one"
      break;

   case 2:
      // Print "two"
      break;

   default:
      // Print "unknown"
      break;

}   a:2
```

A switch statement can be written using a multi-branch if-else statement, but the switch statement may make the programmer's intent clearer.

Figure 3.5.2: A switch statement may be clearer than an multi-branch if-else.

```
if (dogYears == 0) {           // Like case 0
   // Print 0..14 years
}
else if (dogYears == 1) {      // Like case 1
   // Print 15 years
}
...
else if (dogYears == 5) {      // Like case 5
   // Print 37 years
}
else {                        // Like default case
   // Print unknown
}
```

P Participation Activity

3.5.2: Switch statement.

numItems and userVal are int types. What is the final value of numItems for each userVal?

```
switch (userVal) {
   case 1:
      numItems = 5;
      break;

   case 3:
      numItems = 12;
      break;

   case 4:
      numItems = 99;
      break;

   default:
      numItems = 55;
      break;
}
```

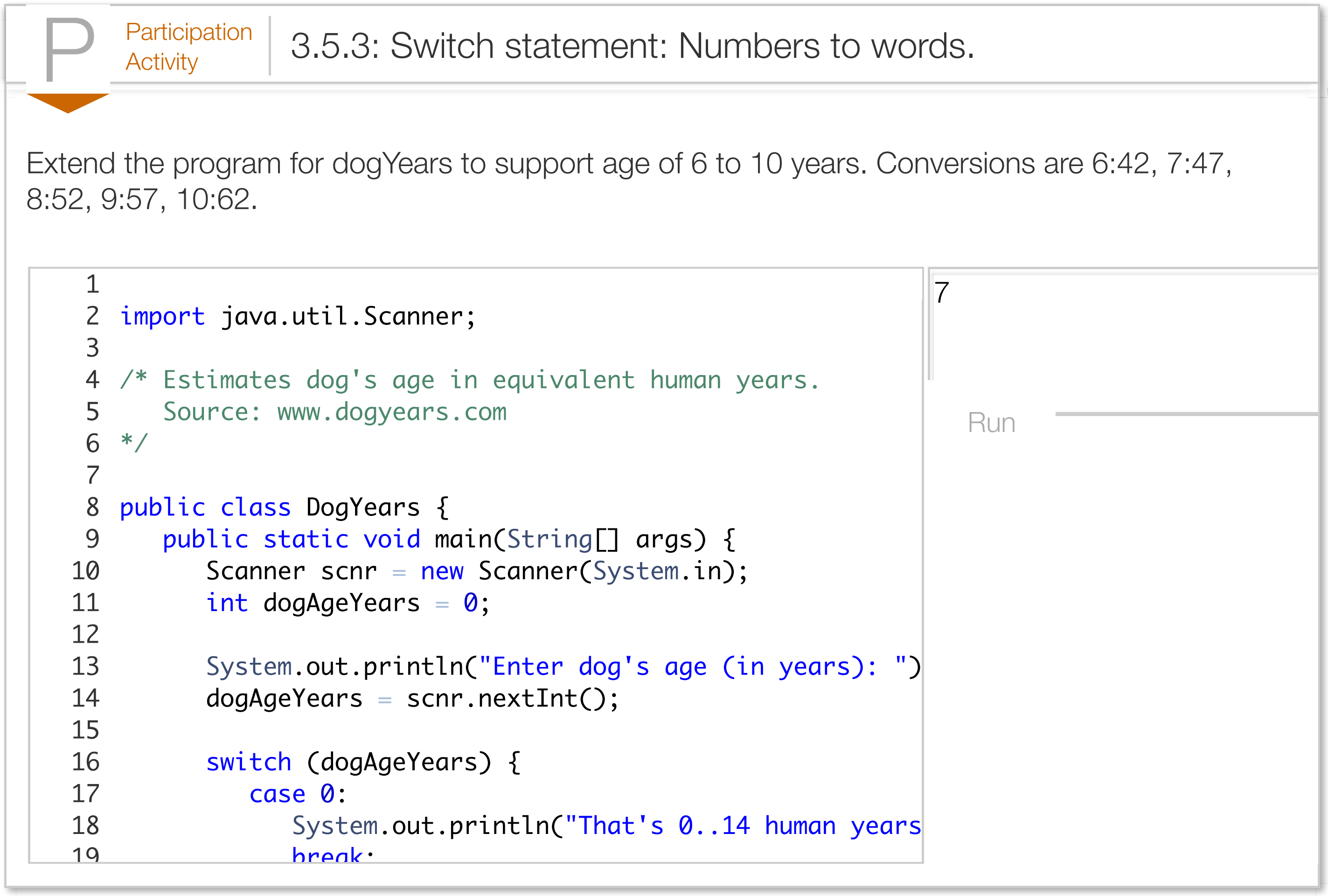
#	Question	Your answer
1	userVal = 3;	
2	userVal = 0;	
3	userVal = 2;	

Construct 3.5.1: Switch statement general form.

```
switch (expression) {
   case constantExpr1:
      // Statements
      break;

   case constantExpr2:
      // Statements
      break;

   ...

   default: // If no other case matches
      // Statements
      break;
}
```

The switch statement's expression should be an integer, char, or string (discussed elsewhere). The expression should not be a Boolean or a floating-point type. Each case must have a constant expression like 2 or 'q'; a case expression cannot be a variable.

Good practice is to always have a default case for a switch statement. A programmer may be sure all cases are covered only to be surprised that some case was missing.



3.5.3: Switch statement: Numbers to words.

Extend the program for dogYears to support age of 6 to 10 years. Conversions are 6:42, 7:47, 8:52, 9:57, 10:62.

```

import java.util.Scanner;

/* Estimates dog's age in equivalent human years.
   Source: www.dogyears.com
*/

public class DogYears {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      int dogAgeYears = 0;

      System.out.println("Enter dog's age (in years): ")
      dogAgeYears = scnr.nextInt();

      switch (dogAgeYears) {
         case 0:
            System.out.println("That's 0..14 human years
            break;
```

```
7
```

Omitting the ***break*** statement for a case will cause the statements within the next case to be executed. Such "falling through" to the next case can be useful when multiple cases, such as cases 0, 1, and 2, should execute the same statements.

The following extends the previous program for dog ages less than 1 year old. If the dog's age is 0, the program asks for the dog's age in months. Within the `switch (dogAgeMonths)` statement, "falling through" is used to execute the same display statement for several values of dogAgeMonths. For example, if dogAgeMonths is 0, 1 or 2, the same the statement executes.

Figure 3.5.3: Switch example: Dog years with months.

```
import java.util.Scanner;

public class DogYearsMonths {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      int dogAgeYears  = 0;
      int dogAgeMonths = 0;

      System.out.print("Enter dog's age (in years): ");
      dogAgeYears = scnr.nextInt();

      if (dogAgeYears == 0) {
         System.out.print("Enter dog's age in months: ");
         dogAgeMonths = scnr.nextInt();

         switch (dogAgeMonths) {
            case 0:
            case 1:
            case 2:
               System.out.println("That's 0..14 human months.");
               break;

            case 3:
            case 4:
            case 5:
            case 6:
               System.out.println("That's 14 months to 5 h
               break;

            case 7:
            case 8:
               System.out.println("That's 5..9 human years
               break;

            case 9:
            case 10:
            case 11:
            case 12:
               System.out.println("That's 9..15 human years.");
               break;

            default:
               System.out.println("Invalid input.");
               break;
         }
      }
      else {
         System.out.println("FIXME: Do earlier dog years cases");
         switch (dogAgeYears) {
         }
      }

      return;
   }
}
```

```
Enter dog's age (in year
Enter dog's age in month
That's 5..9 human years.

...

