Chapter 3: Selections and Conditionals

CS1: Java Programming
Colorado State University

Original slides by Daniel Liang
Modified slides by Kristina Brown

printf

printf - can format the number of decimal places that will be shown when printed to the console:

```
System.out.printf("%5.2f", 5.12345);
double m = 6.23456;
System.out.printf("%.2f", m);
```

Scanner

A couple more methods using Scanner to get text from the keyboard:

- next() - reads a token
- nextLine() - reads a line of text

Motivations

If it rains?

If you are wearing red?

If your eyes are blue?

If you rode your bike to school?

Conditionals/Selections

Allow you to make decisions using your programs.

```
if (condition)
  statement;
```

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.

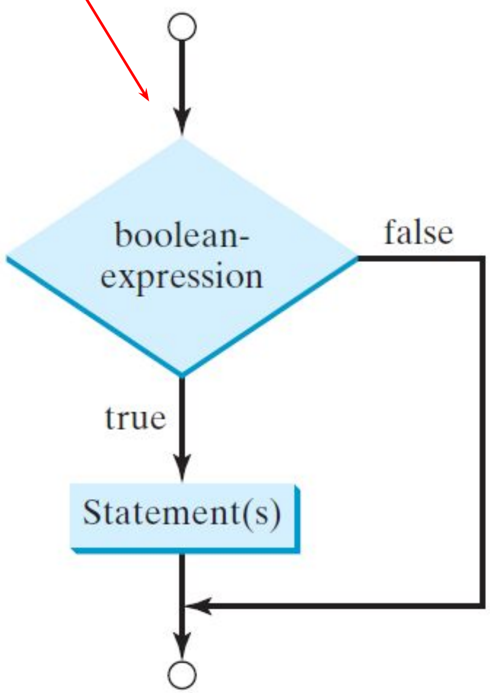
```
boolean b = (1 > 2);
```

Relational Operators

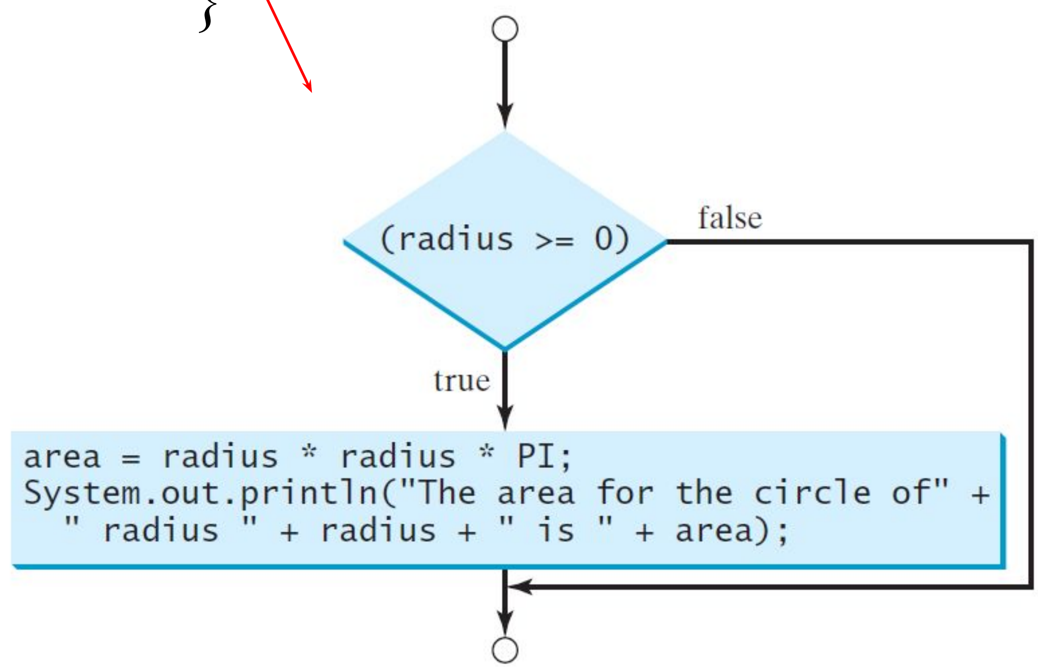
Java Operator	Mathematics Symbol	Name	Example (radius is 5)	Result
<	<	less than	radius < 0	false
<=	≤	less than or equal to	radius <= 0	false
>	>	greater than	radius > 0	true
>=	≥	greater than or equal to	radius >= 0	true
==	=	equal to	radius == 0	false
!=	≠	not equal to	radius != 0	true

