Chapter 3: Selections and Conditionals

CS1: Java Programming
Colorado State University

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Motivations
If you assigned a negative value for radius in Listing 2.2, ComputeAreaWithConsoleInput.java, the program would print an invalid result. If the radius is negative, you don't want the program to compute the area. How can you deal with this situation?

Objectives

- To declare boolean variables and write Boolean expressions using relational operators (§3.2).
- To implement selection control using one-way if statements (§3.3).
- To implement selection control using two-way if-else statements (§3.4).
- To implement selection control using nested if and multi-way if statements (§3.5).
- To avoid common errors and pitfalls in if statements (§3.6).
- To program using selection statements for a variety of examples (SubtractionQuiz, BMI, ComputeTax) (§§3.7–3.9).
- To implement selection control using switch statements (§3.13).
- To write expressions using the conditional expression (§3.14).
- To examine the rules governing operator precedence and associativity (§3.15).
- To apply common techniques to debug errors (§3.16).

The boolean Type and Operators

Often in a program you need to compare two values, such as whether i is greater than j. Java provides six comparison operators (also known as relational operators) that can be used to compare two values. The result of the comparison is a Boolean value: true or false.

```
boolean b = (1 > 2);
```

### Relational Operators

<table>
<thead>
<tr>
<th>Java Operator</th>
<th>Mathematics Symbol</th>
<th>Name</th>
<th>Example (radius is 5)</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;</td>
<td>&lt;</td>
<td>less than</td>
<td>radius &lt; 0</td>
<td>false</td>
</tr>
<tr>
<td>&lt;=</td>
<td>≤</td>
<td>less than or equal to</td>
<td>radius &lt;= 0</td>
<td>false</td>
</tr>
<tr>
<td>&gt;</td>
<td>&gt;</td>
<td>greater than</td>
<td>radius &gt; 0</td>
<td>true</td>
</tr>
<tr>
<td>&gt;=</td>
<td>≥</td>
<td>greater than or equal to</td>
<td>radius &gt;= 0</td>
<td>true</td>
</tr>
<tr>
<td>==</td>
<td>=</td>
<td>equal to</td>
<td>radius == 0</td>
<td>false</td>
</tr>
<tr>
<td>!=</td>
<td>≠</td>
<td>not equal to</td>
<td>radius != 0</td>
<td>true</td>
</tr>
</tbody>
</table>

Problem: A Simple Math Learning Tool

This example creates a program to let a first grader practice additions. The program randomly generates two single-digit integers number1 and number2 and displays a question such as “What is 7 + 9?” to the student. After the student types the answer, the program displays a message to indicate whether the answer is true or false.
One-way if Statements

```java
if (radius >= 0) {
    area = radius * radius * PI;
    System.out.println("The area for the circle of radius " + radius + " is " + area);
}
```

Note

(a) Wrong

(b) Correct

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

Simple if Demo

Write a program that prompts the user to enter an integer. If the number is a multiple of 5, print HiFive. If the number is divisible by 2, print HiEven.

The Two-way if Statement

```java
if (boolean-expression) {
    statement(s) for the true case;
} else {
    statement(s) for the false case;
}
```

Multiple Alternative if Statements

```java
if (score >= 90.0)
    System.out.print("A");
else if (score >= 80.0)
    System.out.print("B");
else if (score >= 70.0)
    System.out.print("C");
else if (score >= 60.0)
    System.out.print("D");
else
    System.out.print("F");
```
Multi-Way if-else Statements

Trace if-else statement

if (score >= 90.0)
   System.out.print("A");
else if (score >= 80.0)
   System.out.print("B");
else if (score >= 70.0)
   System.out.print("C");
else if (score >= 60.0)
   System.out.print("D");
else
   System.out.print("F");

Suppose score is 70.0
The condition is false

Suppose score is 70.0
The condition is true

Suppose score is 70.0
grade is C

Exit the if statement
Note

The else clause matches the most recent if clause in the same block.

```
int i = 1, j = 2, k = 3;
if (i > j) System.out.println("A");
else System.out.println("B");
```

(a) Equivalent

```
int i = 1, j = 2, k = 3;
if (i > j) System.out.println("A");
else System.out.println("B");
```

(b)

This is better with correct indentation.

Note, cont.

