

Selections

CSE 114, Computer Science 1

Stony Brook University

<http://www.cs.stonybrook.edu/~cse114>

- Computing the Area of a Circle:

```
import java.util.Scanner;
public class ComputeArea {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.print("Enter a radius: ");
        double radius = input.nextDouble();
        double area = radius * radius * 3.14159;
        // Display results
        System.out.println("The area for the circle" +
            + " of radius " + radius + " is " + area);
    }
}
```

Motivation

If the user entered a **negative** value for radius in `ComputeArea.java`, **then** you don't want the program to compute the area, but to inform the user that their input was incorrect.

- Computing the Area of a Circle:

```
import java.util.Scanner;
public class ComputeArea {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.print("Enter a radius: ");
        double radius = input.nextDouble();
        if(radius > 0){
            double area = radius * radius * 3.14159;
            System.out.println("The area for the circle"
                + " of radius " + radius + " is " + area);
        } else
            System.out.println("The radius is negative."
                + "The area cannot be computed.");
    }
}
```

The `boolean` Type and Operators

- Often in a programs you need to compare values:
e.g., if `x is greater than y` then ...
- Java provides six comparison operators (called relational operators) to compare two values: `<`, `<=`, `>`, `>=`, `==` and `!=`
- The result of the comparison is a Boolean value: `true` or `false`. For example,

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

`b` is `false` after the statement.

Comparison Operators

Operator *Name*

< less than

<= less than or equal to

> greater than

>= greater than or equal to

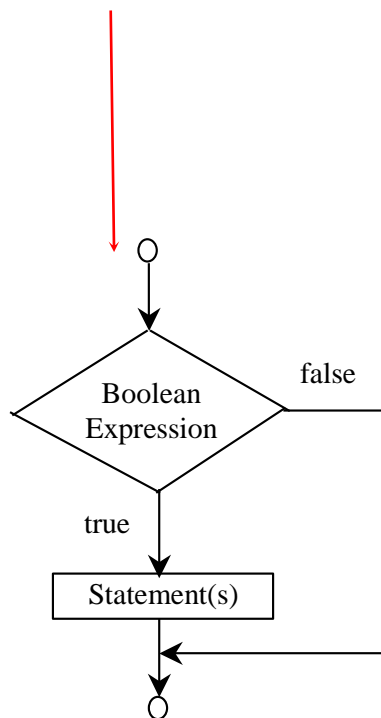
== equal to

!= not equal to

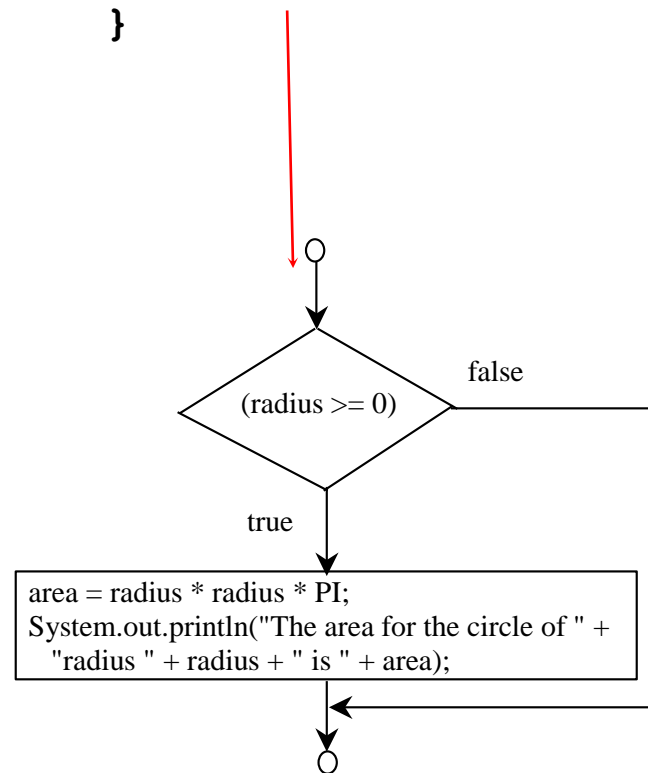
One-way if Statements

```
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);  
}
```



(A)



(B)

One-way `if` Statements

Condition containment is necessary!

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

(a) Wrong

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

(b) Correct

Block containment is not necessary for a single statement!