Enter dog's age (in year
FIXME: Do earlier dog yea
```

The order of cases doesn't matter assuming break statements exist at the end of each case. The earlier program could have been written with case 3 first, then case 2, then case 0, then case 1, for example (though that would be bad style).

A common error occurs when the programmer forgets to include a break statement at the end of a case's statements.

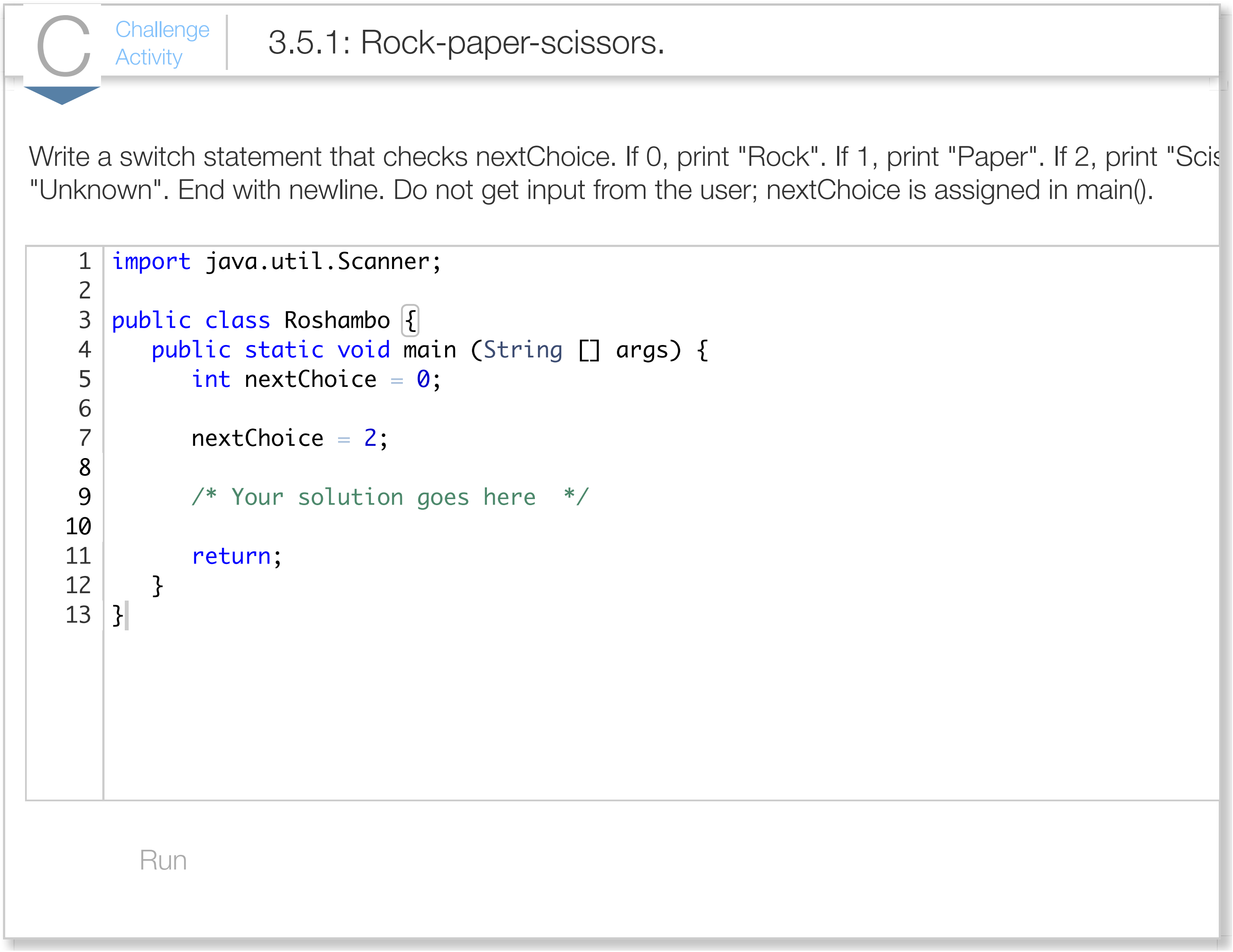
P Participation Activity

3.5.4: Switch statement.

userChar is a char and encodedVal is an int. What will encodedVal be for each userChar value?

```
switch (userChar) {
   case 'A':
      encodedVal = 1;
      break;

   case 'B':
      encodedVal = 2;
      break;

   case 'C':

   case 'D':
      encodedVal = 4;
      break;

   case 'E':
      encodedVal = 5;

   case 'F':
      encodedVal = 6;
      break;

   default:
      encodedVal = -1;
      break;
}
```

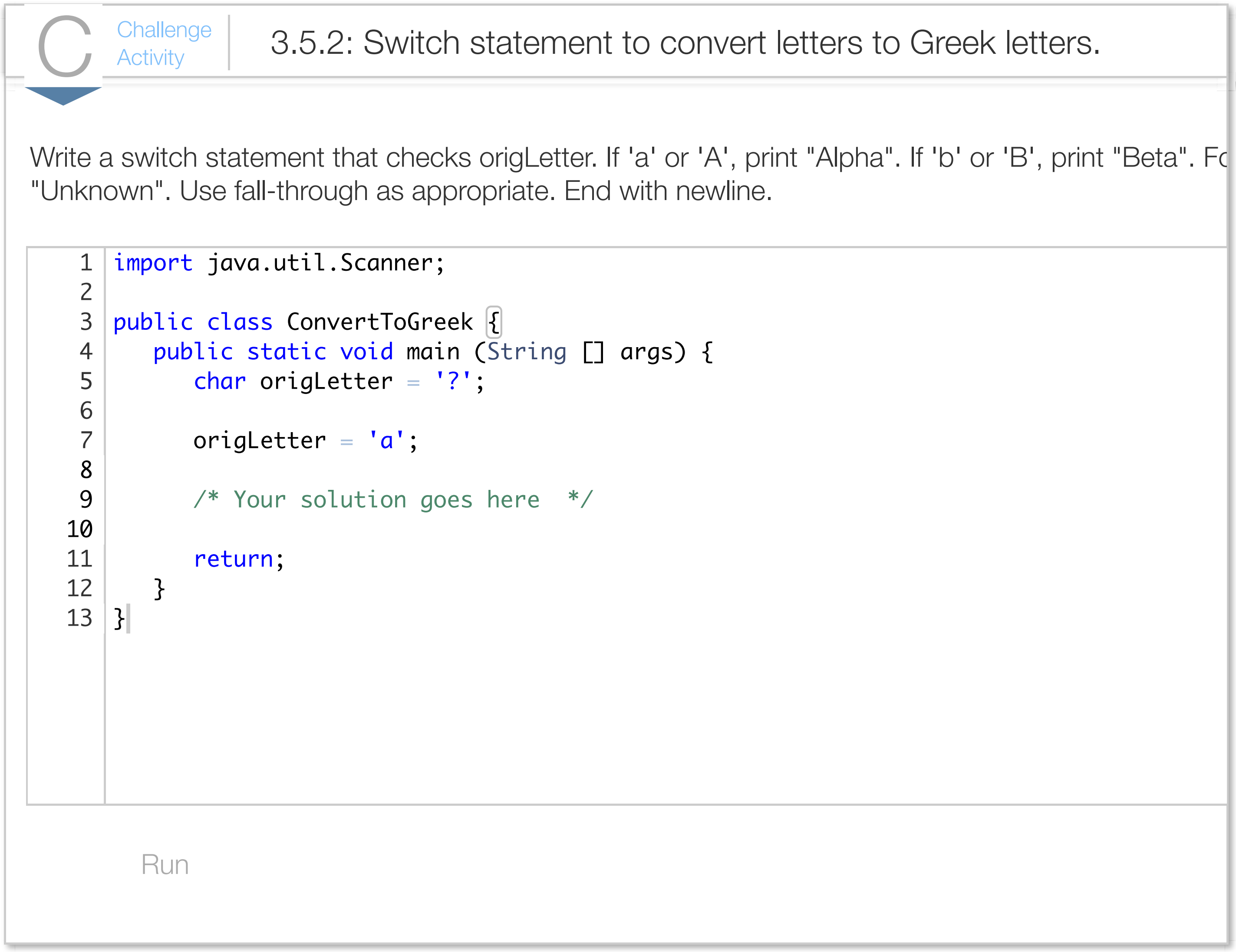
#	Question	Your answer
1	userChar = 'A'	
2	userChar = 'B'	
3	userChar = 'C'	
4	userChar = 'E'	
5	userChar = 'G'	



3.5.1: Rock-paper-scissors.

Write a switch statement that checks nextChoice. If 0, print "Rock". If 1, print "Paper". If 2, print "Scis
"Unknown". End with newline. Do not get input from the user; nextChoice is assigned in main().

```java
import java.util.Scanner;

public class Roshambo {
   public static void main (String [] args) {
      int nextChoice = 0;

      nextChoice = 2;

      /* Your solution goes here  */

      return;
   }
}
```



3.5.2: Switch statement to convert letters to Greek letters.

Write a switch statement that checks origLetter. If 'a' or 'A', print "Alpha". If 'b' or 'B', print "Beta". Fo
"Unknown". Use fall-through as appropriate. End with newline.

```
import java.util.Scanner;

public class ConvertToGreek {
   public static void main (String [] args) {
      char origLetter = '?';

      origLetter = 'a';

      /* Your solution goes here  */

      return;
   }
}
```

Section 3.6 - Boolean data types

Boolean refers to a quantity that has only two possible values, true or false.

Java has the built-in data type ***boolean*** for representing Boolean quantities.

Figure 3.6.1: Example using variables of bool data type.

```
import java.util.Scanner;

public class PosOrNeg {
   public static void main (String [] args) {
      Scanner scnr = new Scanner(System.in);
      boolean isLarge = false;
      boolean isNeg   = false;
      int  userNum = 0;

      System.out.print("Enter any integer: ");
      userNum = scnr.nextInt();

      if ((userNum < -100) || (userNum > 100)) {
         isLarge = true;
      }
      else {
         isLarge = false;
      }

      // Alternative way to set a Boolean vari
      isNeg = (userNum < 0);

      System.out.print("(isLarge: " + isLarge)
      System.out.println(" isNeg: " + isNeg +

      System.out.print("You entered a ");
      if (isLarge && isNeg) {
         System.out.println("large negative number.");
      }
      else if (isLarge && !isNeg) {
         System.out.println("large positive number.");
      }
      else {
         System.out.println("small number.");
      }

      return;
   }
}
```

```
Enter any integer: 55
(isLarge: false isNeg: false)
You entered a small number.