Nothing is printed from the preceding statement. To force the else clause to match the first if clause, you must add a pair of braces:

```
int i = 1;
int j = 2;
int k = 3;
if (i > j) {
  if (i > k) System.out.println("A");
  else System.out.println("B");
}
```

This statement prints B.

Common Errors

Adding a semicolon at the end of an if clause is a common mistake.

```
if (radius >= 0); {
  area = radius*radius*PI;
  System.out.println("The area for the circle of radius " + radius + " is " + area);
}
```

Wrong

This mistake is hard to find, because it is not a compilation error or a runtime error, it is a logic error. This error often occurs when you use the next-line block style.

TIP

```
if (number % 2 == 0) even = true;
else even = false;
```

(a) Equivalent

```
boolean even = number % 2 == 0;
```

(b)

CAUTION

```
if (even == true) System.out.println("It is even.");
```

Wrong

```
if (even) System.out.println("It is even.");
```

Problem: An Improved Math Learning Tool

This example creates a program to teach a first grade child how to learn subtractions. The program randomly generates two single-digit integers number1 and number2 with number1 >= number2 and displays a question such as “What is 9 – 2?” to the student. After the student types the answer, the program displays whether the answer is correct.
Problem: Body Mass Index

Body Mass Index (BMI) is a measure of health on weight. It can be calculated by taking your weight in kilograms and dividing by the square of your height in meters. The interpretation of BMI for people 16 years or older is as follows:

<table>
<thead>
<tr>
<th>BMI</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMI &lt; 18.5</td>
<td>Underweight</td>
</tr>
<tr>
<td>18.5 &lt;= BMI &lt; 25.0</td>
<td>Normal</td>
</tr>
<tr>
<td>25.0 &lt;= BMI &lt; 30.0</td>
<td>Overweight</td>
</tr>
<tr>
<td>BMI &gt;= 30.0</td>
<td>Obese</td>
</tr>
</tbody>
</table>

Problem: Computing Taxes

The US federal personal income tax is calculated based on the filing status and taxable income. There are four filing statuses: single filers, married filing jointly, married filing separately, and head of household. The tax rates for 2009 are shown below.

<table>
<thead>
<tr>
<th>Filing Status</th>
<th>Tax Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single</td>
<td>$0 - $3,750 $0 - $15,625 $0 - $33,550 $0 - $53,790 $0 - $65,191</td>
</tr>
<tr>
<td>Married Filing Jointly</td>
<td>$3,751 - $5,125 $15,626 - $33,550 $33,551 - $42,455 $42,456 - $65,191</td>
</tr>
<tr>
<td>Married Filing Separately</td>
<td>$5,126 - $12,625 $33,551 - $49,300 $42,456 - $65,191 $65,192 - $118,000</td>
</tr>
<tr>
<td>Head of Household</td>
<td>$12,626 - $17,125 $49,301 - $65,190 $65,191 - $84,240 $84,241 - $118,000</td>
</tr>
</tbody>
</table>

Logical Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>!p</td>
<td>not</td>
<td>logical negation</td>
</tr>
<tr>
<td>p1 &amp; p2</td>
<td>and</td>
<td>logical conjunction</td>
</tr>
<tr>
<td>p1</td>
<td></td>
<td>p2</td>
</tr>
<tr>
<td>p1 ^ p2</td>
<td>exclusive or</td>
<td>logical exclusion</td>
</tr>
</tbody>
</table>

Problem: Computing Taxes, cont.

```java
if (status == 0) {
    // Compute tax for single filers
} else if (status == 1) {
    // Compute tax for married file jointly
    // or qualifying widow(er)
} else if (status == 2) {
    // Compute tax for married file separately
} else if (status == 3) {
    // Compute tax for head of household
} else {
    // Display wrong status
}
```

Truth Table for Operator !