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

(a)

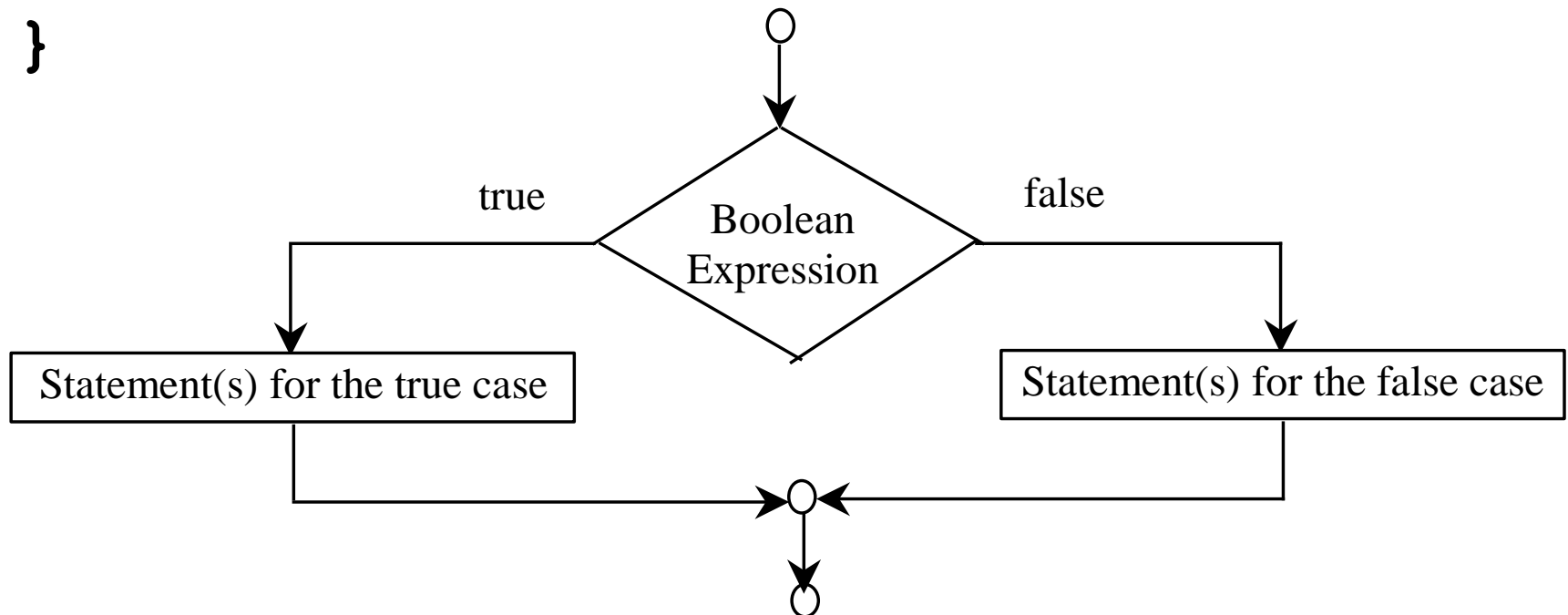
Equivalent

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

(b)

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) {  
    double area = radius * radius * 3.1415;  
    System.out.println("The area for the"  
        + " circle of radius " + radius  
        + " is " + area);  
} else  
    System.out.println("Negative input");
```

Multiple Alternative if Statements

Indentation in Java is not required, but a good programming style.

Indentation exception for cascading else if statements:

```
if (score >= 90.0)
    grade = 'A';
else
    if (score >= 80.0)
        grade = 'B';
    else
        if (score >= 70.0)
            grade = 'C';
        else
            if (score >= 60.0)
                grade = 'D';
            else
                grade = 'F';
```

Equivalent

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

Trace if-else statement

Suppose score is 70.0

The condition is false

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

Trace if-else statement

Suppose score is 70.0

The condition is false

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

Trace if-else statement

Suppose score is 70.0

The condition is true

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

Trace if-else statement

Suppose score is 70.0

grade is C

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```

Trace if-else statement

Suppose score is 70.0

Exit the if statement

```
if (score >= 90.0)
    grade = 'A';
else if (score >= 80.0)
    grade = 'B';
else if (score >= 70.0)
    grade = 'C';
else if (score >= 60.0)
    grade = 'D';
else
    grade = 'F';
```



if ... else

Indentation mistakes can get us confused, so the rule is that **the else clause matches the most recent if clause in the same block.**

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

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

(a)

Wrong indentation

Equivalent

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

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

(b)

Correct indentation

This does not print anything!

if ... else

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 code prints B.

Common Error

- Adding a semicolon at the end of an if 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);
}
```

- It is not a compilation error or a runtime error, it is a logic error because ";" is a statement (no-operation statement)
- This error often occurs when you use the next-line block style

What's wrong here?

```
System.out.print("Enter your total cholesterol level: ");  
int totalCholesterol= input.nextInt();  
  
if (totalCholesterol>= 200)  
    System.out.println("Your cholesterol is too high.");  
    System.out.println("You need to lower that.");  
else  
    System.out.println("Good, eat away!");
```