One-way `if` Statements

```
if (boolean-expression) {
  statement(s);
}
```




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



Note

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

(a) Wrong

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

(b) Correct

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

(a)

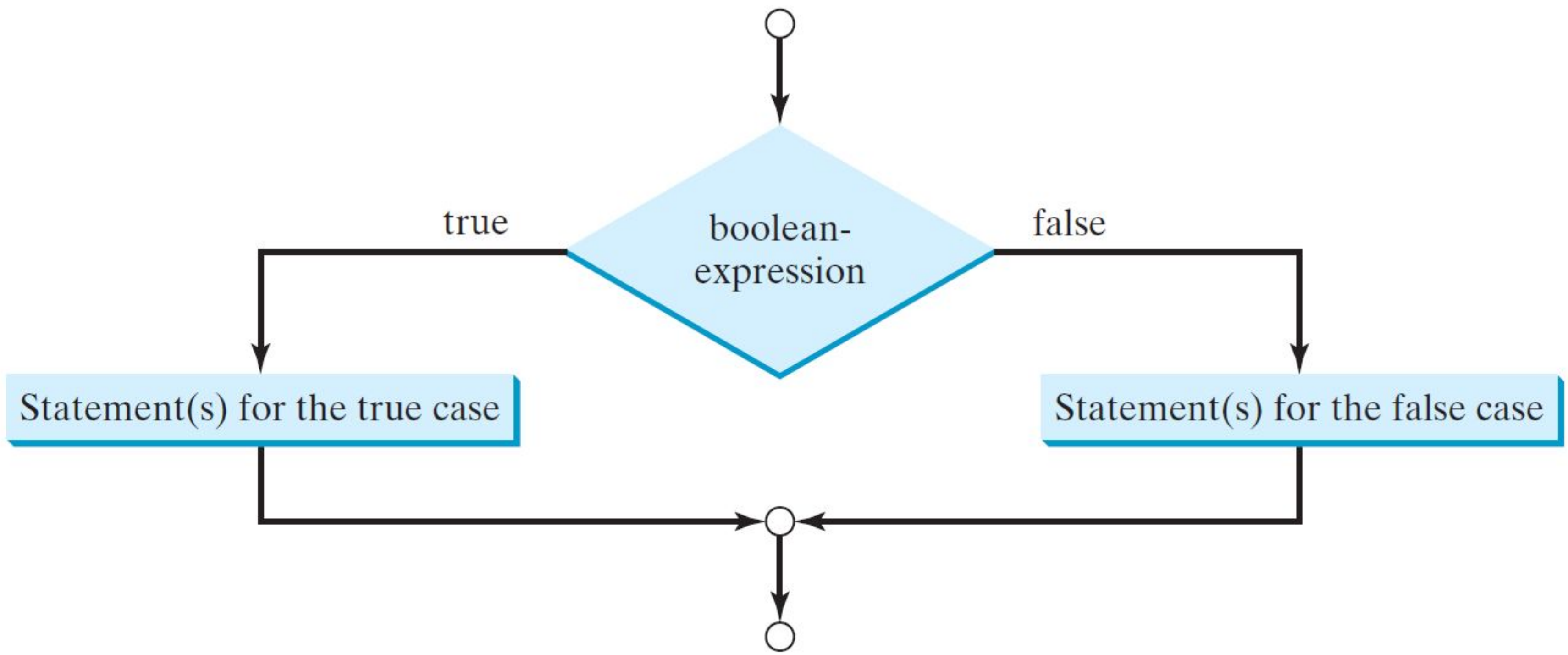
Equivalent

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

(b)