<table>
<thead>
<tr>
<th>p</th>
<th>!p</th>
<th>Example (assume age = 24, weight = 140)</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>false</td>
<td>!(age &gt; 18) is false, because (age &gt; 18) is true.</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>!(weight &gt;= 150) is true, because (weight &gt;= 150) is false.</td>
</tr>
</tbody>
</table>

Truth Table for Operator &&

<table>
<thead>
<tr>
<th>p1</th>
<th>p2</th>
<th>Example (assume age = 24, weight = 140)</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>false</td>
<td>false (age &lt;= 18) &amp; (weight &lt;= 140) is false, because both conditions are false.</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>false (age &lt;= 18) &amp; (weight &gt; 140) is false, because (weight &gt; 140) is true.</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
<td>false (age &gt; 18) &amp; (weight &gt; 140) is false, because (weight &gt; 140) is false.</td>
</tr>
<tr>
<td>true</td>
<td>true</td>
<td>true (age &gt; 18) &amp; (weight &gt;= 140) is true, because both (age &gt; 18) and (weight &gt;= 140) are true.</td>
</tr>
</tbody>
</table>
Truth Table for Operator ||

| $p_1$ | $p_2$ | $p_1 \ || \ p_2$ | Example (assume age = 24, weight = 140) |
|-------|-------|------------------|----------------------------------------|
| false | false | false            | (age > 34) || (weight <> 140) is true, because (age > 34) is false, but (weight <> 140) is true. |
| false | true  | true             | (age > 14) || (weight >= 150) is false, because (age > 14) is true. |
| true  | false | false            | true                                    |
| true  | true  | true             | (age > 14) || (weight >= 140) is true. |

Truth Table for Operator ^

<table>
<thead>
<tr>
<th>$p_1$</th>
<th>$p_2$</th>
<th>$p_1 \ ^^ \ p_2$</th>
<th>Example (assume age = 24, weight = 140)</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>false</td>
<td>false</td>
<td>(age &gt; 34) ^ (weight &gt; 140) is true, because (age &gt; 34) is false and (weight &gt; 140) is false.</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>true</td>
<td>(age &gt; 34) ^ (weight &gt;= 140) is true, because (age &gt; 34) is false but (weight &gt;= 140) is true.</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>true</td>
<td>true</td>
<td>false</td>
<td>(age &gt; 14) ^ (weight &lt;= 140) is true, because (age &gt; 14) is true and (weight &lt;= 140) is false.</td>
</tr>
</tbody>
</table>

Examples

Here is a program that checks whether a number is divisible by 2 _and_ 3, whether a number is divisible by 2 _or_ 3, and whether a number is divisible by 2 _or_ 3 but not both:

```java
System.out.println("Is " + number + " divisible by 2 and 3? " + ((number % 2 == 0) && (number % 3 == 0)));
System.out.println("Is " + number + " divisible by 2 or 3? " + ((number % 2 == 0) || (number % 3 == 0)));
System.out.println("Is " + number + " divisible by 2 or 3, but not both? " + ((number % 2 == 0) ^ (number % 3 == 0)));
```

The & and | Operators

Supplement III.B, “The & and | Operators”

The & and | Operators

If $x$ is 1, what is $x$ after this expression?

$(x > 1) \ & \ (x++ < 10)$

If $x$ is 1, what is $x$ after this expression?

$(1 > x) \ &\ (1 > x++)$

How about $(1 == x) \ | \ (10 > x++)$?

$(1 == x) \ |\ (10 > x++)$?
**Problem: Determining Leap Year?**

This program first prompts the user to enter a year as an int value and checks if it is a leap year.

A year is a leap year if it is divisible by 4 but not by 100, or it is divisible by 400.

\[(\text{year} \mod 4 == 0 \land \text{year} \mod 100 != 0) \lor (\text{year} \mod 400 == 0)\]

**Problem: Lottery**

Write a program that randomly generates a lottery of a two-digit number, prompts the user to enter a two-digit number, and determines whether the user wins according to the following rule:

- If the user input matches the lottery in exact order, the award is $10,000.
- If the user input matches the lottery, the award is $3,000.
- If one digit in the user input matches a digit in the lottery, the award is $1,000.

**switch Statements**

```java
switch (status) {
    case 0:  compute taxes for single filers;
             break;
    case 1:  compute taxes for married file jointly;
             break;
    case 2:  compute taxes for married file separately;
             break;
    case 3:  compute taxes for head of household;
             break;
    default: System.out.println("Errors: invalid status");
             System.exit(1);
}
```

**switch Statement Flow Chart**

The keyword `break` is optional, but it should be used at the end of each case in order to terminate the remainder of the `switch` statement. If the `break` statement is not present, the next case statement will be executed.