What's wrong here?

```
System.out.print("Enter your total cholesterol level: ");  
int totalCholesterol= input.nextInt();  
  
if (totalCholesterol>= 200)  
    System.out.println("Your cholesterol is too high.");  
  
System.out.println("You need to lower that.");  
else // COMPILER ERROR HERE: this else does not match any if  
    System.out.println("Good, eat away!");
```

What's wrong here?

```
System.out.print("Enter your total cholesterol level: ");
int totalCholesterol= input.nextInt();

if (totalCholesterol>= 200) { // Now it is correct
    System.out.println("Your cholesterol is too high.");
    System.out.println("You need to lower that.");
} else
    System.out.println("Good, eat away!");
```

Why is this worse?

```
System.out.print("Enter your total cholesterol level:");  
int totalCholesterol= input.nextInt();  
  
if (totalCholesterol>= 200)  
    System.out.println("Your cholesterol is too high.");  
    System.out.println("You need to lower that.");
```

Why is this worse?

```
System.out.print("Enter your total cholesterol level:");  
int totalCholesterol= input.nextInt();  
  
if (totalCholesterol>= 200)  
    System.out.println("Your cholesterol is too high.");  
System.out.println("You need to lower that.");  
// No compiler error  
// It is a Bug/logical error because it says to lower  
// that even if it is fine.
```


Why is this worse?

```
System.out.print("Enter your total cholesterol level: ");
int totalCholesterol= input.nextInt();

if (totalCholesterol>= 200) { // correct
    System.out.println("Your cholesterol is too high.");
    System.out.println("You need to lower that.");
}
```

What about complex conditions?

- For example: Computing Taxes: the US federal income tax is calculated based on the filing **status** and **taxable income** (we need **multiple/complex logical conditions**)
 - There are four filing statuses: single filers, married filing jointly, married filing separately, and head of household combined with earnings.

Marginal Tax Rate	Single (0)	Married Filing Jointly or Qualified Widow(er) (1)	Married Filing Separately (2)	Head of Household (3)
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	\$68,525 – \$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+

Logical Operators

Operator *Name*

! not

& & and

| | or

^ exclusive or

Truth Table for Operator !

p	!p	Example (assume age = 24, gender = 'F')
true	false	!(age > 18) is false, because (age > 18) is true.
false	true	!(gender != 'F') is true, because (gender != 'F') is false.

Truth Table for Operator &&

p1	p2	p1 && p2	Example (assume age = 24, gender = 'F')
false	false	false	<u>(age > 18) && (gender == 'F')</u> is true, because <u>(age > 18)</u> and <u>(gender == 'F')</u> are both true.
false	true	false	
true	false	false	<u>(age > 18) && (gender != 'F')</u> is false, because <u>(gender != 'F')</u> is false.
true	true	true	

Truth Table for Operator ||

p1	p2	p1 p2	Example (assume age = 24, gender = 'F')
false	false	false	<u>(age > 34) (gender == 'F')</u> is true, because <u>(gender == 'F')</u> is true.
false	true	true	
true	false	true	<u>(age > 34) (gender == 'M')</u> is false, because <u>(age > 34)</u> and <u>(gender == 'M')</u> are both false.
true	true	true	

Truth Table for Operator \wedge

p1	p2	$p1 \wedge p2$	Example (assume age = 24, gender = 'F')
false	false	false	<u>$(age > 34) \wedge (gender == 'F')$</u> is true, because <u>$(age > 34)$</u> is false but <u>$(gender == 'F')$</u> is true.
false	true	true	
true	false	true	<u>$(age > 34) \wedge (gender == 'M')$</u> is false, because <u>$(age > 34)$</u> and <u>$(gender == 'M')$</u> are both false.
true	true	false	

Logical Operators Examples

- What is the result?

```
boolean result;
```

```
result = (5 <= 9) ;
```

```
result = !(5 <= 9) ;
```

```
result = (3.9 > 3.19) ;
```

```
result = ('a' == 'A') ;
```

```
result = (5 <= 9 && 8 > 9) ;
```

```
result = (5 <= 9 || 8 > 9) ;
```