...

Enter any integer: -999
(isLarge: true isNeg: true)
You entered a large negative number.
```

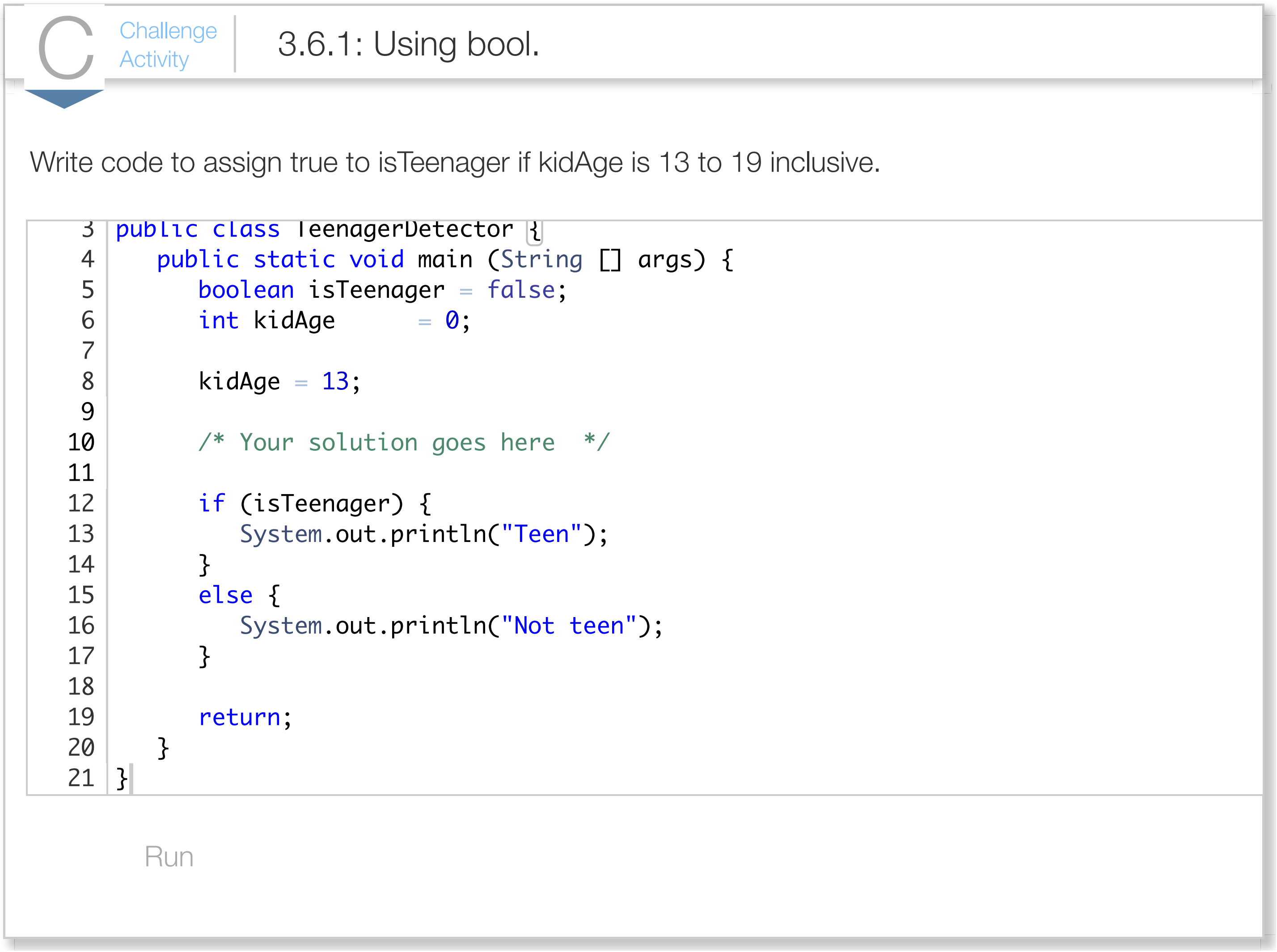
A Boolean variable may be set using true or false keywords, as for `isLarge` above. Alternatively, a Boolean variable may be set to the result of a logical expression, which evaluates to true or false, as for `isNeg` above.

P Participation Activity

3.6.1: Boolean variables.

#	Question	Your answer
1	Write a statement to declare and initialize a Boolean variable named `night` to false.	

2	What is stored in variable `isFamous` after executing the following statements?
	`boolean isTall = false;`
	`boolean isRich = true;`
	`boolean isFamous = false;`
	`if (isTall && isRich)`
	`{`
	`   isFamous = true;`
	`}`	



3.6.1: Using bool.

Write code to assign true to isTeenager if kidAge is 13 to 19 inclusive.

```
public class TeenagerDetector {
   public static void main (String [] args) {
      boolean isTeenager = false;
      int kidAge       = 0;

      kidAge = 13;

      /* Your solution goes here  */

      if (isTeenager) {
         System.out.println("Teen");
      }
      else {
         System.out.println("Not teen");
      }

      return;
   }
}
```

C Challenge Activity

3.6.2: Bool in branching statements.

Write an if-else statement to describe an object. Print "Balloon" if isBalloon is true and isRed is false. isRed are both true. Print "Not a balloon" otherwise. End with newline.

```java
import java.util.Scanner;

public class RedBalloon {
   public static void main (String [] args) {
      boolean isRed = false;
      boolean isBalloon = false;

      /* Your solution goes here  */

      return;
   }
}
```

Run

Section 3.7 - String comparisons

Two strings are commonly compared for equality. Equal strings have the same number of characters, and each corresponding character is identical.

Participation Activity

3.7.1: Equal strings.

Which strings are equal?

#	Question	Your answer
1	"Apple", "Apple"	Equal Unequal
2	"Apple", "Apples"	Equal Unequal
3	"Apple pie!!", "Apple pie!!"	Equal Unequal
4	"Apple", "apple"	Equal Unequal

A programmer can compare two strings using the notation `str1.equals(str2)`. The ***equals*** method returns true if the two strings are equal. A common error is to use == to compare two strings, which behaves differently than expected.

P Participation Activity

3.7.2: Comparing strings for equality.

To what does each expression evaluate? Assume str1 is "Apples" and str2 is "apples".

#	Question	Your answer
1	str1.equals("Apples")	True
		False
2	str1.equals(str2)	True
		False
3	!str1.equals("oranges")	True
		False
4	A good way to compare strings is: str1 == str2.	True
		False

Figure 3.7.1: String equality example: Censoring.

```
import java.util.Scanner;

public class StringCensoring {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      String userWord = "";

      System.out.print("Enter a word: ");
      userWord = scnr.next();

      if (userWord.equals("Voldemort")) {
         System.out.println("He who must not be named")
      }
      else {
         System.out.println(userWord);
      }

      return;
   }
}
```

```
Enter a word: Sally
Sally

...

Enter a word: Voldemort
He who must not be named

...