The Two-way `if` Statement

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



`if-else` Example

```
if (radius >= 0) {
  area = radius * radius * 3.14159;

   System.out.println("The area for the “
     + “circle of radius " + radius +
     " is " + area);
}
else {
  System.out.println("Negative input");
}
```

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");
```

(a)

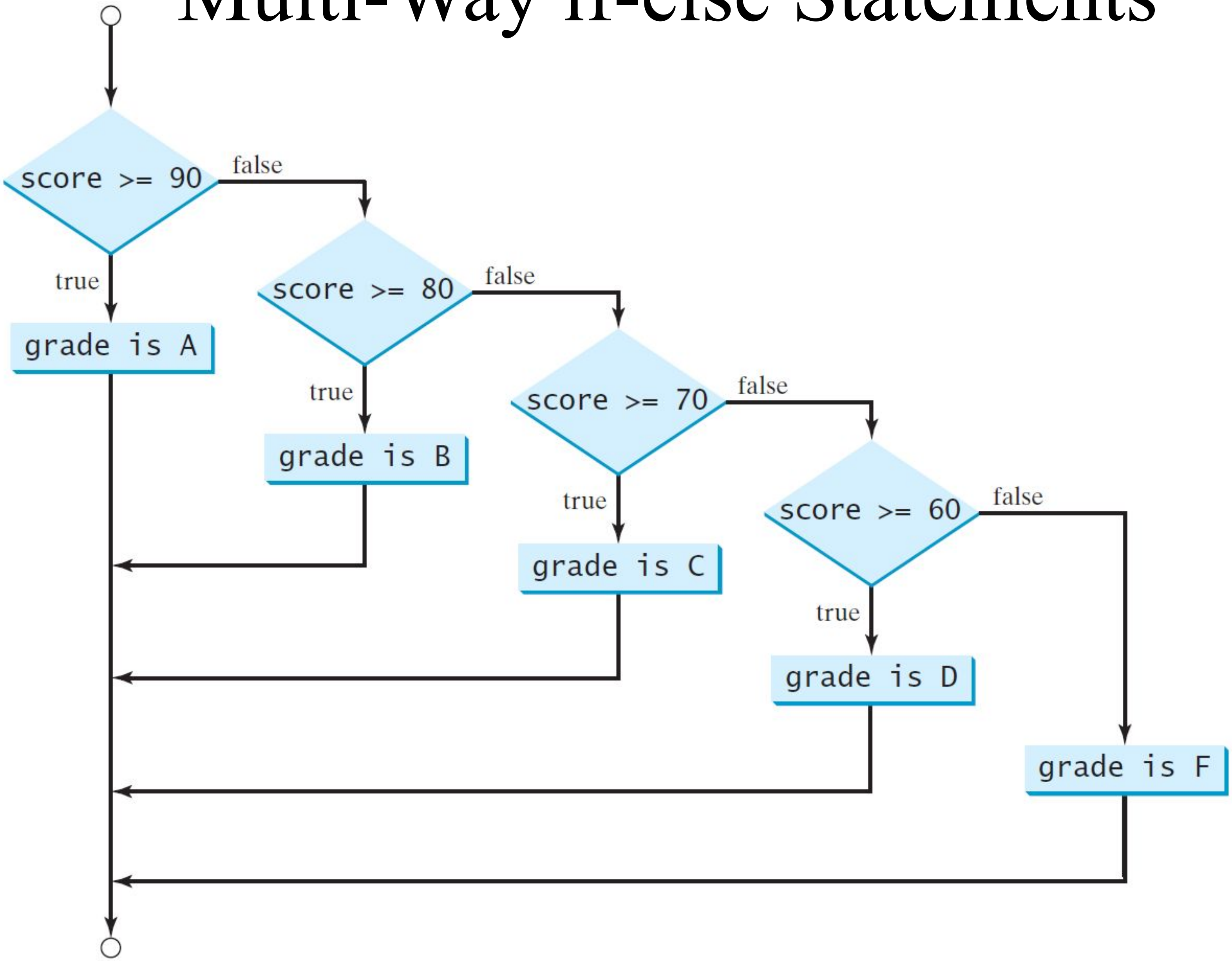
Equivalent

This is better