**switch Statement Rules**

- The `switch-expression` must yield a value of `char`, `byte`, `short`, or `int` type and must always be enclosed in parentheses.
- The `value1`, ..., and `valueN` must have the same data type as the value of the `switch-expression`. The resulting statements in the corresponding case statement are executed when the value in the `switch` statement matches the value of the `switch-expression`. Note that `value1`, ..., and `valueN` are constant expressions, meaning that they cannot contain variables in the expression, such as `1 + x`.

The `default` case, which is optional, can be used to perform actions when none of the specified `case` matches the `switch-expression`.

When the value in a `case` statement matches the value of the `switch-expression`, the statements starting from this case are executed until either a `break` statement at the end of the `switch` statement is reached.
Trace switch statement

Suppose day is 2:

switch (day) {
    case 1:
    case 2:
    case 3:
    case 4:
    case 5: System.out.println("Weekday"); break;
    case 0:
    case 6: System.out.println("Weekend");
}

Trace switch statement

Match case 2

Fall through case 3

Fall through case 4

Encounter break
Trace switch statement

```java
switch (day) {
    case 1:
    case 2:
    case 3:
    case 4:
        System.out.println("Weekday");
        break;
    case 0:
    case 6:
        System.out.println("Weekend");
}
```

Problem: Chinese Zodiac

Write a program that prompts the user to enter a year and displays the animal for the year.

```java
if (year % 12 == 0) {
    System.out.println("pig");
} else {
    System.out.println("tiger");
}
```

Conditional Expressions

```java
if (x > 0)
    y = 1
else
    y = -1;
```

is equivalent to

```java
y = (x > 0) ? 1 : -1;
```

Conditional Operator

```java
if (num % 2 == 0)
    System.out.println(num + " is even");
else
    System.out.println(num + " is odd");
```

Conditional Operator, cont.

```java
boolean-expression ? exp1 : exp2
```

Operator Precedence

1. ( )
2. var++, var--
3. +, - (Unary plus and minus), ++var, --var
4. (type) Casting
5. ! (Not)
6. *, /, % (Multiplication, division, and remainder)
7. +, - (Binary addition and subtraction)
8. <, <=, >, >= (Relational operators)
9. ==, !=, (Equality)
10. ^ (Exclusive OR)
11. && (Conditional AND) Short-circuit AND
12. || (Conditional OR) Short-circuit OR
13. =, +=, -=, *=, /=, %= (Assignment operator)
Operator Precedence and Associativity

The expression in the parentheses is evaluated first. (Parentheses can be nested, in which case the expression in the inner parentheses is executed first.) When evaluating an expression without parentheses, the operators are applied according to the precedence rule and the associativity rule.

If operators with the same precedence are next to each other, their associativity determines the order of evaluation. All binary operators except assignment operators are left-associative.

Example

Applying the operator precedence and associativity rule, the expression $3 + 4 * 4 > 5 * (4 + 3) - 1$ is evaluated as follows:

- $3 + 4 * 4 > 5 * 7 - 1$ (1) inside parentheses first
- $3 + 16 > 5 * 7 - 1$ (2) multiplication
- $3 + 16 > 35 - 1$ (3) multiplication
- $19 > 35 - 1$ (4) addition
- $19 > 34$ (5) subtraction
- false (6) greater than

Operator Associativity

When two operators with the same precedence are evaluated, the associativity of the operators determines the order of evaluation. All binary operators except assignment operators are left-associative.

Thus, $a - b + c - d$ is equivalent to $((a - b) + c) - d$

Assignment operators are right-associative.

Therefore, the expression $a = b += c = 5$ is equivalent to $a = (b += (c = 5))$

Debugging

Logic errors are called bugs. The process of finding and correcting errors is called debugging. A common approach to debugging is to use a combination of methods to narrow down to the part of the program where the bug is located. You can hand-trace the program (i.e., catch errors by reading the program), or you can insert print statements in order to show the values of the variables or the execution flow of the program. This approach might work for a short, simple program. But for a large, complex program, the most effective approach for debugging is to use a debugger utility.

**Debugger**

Debugger is a program that facilitates debugging. You can use a debugger to

✦ Execute a single statement at a time.
✦ Trace into or stepping over a method.
✦ Set breakpoints.
✦ Display variables.
✦ Display call stack.
✦ Modify variables.
Debugging in Eclipse

Supplement II.G, Learning Java Effectively with Eclipse