Enter a word: voldemort
voldemort
```

Strings are sometimes compared relationally (less-than, greater-than), as when sorting words alphabetically. For example, banana comes before orange alphabetically, so banana is less-than orange. Also, banana is less-than bananas.

A programmer compares strings relationally using the notation str1.compareTo(str2). ***compareTo()*** returns values as follows.

Table 3.7.1: str1.compareTo(str2) return values.

Relation	Returns	Expression to detect
str1 less-than str2	Negative number	str1.compareTo(str2) < 0
str1 equal-to str2	0	str1.compareTo(str2) == 0
str1 greater-than str2	Positive number	str1.compareTo(str2) > 0

Participation Activity

3.7.3: Relational string comparison.

#	Question	Your answer

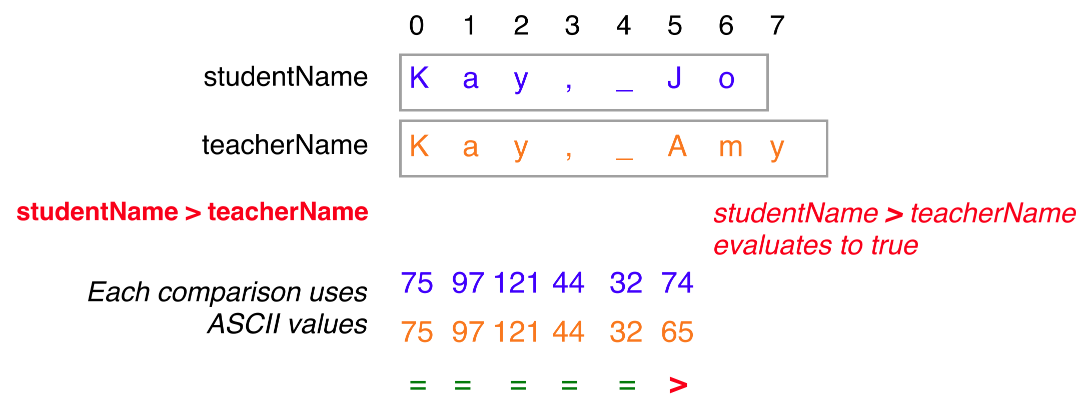
1	Complete the code by comparing string variables myName and yourName. Start with myName.	`if (                ) {`
		`  System.out.print(myName + " is greater.");`
		`}`

String comparisons treat uppercase and lowercase differently than most people expect. When comparing each character, the Unicode values are actually compared. 'A' is 65, B' is 66, etc., while 'a' is 97, 'b' is 98, etc. So "Apples" is less than "apples" or "abyss" because 'A' is less than 'a'. "Zoology" is less than "apples". A common error is to forget that case matters in a string comparison.

Participation Activity

3.7.4: String comparison.

Start



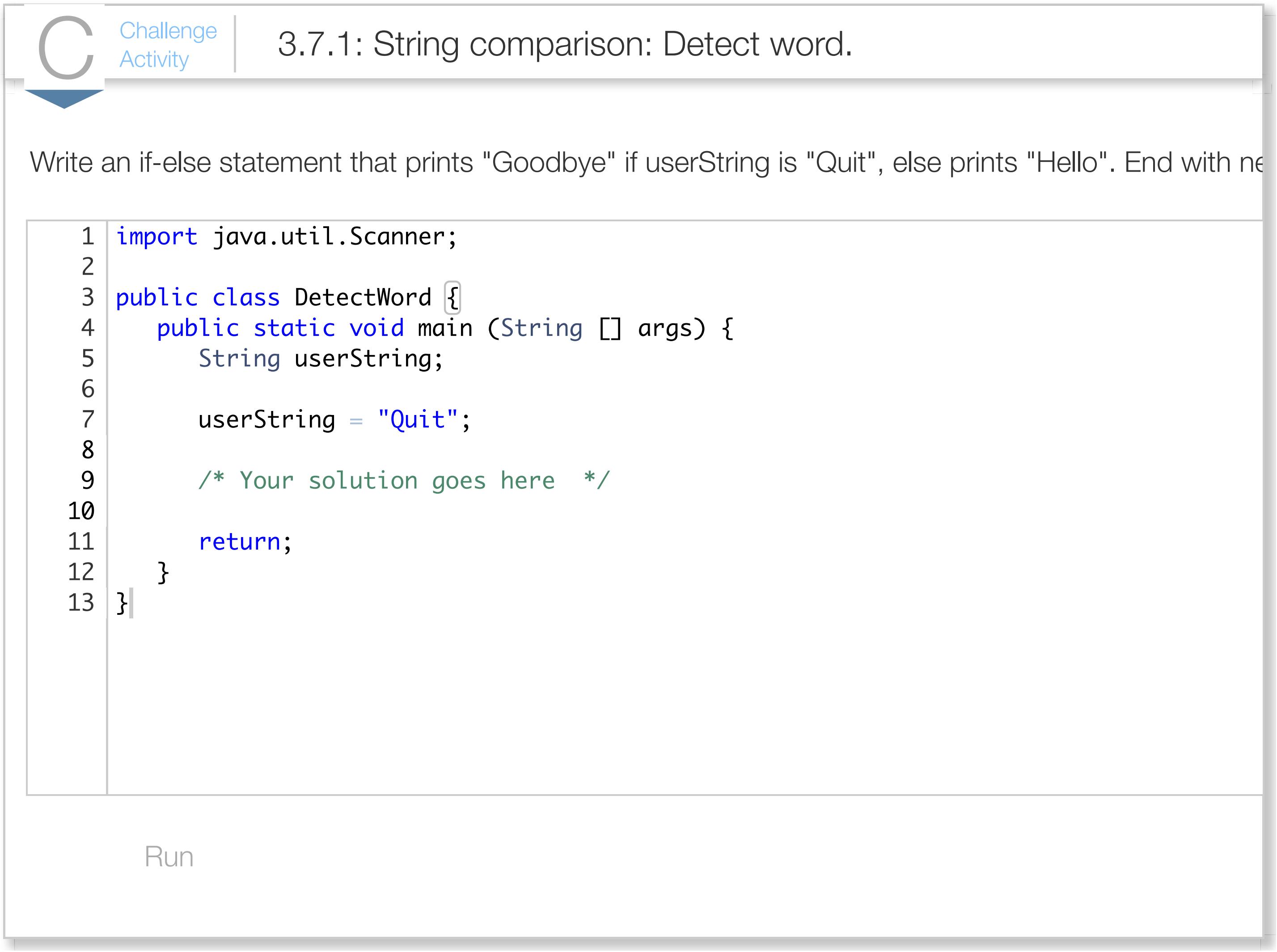
Participation Activity

3.7.5: Case matters in string comparisons.

Indicate the result of comparing the first string with the second string.

#	Question	Your answer
1	"Apples", "Oranges"	less-than equal greater-than
2	"merry", "Merry"	less-than equal greater-than
3	"banana", "bananarama"	less-than equal greater-than

A programmer can compare strings while ignoring case using str1.***equalsIgnoreCase***(str2) and str1.***compareToIgnoreCase***(str2).



3.7.1: String comparison: Detect word.

Write an if-else statement that prints "Goodbye" if userString is "Quit", else prints "Hello". End with ne

```java
import java.util.Scanner;

public class DetectWord {
   public static void main (String [] args) {
      String userString;

      userString = "Quit";

      /* Your solution goes here  */

      return;
   }
}
```

C Challenge Activity

3.7.2: Print two strings in alphabetical order.

Print the two strings in alphabetical order. Assume the strings are lowercase. End with newline. Samp

```
capes rabbits
```

```
import java.util.Scanner;

public class OrderStrings {
   public static void main (String [] args) {
      String firstString;
      String secondString;

      firstString  = "rabbits";
      secondString = "capes";

      /* Your solution goes here  */

      return;
   }
}
```

Run

Section 3.8 - String access operations

A string is a sequence of characters in memory. Each string character has a position number called an ***index***. The numbering starts with 0, not 1.

charAt(): The notation someString.charAt(0) determines the character at a particular index of a string, in this case index 0.

Figure 3.8.1: String character access.

```
import java.util.Scanner;

public class WordScramble {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      String usrWord = "";

      System.out.print("Enter a word with 5 letters: ");
      usrWord = scnr.next();

      System.out.println("Size: " + usrWord.length(
      // Note: Error if usrWord has < 5 letters

      System.out.println("Original:  " + usrWord);
      System.out.print("Scrambled: ");
      System.out.print(usrWord.charAt(3));
      System.out.print(usrWord.charAt(4));
      System.out.print(usrWord.charAt(1));
      System.out.print(usrWord.charAt(0));
      System.out.println(usrWord.charAt(2));