```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");
```

(b)

Multi-Way if-else Statements



animation

Trace if-else statement

Suppose score is 70.0

The condition is false

```
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");
```

animation

Trace if-else statement

Suppose score is 70.0

The condition is false

```
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");
```

animation

Trace if-else statement

Suppose score is 70.0

The condition is true

```
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");
```

Trace if-else statement

Suppose score is 70.0

grade is C

```
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");
```

animation

Trace if-else statement

Suppose score is 70.0

Exit the if 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");
```

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 <u>if</u> clause is a common mistake.

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

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.

Note

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

```
int i = 1, j = 2, k = 3;

if (i > j)
  if (i > k)
    System.out.println("A");
else
    System.out.println("B");
```

(a)

Equivalent

This is better with correct indentation

```
int i = 1, j = 2, k = 3;

if (i > j)
  if (i > k)
    System.out.println("A");
  else
    System.out.println("B");
```

(b)

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.");
```

(a)

Equivalent

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

(b)

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.

Marginal Tax Rate	*Single*	*Married Filing Jointly or Qualifying Widow(er)*	*Married Filing Separately*	*Head of Household*
10%	\$0 – \$8,350	\$0 – \$16,700	\$0 – \$8,350	\$0 – \$11,950
15%	\$8,351 – \$33,950	\$16,701 – \$67,900	\$8,351 – \$33,950	\$11,951 – \$45,500
25%	\$33,951 – \$82,250	\$67,901 – \$137,050	\$33,951 – \$68,525	\$45,501 – \$117,450
28%	\$82,251 – \$171,550	\$137,051 – \$208,850	\$68,526 – \$104,425	\$117,451 – \$190,200
33%	\$171,551 – \$372,950	\$208,851 – \$372,950	\$104,426 – \$186,475	\$190,201 – \$372,950
35%	\$372,951+	\$372,951+	\$186,476+	\$372,951+

Problem: Computing Taxes, cont.

```
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
}
```

ComputeTax   Run

Lecture 2

Logical Operators

Operator	Name	Description
!	not	logical negation
&&	and	logical conjunction
||	or	logical disjunction
^	exclusive or	logical exclusion

Truth Table for Operator !

p	!p	Example (assume age = 24, weight = 140)
true	false	!(age > 18) is false, because (age > 18) is true.
false	true	!(weight == 150) is true, because (weight == 150) is false.

Truth Table for Operator &&

p_1	p_2	p_1 && p_2	Example (assume age = 24, weight = 140)
false	false	false	(age <= 18) && (weight < 140) is false, because both conditions are both false.
false	true	false	
true	false	false	(age > 18) && (weight > 140) is false, because (weight > 140) is false.
true	true	true	(age > 18) && (weight >= 140) is true, because both (age > 18) and (weight >= 140) are true.

Truth Table for Operator ||

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

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 and (weight > 140) is false.
false	true	true	(age > 34) ^ (weight >= 140) is true, because (age > 34) is false but (weight >= 140) is true.
true	false	true	(age > 14) ^ (weight > 140) is true, because (age > 14) is true and (weight > 140) is false.
true	true	false	

Examples

```
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)));
```

TestBooleanOperators

Run

Companion Website

The & and | Operators

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

Companion Website

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++)
```