      return;
   }
}
```

```
Enter a word with 5 letters: Sta
Size: 5
Original:  Stars
Scrambled: rstSa
```

P Participation Activity

3.8.1: String access.

Given userText is "Think".
Do not type quotes in your answers.

#	Question	Your answer
1	How many numbers do you see: 0 1 2 3	
2	What character is at index 1 of userText?	
3	What is the index of the last character, 'k', in userText?	
4	To what character does this evaluate: userText.charAt(3)	

The String data type comes with several useful features. The features are made possible due to String's implementation as a *class*, which for purposes here can be thought of as several useful methods. The String class provides useful methods for accessing information about a string.

Table 3.8.1: String info methods, invoked as someString.length().

length()	Number of characters	`// userText is "Help me!"`
		`userText.length()  // Returns 8`
		`// userText is ""`
		`userText.length()  // Returns 0`

isEmpty()	true if length is 0	`// userText is "Help me!"`
		`userText.isEmpty()   // Returns false`
		`// userText is ""`
		`userText.isEmpty()   // Returns true`

indexOf(item)	Index of first item occurrence, else -1.
	Item may be char, String variable, or string literal.
	indexOf(item, indx) starts at index indx.
	lastIndexOf(item) finds the *last* occurrence .
		`// userText is "Help me!"`
		`userText.indexOf('p')     // Returns 3`
		`userText.indexOf('e')     // Returns 1 (firs`
		`userText.indexOf('z')     // Returns -1`
		`userText.indexOf("me")    // Returns 5`
		`userText.indexOf('e', 2)  // Returns 6 (star`
		`userText.lastIndexOf('e') // Returns 6 (last`

substring(startIndex, endIndex)	Returns substring starting at startIndex and ending at endIndex - 1. The length of the substring is given by endIndex - startIndex.	`// userText is "http://google.com"`
		`userText.substring(0, 7)   // Returns "http:`
		`userText.substring(13, 17) // Returns ".com"`
		`userText.substring(userText.length() - 4, us`

P Participation Activity

3.8.2: String access operations.

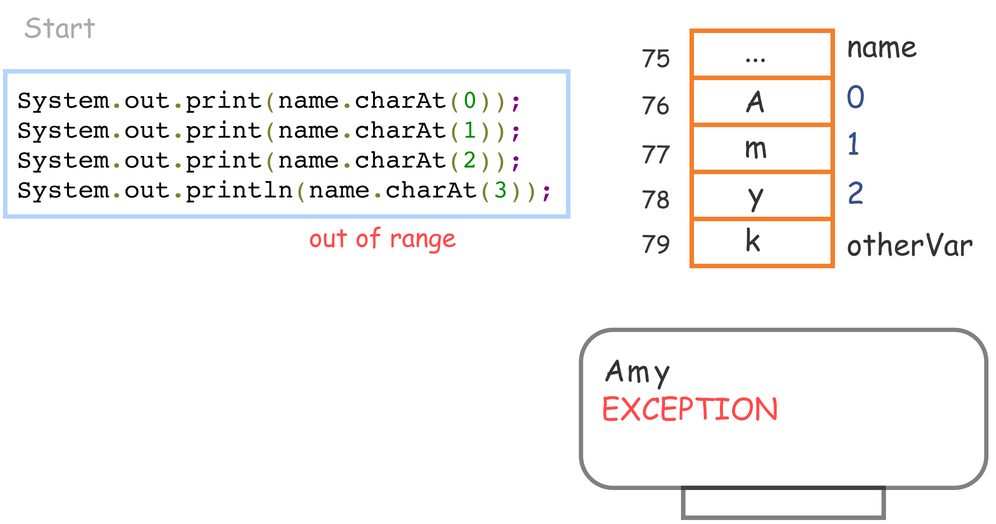
Given userText is "March 17, 2034".
Do not type quotes in answers.

#	Question	Your answer
1	What does userText.length() return?	
2	What does userText.isEmpty() return?	
3	What does userText.indexOf(',') return?	
4	What is the index of the last character in userText?	
5	What character does userText.charAt(userText.length() - 1) return?	
6	What does userText.substring(0, 3) return?	
7	What does userText.substring(userText.length() - 4, userText.length()) return?	

A common error is to access an invalid array index, especially exactly one larger than the largest index. Given userText with size 8, the range of valid indices are 0..7; accessing with index 8 is an error.

P Participation Activity

3.8.3: String access.



```
System.out.print(name.charAt(0));
System.out.print(name.charAt(1));
System.out.print(name.charAt(2));
System.out.println(name.charAt(3));
```

The charAt(index) method generates an exception if the index is out of range for the string's size. An ***exception*** is a detected runtime error that commonly prints an error message and terminates the program.

P Participation Activity

3.8.4: Out-of-range string access.

Given userText = "Monday".

#	Question	Your answer
1	userText.charAt(userText.length()) yields 'y'.	True False

C Challenge Activity

3.8.1: Looking for characters.

Write an expression to detect that the first character of userInput matches firstLetter.

```
public class CharMatching {
   public static void main (String [] args) {
      String userInput = "";
      char firstLetter = '-';

      userInput = "banana";
      firstLetter = 'b';

      if (/* Your solution goes here  */) {
         System.out.println("Found match: " + firstLetter);
      }
      else {
         System.out.println("No match: " + firstLetter);
      }

      return;
   }
}
```

Run

C Challenge Activity

3.8.2: Using indexOf().

Print "Censored" if userInput contains the word "darn", else print userInput. End with newline.

```
import java.util.Scanner;

public class CensoredWords {
   public static void main (String [] args) {
      String userInput = "";

      userInput = "That darn cat.";

      /* Your solution goes here  */

      return;
   }
}
```

Run

Section 3.9 - String modify operations

The String class has several methods for modifying strings.

Table 3.9.1: String modify methods, invoked as someString.concat(moreString). Each returns a new String of the appropriate length.

concat(moreString)	Creates a new String that appends the String moreString at the end.	`// userText is "Hi"`
		`userText = userText.concat(" friend"); // Now "Hi`
		`newText = userText.concat(" there");`
		`// newText is "Hi there"`

replace(findStr, replaceStr)
replace(findChar, replaceChar)
	Returns a new String in which all occurrences of findStr (or findChar) have been replaced with replaceStr (or replaceChar).	`// userText is "Hello"`
		`userText = userText.replace('H', 'j'); // Now "jel`
		`// userText is "You have many gifts"`
		`userText = userText.replace("many", "a plethora of`
		`// Now "You have a plethora of gifts"`
		`// userText is "Goodbye"`
		`newText = userText.replace("bye"," evening");`
		`// newText is "Good evening"`

str1 + str2	Returns a new String having str1 with str2 appended. str1 may be a String variable or string literal. Likewise for str2. One of str1 or str2 (not both) may be a character.	`// userText is "A B"`
		`myString = userText + " C D";`
		`// myString is "A B C D"`
		`myString = myString + '!';`
		`// myString now "A B C D!"`

str1 += str2	Shorthand for str1 = str1 + str2. str1 must be a String variable, and str2 may be a String variable, a string literal, or a character.	`// userText is "My name is "`
		`userText += "Tom"; // Now "My name is Tom"`

Strings are considered ***immutable***. Thus, a programmer cannot directly modify a String's characters. Instead, a programmer must assign a new value to a String variable if a different value is needed. When a programmer uses a String modification method, such as one of the methods described above, a new String with those modifications will be created. For example, assume the String userText is initialized to "climb". The method call `userText.concat("ing")` will create an entirely new String with the contents "climbing". Note that the original userText String is not modified by the call to the concat() method. If the programmer wants to update userText, then the statement `userText = userText.concat("ing")` can be used, in which the new String created by the call to concat is assigned back to userText.

Figure 3.9.1: String modify example: Greeting.

```java
import java.util.Scanner;

public class GreetingMaker {
   public static void main (String [] args) {
      Scanner scnr = new Scanner(System.in);
      String userName = "";
      String greetingText = "";

      System.out.print("Enter name: ");
      userName = scnr.nextLine();

      // Combine strings using +
      greetingText = "Hello " + userName;

      // Append a period (could have used +)
      greetingText = greetingText.concat(".");
      System.out.println(greetingText);

      // Insert Mr/Ms before user's name
      greetingText = "Hello Mr/Ms ";
      greetingText = greetingText.concat(userName);
      greetingText = greetingText.concat(".");
      System.out.println(greetingText);

      // Replace occurrence of "Darn" by "@$#"
      greetingText = greetingText.replace("Darn", "@$#");
      System.out.println(greetingText);

      return;
   }
}
```

```
Enter name: Julia
Hello Julia.
Hello Mr/Ms Julia.
Hello Mr/Ms Julia.

...

Enter name: Darn Rabbit
Hello Darn Rabbit.
Hello Mr/Ms Darn Rabbit.
Hello Mr/Ms @$# Rabbit.
```

P Participation Activity

3.9.1: String modification methods.

str1 is "Main", str2 is " Street" and str3 is "Western"

#	Question	Your answer
1	Use + to combine str1 and str2, so newStr should be "Main Street".	`newStr = str1` `;`
2	Use concat to append a period to str2, so str2 should be " Street."	`str2 = str2.concat(` `);`
3	Replace "ai" by "our" in str1, so str1 should be "Mourn".	`str1 = str1.replace(` `);`

C Challenge Activity

3.9.1: Combining strings.

Retype and correct the code provided to combine two strings separated by a space.

```
secretID.concat(spaceChar);
secretID.concat(lastName);
```

```
import java.util.Scanner;

public class CombiningStrings {
   public static void main (String [] args) {
      String secretID = "Barry";
      String lastName = "Allen";
      char spaceChar = ' ';

      /* Your solution goes here  */

      System.out.println(secretID);
      return;
   }
}
```

Run

C Challenge Activity

3.9.2: Name song.

Modify secondVerse to play "The Name Game" (a.k.a. "The Banana Song", see Wikipedia.org), by re
without the first letter. Ex: if userName = "Katie", the program prints:

```
Banana-fana fo-fatie!
```

```java
import java.util.Scanner;

public class NameSong {
   public static void main (String [] args) {
      String secondVerse = "Banana-fana fo-f(Name)!";
      String userName = "Katie";

      userName = userName.substring(1); // Removes first char from userName

      /* Your solution goes here  */

      System.out.println(secondVerse);

      return;
   }
}
```

Run

Section 3.10 - Character operations

The Character class provides several methods for working with characters.

Table 3.10.1: Character methods return values. Each method must prepend Character., as in Character.isLetter.

isLetter(c)	true if alphabetic: a-z or A-Z	`isLetter('x') // true`
		`isLetter('6') // false`
		`isLetter('!') // false`
				toUpperCase(c)	Uppe versio

isDigit(c)	true if digit: 0-9.	`isDigit('x') // false`
		`isDigit('6') // true`
				toLowerCase(c)	Lowe versio

isWhitespace(c)	true if whitespace.	`isWhitespace(' ')  // true`
		`isWhitespace('\n') // true`
		`isWhitespace('x')  // false`			

P Participation Activity

3.10.1: Character methods.

To what value does each evaluate? userStr is "Hey #1?".

#	Question	Your answer
1	Character.isLetter('7')	True
		False
2	Character.isLetter(userStr.charAt(0))	True
		False
3	Character.isWhitespace(userStr.charAt(3))	True
		False
4	Character.isDigit(userStr.charAt(6))	True
		False

5	Character.toUpperCase(userStr.charAt(1)) returns 'E'.	True False
6	Character.toLowerCase(userStr.charAt(2)) yields an error because 'y' is already lower case .	True False
7	Character.toLowerCase(userStr.charAt(6)) yields an error because '?' is not alphabetic.	True False

C Challenge Activity

3.10.1: String with digit.

Set hasDigit to true if the 3-character passCode contains a digit.