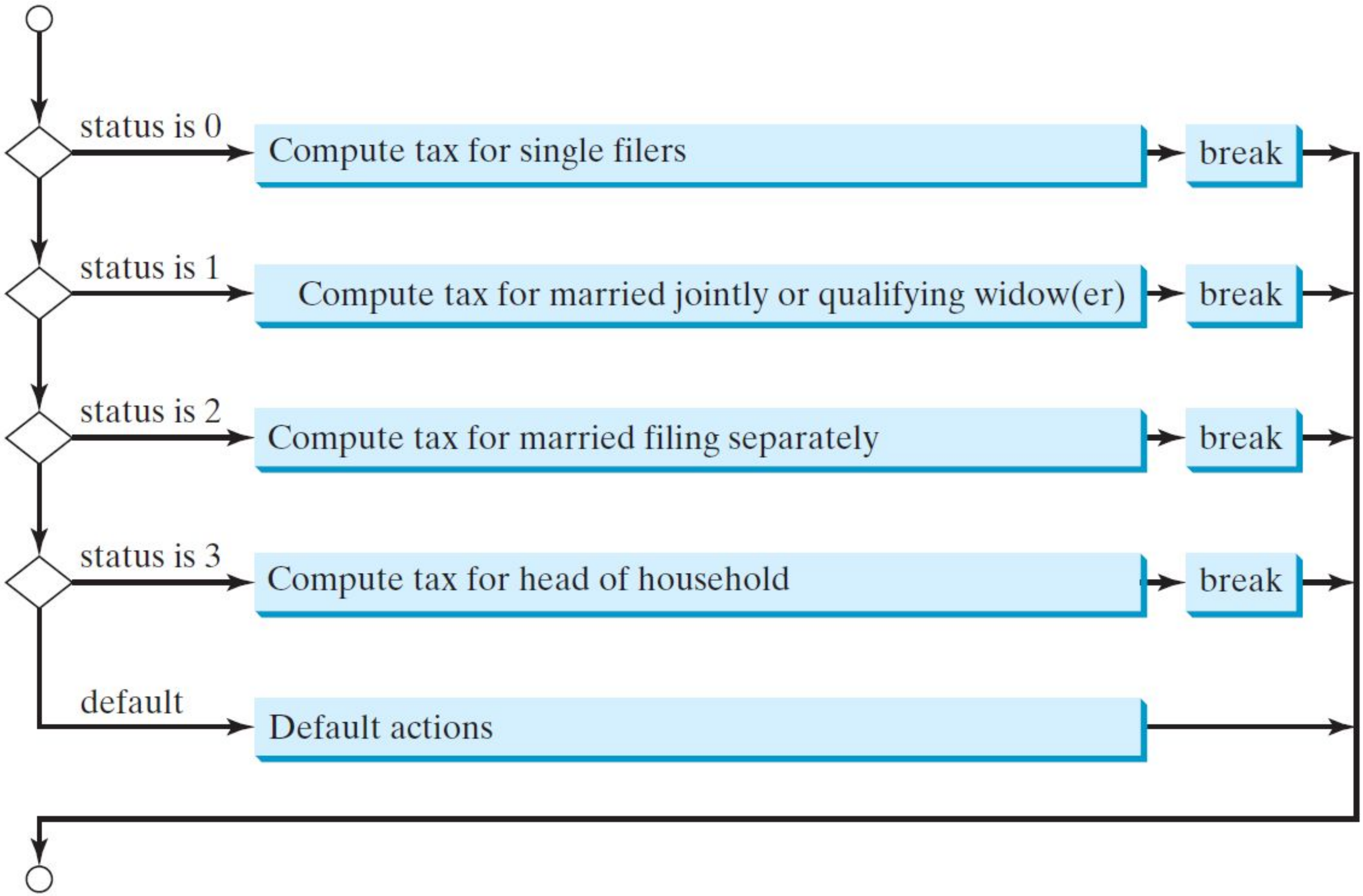
How about (1 == x) | (10 > x++)?

```
(1 == x) || (10 > x++)?
```

switch Statements

```
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



`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 case statement are executed when the value in the case 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.

```
switch (switch-expression) {
  case value1:  statement(s)1;
       break;
  case value2: statement(s)2;
       break;
  …
  case valueN: statement(s)N;
       break;
  default: statement(s)-for-default;
}
```

switch Statement Rules

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 (switch-expression) {
  case value1:  statement(s)1;
        break;
  case value2: statement(s)2;
        break;
  …
  case valueN: statement(s)N;
        break;
  default: statement(s)-for-default;
}
```

The default case, which is optional, can be used to perform actions when none of the specified cases 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 or the end of the **switch** statement is reached.