```
   public static void main (String [] args) {
      boolean hasDigit = false;
      String passCode = "";
      int valid = 0;

      passCode = "abc";

      /* Your solution goes here  */

      if (hasDigit) {
         System.out.println("Has a digit.");
      }
      else {
         System.out.println("Has no digit.");
      }

      return;
   }
}
```

Run

C Challenge Activity

3.10.2: Whitespace replace.

Write code to print the location of any space in the 2-character string passCode. Each space detecte
followed by a newline. If no space exists, the program should not print anything. Sample output for th

```
Space at 1
```

```
import java.util.Scanner;

public class FindSpaces {
   public static void main (String [] args) {
      String passCode = "";

      passCode = "A ";

      /* Your solution goes here  */

      return;
   }
}
```

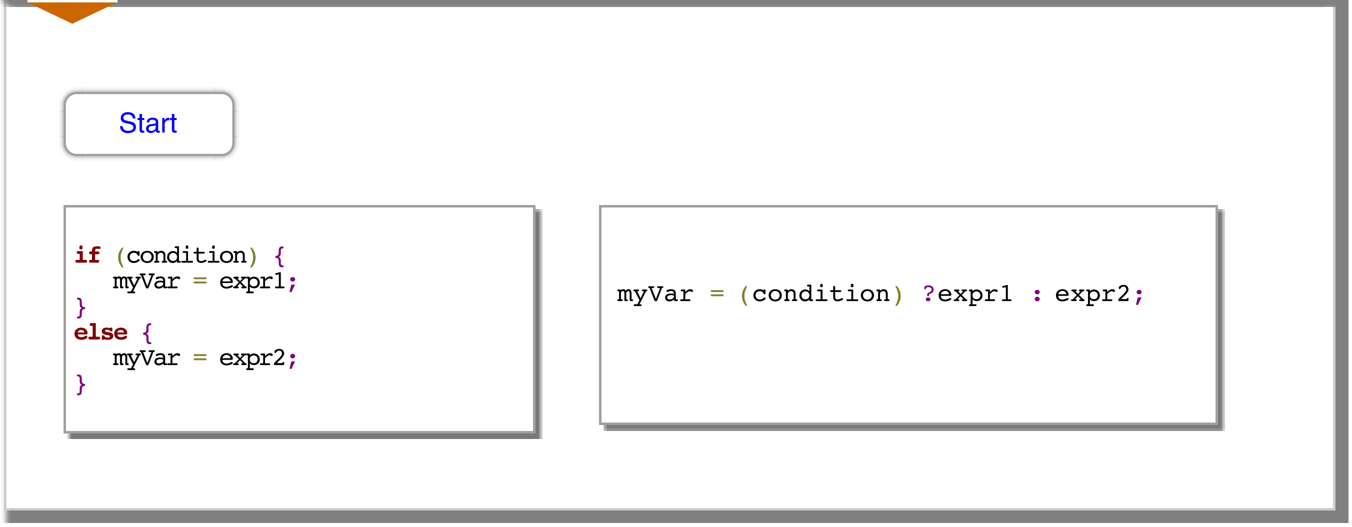
Run

Section 3.11 - Conditional expressions

If-else statements with the form shown below are so common that the language supports the shorthand notation shown.

P Participation Activity

3.11.1: Conditional expression.



```
if (condition) {
   myVar = expr1;
}
else {
   myVar = expr2;
}
```

```
myVar = (condition) ?expr1 : expr2;
```

A ***conditional expression*** has the following form:

Construct 3.11.1: Conditional expression.

```
condition ? exprWhenTrue : exprWhenFalse
```

All three operands are expressions. If the `condition` evaluates to true, then `exprWhenTrue` is evaluated. If the condition evaluates to false, then `exprWhenFalse` is evaluated. The conditional expression evaluates to whichever of those two expressions was evaluated. For example, if x is 2, then the conditional expression `(x == 2) ? 5 : 9 * x` evaluates to 5.

A conditional expression has three operands and thus the "?" and ":" together are sometimes referred to as a ***ternary operator***.

Good practice is to restrict usage of conditional expressions to an assignment statement, as in: y = (x == 2) ? 5 : 9 * x;. Common practice is to put parentheses around the first expression of the conditional expression, to enhance readability.

P Participation Activity

3.11.2: Conditional expressions.

Convert each if-else statement to a single assignment statement using a conditional expression, using parentheses around the condition. Enter "Not possible" if appropriate. ..

#	Question	Your answer

1	`if (x > 50) {`
	`   y = 50;`
	`}`
	`else {`
	`   y = x;`
	`}`
		`y = (` □ `) ? 50 : x;`

2	`if (x < 20) {`
	`   y = x;`
	`}`
	`else {`
	`   y = 20;`
	`}`
		`y = (x < 20)` □

3	`if (x < 100) {`
	`   y = 0;`
	`}`
	`else {`
	`   y = x;`
	`}`
		□

4	`if (x < 0) {`
	`   x = -x;`
	`}`
	`else {`
	`   x = x;`
	`}`
		□

5	`if (x < 0) {`
	`   y = -x;`
	`}`
	`else {`
	`   z = x;`
	`}`
		□

Challenge Activity

3.11.1: Conditional expression: Print negative or positive.

Create a conditional expression that evaluates to string "negative" if userVal is less than 0, and "posit
userVal = -9 for the below sample program:

```
-9 is negative.
```

```
import java.util.Scanner;

public class NegativeOrPositive {
   public static void main (String [] args) {
      String condStr = "";
      int userVal = 0;

      userVal = -9;

      condStr = /* Your solution goes here  */;

      System.out.println(userVal + " is " + condStr);

      return;
   }
}
```

Run

C Challenge Activity

3.11.2: Conditional assignment.

Using a conditional expression, write a statement that increments numUsers if updateDirection is 1, c
if numUsers is 8 and updateDirection is 1, numUsers becomes 9; if updateDirection is 0, numUsers b
"numUsers = ...".

```
import java.util.Scanner;

public class UpdateNumberOfUsers {
   public static void main (String [] args) {
      int numUsers = 0;
      int updateDirection = 0;

      numUsers = 8;
      updateDirection = 1;

      /* Your solution goes here  */

      System.out.println("New value is: " + numUsers);

      return;
   }
}
```

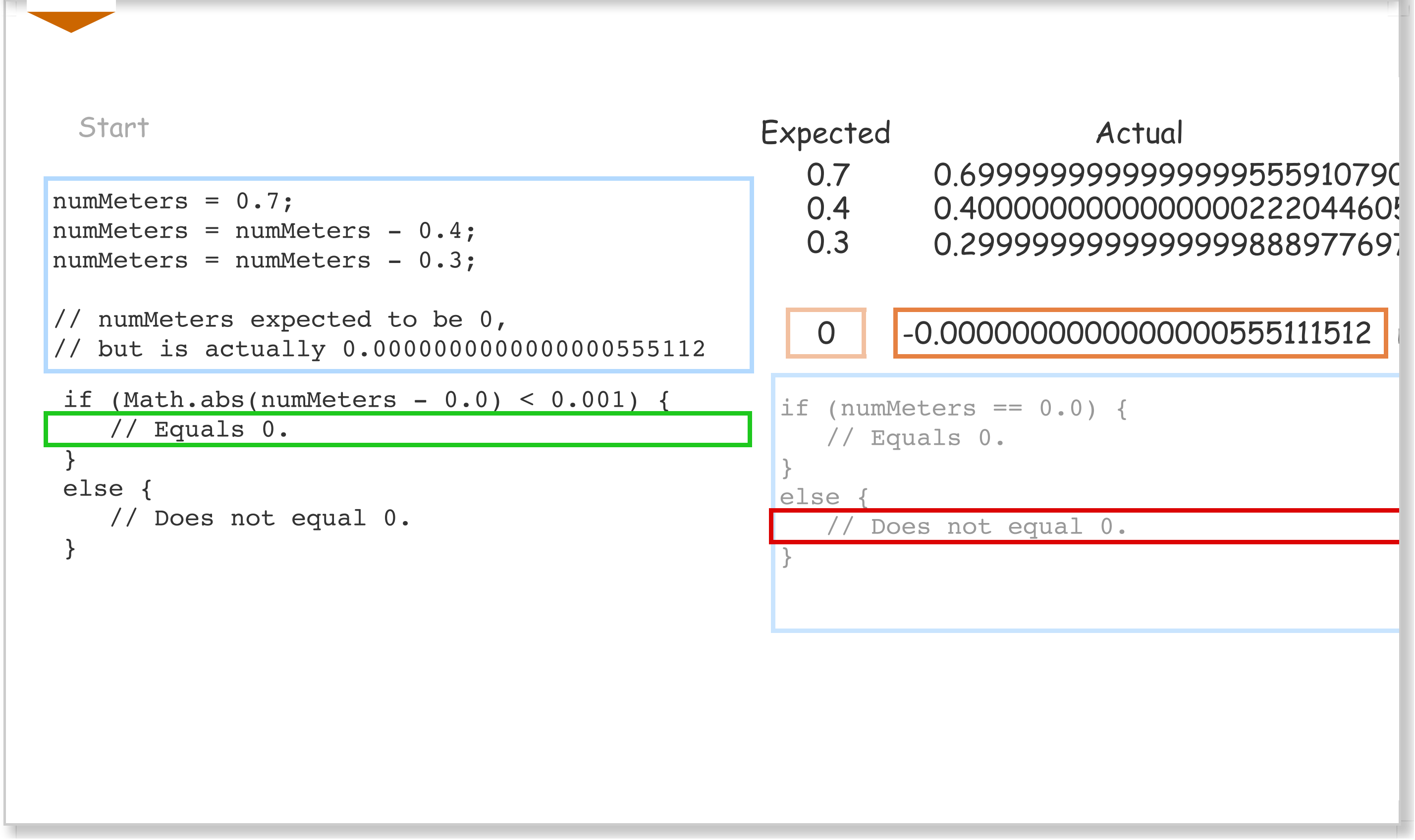
Run

Section 3.12 - Floating-point comparison

Floating-point numbers should not be compared using ==. Ex: Avoid float1 == float2. Reason: Some floating-point numbers cannot be exactly represented in the limited available memory bits like 64 bits. Floating-point numbers expected to be equal may be close but not exactly equal.

Participation Activity

3.12.1: Floating-point comparisons.



```
numMeters = 0.7;
numMeters = numMeters - 0.4;
numMeters = numMeters - 0.3;

// numMeters expected to be 0,
// but is actually 0.0000000000000000555112
```

```
 if (Math.abs(numMeters - 0.0) < 0.001) {
    // Equals 0.
 }
 else {
    // Does not equal 0.
 }
```

```
Expected      Actual
  0.7      0.6999999999999999555910790
  0.4      0.4000000000000000222044605
  0.3      0.2999999999999999888977697

  0        -0.0000000000000000555111512
```

```
if (numMeters == 0.0) {
   // Equals 0.
}
else {
   // Does not equal 0.
}
```

Floating-point numbers should be compared for "close enough" rather than exact equality. Ex: If (x - y) < 0.0001, x and y are deemed equal. Because the difference may be negative, the absolute value is used: Math.abs(x - y) < 0.0001. Math.abs() is a method in the Math class. The difference threshold indicating that floating-point numbers are equal is often called the ***epsilon***. Epsilon's value depends on the program's expected values, but 0.0001 is common.

P Participation Activity

3.12.2: Using == with floating-point numbers.

#	Question	Your answer
1	Given: float x, y x == y is OK.	True False
2	Given: double x, y x == y is OK.	True False
3	Given: double x x == 32.0 is OK.	True False
4	Given: int x, y x == y is OK.	True False
5	Given: double x x == 32 is OK.	True False

P Participation Activity

3.12.3: Floating-point comparisons.

Each comparison has a problem. Click on the problem.

#	Question
1	Math.abs (x - y) == 0.0001
2	Math.abs (x - y) < 1.0

P Participation Activity

3.12.4: Floating point statements.

Complete the comparison for floating-point numbers.

#	Question	Your answer
1	Determine if double variable x is 98.6.	□ (x - 98.6) < 0.0001
2	Determine if double variables x and y are equal. Threshold is 0.0001.	Math.abs(x - y) □
3	Determine if double variable x is 1.0	Math.abs(□) < 0.0001

Figure 3.12.1: Example of comparing floating-point numbers for equality: Body temperature.

```
import java.util.Scanner;
import java.lang.Math;

public class BodyTemperatureEx {
   public static void main(String[] args) {
      Scanner scnr = new Scanner(System.in);
      double bodyTemp = 0.0;

      System.out.print("Enter body temperature in Fahrenheit: ");
      bodyTemp = scnr.nextDouble();

      if (Math.abs(bodyTemp - 98.6) < 0.0001) {
         System.out.println("Temperature is exactly normal.");
      }
      else if (bodyTemp > 98.6) {
         System.out.println("Temperature is above normal.");
      }
      else {
         System.out.println("Temperature is below normal.");
      }

      return;
   }
}
```

```
Enter body temperature in Fahrenheit: 98.6
Temperature is exactly normal.

Enter body temperature in Fahrenheit: 90
Temperature is below normal.

Enter body temperature in Fahrenheit: 99
Temperature is above normal.
```

P Participation Activity

3.12.5: Body temperature in Fahrenheit.

Refer to the body temperature code provided in the previous figure.

#	Question	Your answer
1	What is output if the user enters 98.6?	Exactly normal
		Above normal
		Below normal
2	What is output if the user enters 97.0?	Exactly normal
		Above normal
		Below normal
3	What is output if the user enters 98.6000001?	Exactly normal
		Above normal
		Below normal

To see the inexact value stored in a floating-point variable, the BigDecimal class can be used in an output statement.

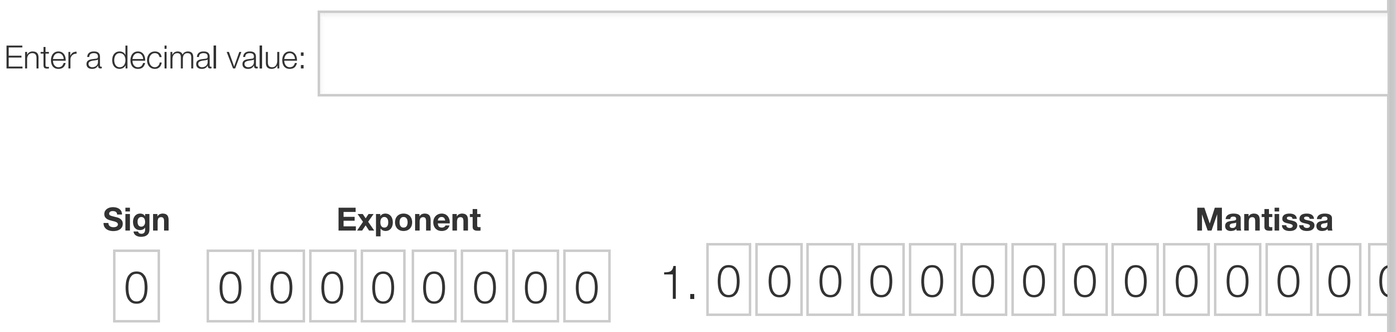
Figure 3.12.2: Observing the inexact values stored in floating-point variables.

```
import java.math.BigDecimal;

public class DoublePrecisionEx {
   public static void main(String[] args) {
      double sampleValue1 = 0.2;
      double sampleValue2 = 0.3;
      double sampleValue3 = 0.7;
      double sampleValue4 = 0.0;
      double sampleValue5 = 0.25;

      System.out.println("sampleValue1 with System.out.println " + sampleValue1);

      // Uses BigDecimal to print floating-point values without rounding
      System.out.println("sampleValue1 is " + new BigDecimal(sampleValue1));
      System.out.println("sampleValue2 is " + new BigDecimal(sampleValue2));
      System.out.println("sampleValue3 is " + new BigDecimal(sampleValue3));
      System.out.println("sampleValue4 is " + new BigDecimal(sampleValue4));
      System.out.println("sampleValue5 is " + new BigDecimal(sampleValue5));

      return;
   }
}
```

```
sampleValue1 with System.out.println 0.2
sampleValue1 is 0.200000000000000011102230246251565404236316680908203125
sampleValue2 is 0.299999999999999988897769753748434595763683319091796875
sampleValue3 is 0.6999999999999999555910790149937383830547332763671875
sampleValue4 is 0
sampleValue5 is 0.25
```

P Participation Activity

3.12.6: Inexact representation of floating-point values.



Enter a decimal value:

Sign	Exponent	Mantissa
0	0 0 0 0 0 0 0 0	1. 0 0 0 0 0 0 0 0 0 0 0 0 0

P Participation Activity

3.12.7: Representing floating-point numbers.

#	Question	Your answer
1	Floating-point values are always stored with some inaccuracy.	True
		False
2	If a floating-point variable is assigned with 0.2, and prints as 0.2, the value must have been represented exactly.	True
		False

C Challenge Activity

3.12.1: Floating-point comparison: Print Equal or Not equal.

Write an expression that will cause the following code to print "Equal" if the value of sensorReading is Otherwise, print "Not equal".