animation

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");
}
```

animation

Trace switch statement

Match case 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");
}
```

animation

Trace switch statement

Fall through case 3

```
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");
}
```

animation

Trace switch statement

Fall through case 4

```
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");
}
```

animation

Trace switch statement

Fall through case 5

```
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");
}
```

animation

Trace switch statement

Encounter break

```
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");
}
```

animation

Trace switch statement

Exit the statement

```
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");
}
```

Conditional Expressions

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

is equivalent to

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

(boolean-expression) ? expression1 : expression2

- Ternary operator
- Binary operator
- Unary operator

Conditional Operator

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


System.out.println(
   (num % 2 == 0)? num + “is even” :
   num + “is odd”);
```

Conditional Operator, cont.

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

Operator Precedence

- ()
- var++, var--
- +, - (Unary plus and minus), ++var,--var
- (type) Casting
- ! (Not)
- *, /, % (Multiplication, division, and remainder)
- +, - (Binary addition and subtraction)
- <, <=, >, >= (Relational operators)
- ==, !=; (Equality)
- ^ (Exclusive OR)
- && (Conditional AND) Short-circuit AND
- || (Conditional OR) Short-circuit OR
- =, +=, -=, *=, /=, %= (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.

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*.

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))

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 * (4 + 3) - 1

3 + 4 * 4 > 5 * 7 - 1

3 + 16 > 5 * 7 - 1

3 + 16 > 35 - 1

19 > 35 - 1

19 > 34

false
```

(1) inside parentheses first

(2) multiplication

(3) multiplication

(4) addition

(5) subtraction

(6) greater than

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.

Misc Slides

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.

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:

BMI	Interpretation
BMI < 18.5	Underweight
18.5 <= BMI < 25.0	Normal
25.0 <= BMI < 30.0	Overweight
30.0 <= BMI	Obese

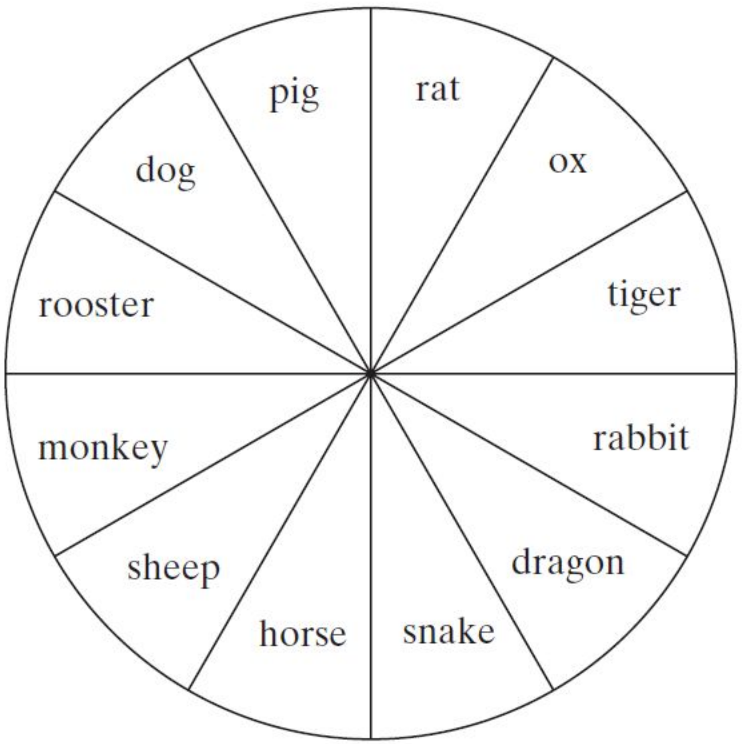
Problem: Lottery

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.

Problem: Chinese Zodiac

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



`year % 12` =
- 0: monkey
- 1: rooster
- 2: dog
- 3: pig
- 4: rat
- 5: ox
- 6: tiger
- 7: rabbit
- 8: dragon
- 9: snake
- 10: horse
- 11: sheep

Problem: Determining Leap Year?

This program first prompts the user to enter a year as an <u>int</u> 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.

(year % 4 == 0 && year % 100 != 0) || (year % 400 == 0)

LeapYear

Run