```java
import java.lang.Math;

public class SensorThreshold {
   public static void main(String[] args) {
      double targetValue = 0.3333;
      double sensorReading = 0.0;

      sensorReading = 1.0 / 3.0;

      if (/* Your solution goes here  */) {
         System.out.println("Equal");
      }
      else {
         System.out.println("Not equal");
      }

      return;
   }
}
```

Run

Section 3.13 - Java example: Salary calculation with branches

P Participation Activity

3.13.1: Calculate salary: Calculate overtime using branches.

The following program calculates yearly and monthly salary given an hourly wage. The program assumes work-hours-per-week limit of 40 and work-weeks-per-year of 50.

Overtime refers to hours worked per week in excess of some weekly limit, such as 40 hours. Some companies pay time-and-a-half for overtime hours, meaning overtime hours are paid at 1.5 times the hourly wage.

Overtime pay can be calculated with pseudocode as follows (assuming a weekly limit of 40 hours):

```
weeklyLimit = 40
if weeklyHours <= weeklyLimit
   weeklySalary = hourlyWage * weeklyHours
else
   overtimeHours = weeklyHours - weeklyLimit
   weeklySalary = hourlyWage * weeklyLimit + (overtimeHours * hourlyWage * 1.5)
```

1. Run the program and observe the salary earned.
2. Modify the program to read user input for weeklyHours. Run the program again.

Reset

```java
import java.util.Scanner;

public class Salary {
  public static void main(String [] args) {
      Scanner scnr = new Scanner(System.in);
      int hourlyWage = 0;
      int weeklyHours = 0;
      int weeklySalary = 0;
      int overtimeHours = 0;
      final int WEEKLY_LIMIT = 40;

      System.out.println("Enter hourly wage: ");
      hourlyWage = scnr.nextInt();

      // FIXME: Get user input value for weeklyHours
      weeklyHours = 40;

      if (weeklyHours <= WEEKLY_LIMIT) {
         weeklySalary = weeklyHours * hourlyWage;
```

```
10 42
```

Run

P Participation Activity

3.13.2: Determine tax rate.

Income tax is calculated based on annual income. The tax rate is determined with a tiered approach: Income above a particular tier level is taxed at that level's rate.

1. Run the program with an annual income of 120000. Note the tax rate and tax to pay.
2. Modify the program to add a new tier: Annual income above 50000 but less than or equal to 100000 is taxed at the rate of 30%, and annual income above 100000 is taxed at 40%.
3. Run the program again with an annual income of 120000. What is the tax rate and tax to pay now?
4. Run the program again with an annual income of 60000. (Change the input area below the program.)
5. Challenge: What happens if a negative annual salary is entered? Modify the program to print an error message in that case.

Reset

```

import java.util.Scanner;

public class IncomeTax {
  public static void main (String [] args) {
      Scanner scnr = new Scanner(System.in);
     int annualSalary = 0;
      double taxRate = 0.0;
      int taxToPay = 0;

      System.out.println("Enter annual salary: ");
      annualSalary = scnr.nextInt();

      // Determine the tax rate from the annual salary
      // FIXME: Write code to address the challenge question above
      if (annualSalary <= 20000) {
         taxRate = 0.10;
      }
      else if (annualSalary <= 50000) {
```

```
120000
```

Run

Section 3.14 - Java example: Search for name using branches

P Participation Activity

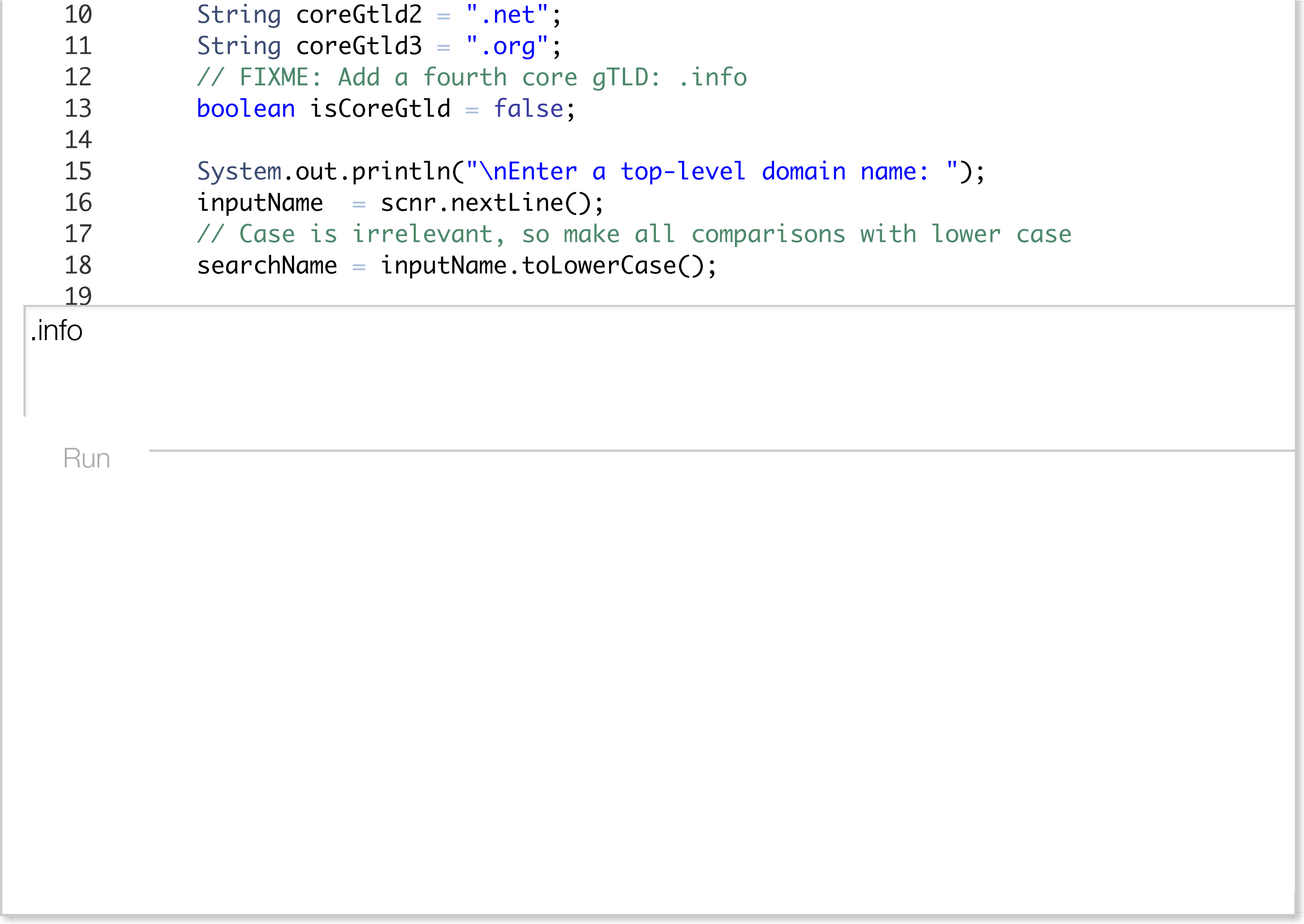
3.14.1: Search for name using branches.

A ***core generic top-level domain (core gTLD)*** name is one of the following Internet domains: .com, .net, .org, and .info (Wikipedia: gTLDs). The following program asks the user to input a name and prints whether that name is a gTLD. The program uses the String method compareTo(), which returns a zero if the two compared strings are identical.

1. Run the program, noting that the .info input name is not currently recognized as a gTLD.
2. Extend the if-else statement to detect the .info domain name as a gTLD. Run the program again.
3. Extend the program to allow the user to enter the name with or without the leading dot, so .com or just com.

Reset

```java
import java.util.Scanner;

public class SearchForDomainName {

   public static void main(String [ ] args) {
      Scanner scnr = new Scanner(System.in);
      String inputName = "";
      String searchName = "";
      String coreGtld1 = ".com";
```



```
      String coreGtld2 = ".net";
      String coreGtld3 = ".org";
      // FIXME: Add a fourth core gTLD: .info
      boolean isCoreGtld = false;

      System.out.println("\nEnter a top-level domain name: ");
      inputName  = scnr.nextLine();
      // Case is irrelevant, so make all comparisons with lower case
      searchName = inputName.toLowerCase();

```

```
.info
```

Below is a solution to the above problem.

P Participation Activity

3.14.2: Search for name using branches (solution).

Reset

```
import java.util.Scanner;

public class SearchForDomainName {

   public static void main(String [ ] args) {
      Scanner scnr = new Scanner(System.in);
      String inputName  = "";
      String searchName = "";
      String coreGtld1 = ".com";
      String coreGtld2 = ".net";
      String coreGtld3 = ".org";
      String coreGtld4 = ".info";
      boolean isCoreGtld = false;

      System.out.println("\nEnter a top-level domain name: ");
      inputName  = scnr.nextLine();
      searchName = inputName.toLowerCase();

      // If the user entered a name without a leading period, add one
```

```
.INFO
```

Run