Logical Operators 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)));
```

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**.

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

The unconditional & and | Operators

- The & operator works exactly the same as the && operator, and the | operator works exactly the same as the || operator with one exception:
 - the & and | operators always evaluate both operands

The unconditional & and | Operators

If x is 1, what is x after these expressions:

`(x > 1) && (x++ < 10)` 1

`(x > 1) & (x++ < 10)` 2

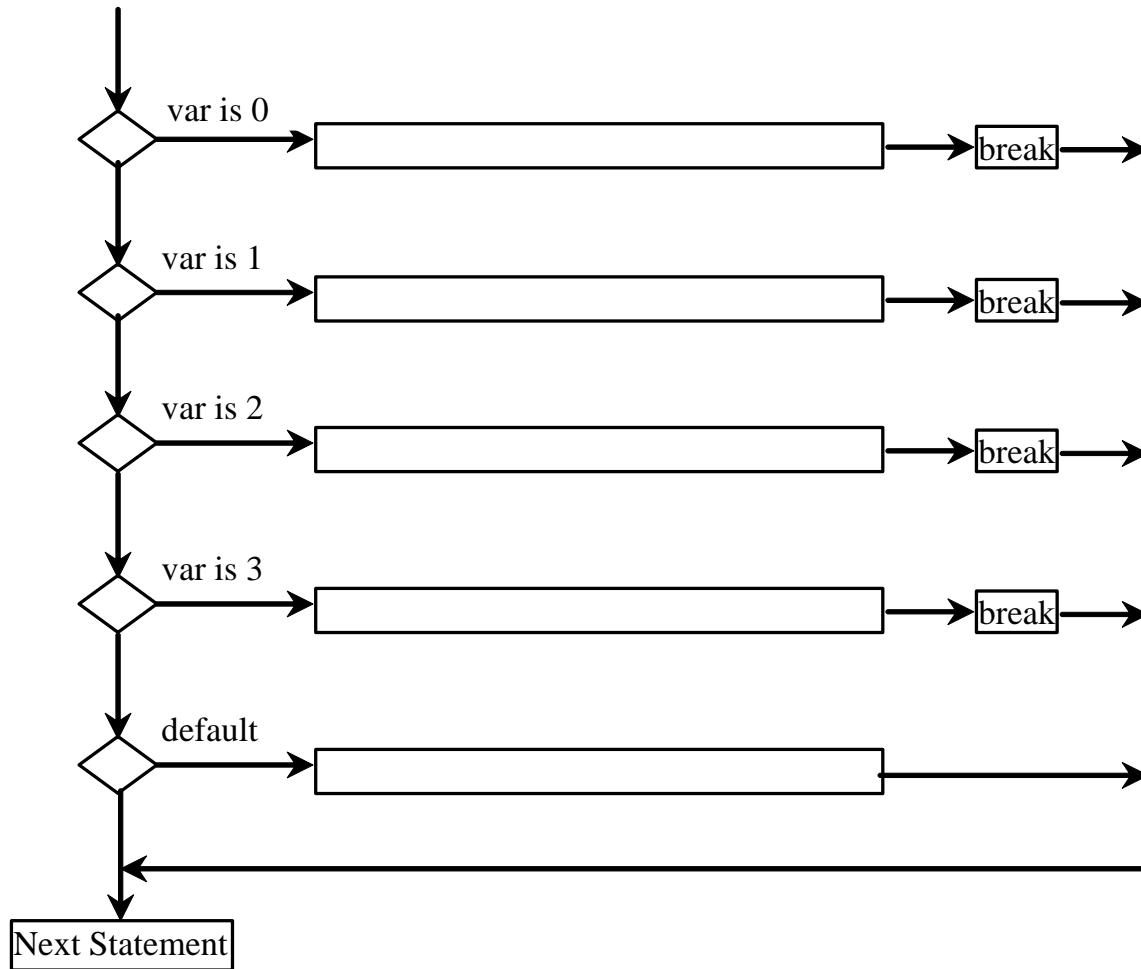
`(1 == x) || (10 > x++) ?` 1

`(1 == x) | (10 > x++) ?` 2

switch Statements

```
switch (var) {  
    case 0:        ... ;  
                   break ;  
    case 1:        ... ;  
                   break ;  
    case 2:        ... ;  
                   break ;  
    case 3:        ... ;  
                   break ;  
    default:       ... ;  
}
```

switch Statement Flow Chart



switch Statement Rules

char, byte, short,
int, String

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

value1, ..., and valueN
are **constant**

expressions of the
same data type as the
value of the switch-
expression

constant = they cannot
contain variables in the
expression, such as $x+y$

switch Statement Rules

break is optional,
but it terminates
the remainder of
the switch
statement

default is optional -
executed when
none of the
specified cases
matches the
switch-expression.

```
switch (switch-expression) {  
    case value1:    statement (s) 1;  
                   break;  
    case value2:    statement (s) 2;  
                   break;  
    ...  
    case valueN:    statement (s) N;  
                   break;  
    default:        statement (s) ;  
}  
execution in sequential order
```


Trace switch statement

Suppose ch is 'a':

```
switch (ch) {  
  case 'a': System.out.println(ch);  
  case 'b': System.out.println(ch);  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement

ch is 'a':

```
switch (ch)
  case 'a': System.out.println(ch);
  case 'b': System.out.println(ch);
  case 'c': System.out.println(ch);
}
```

Trace switch statement

Execute this line

```
switch (ch) {  
  case 'a': System.out.println(ch);  
  case 'b': System.out.println(ch);  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement

Execute this line

```
switch (ch) {  
  case 'a': System.out.println(ch);  
  case 'b': System.out.println(ch);  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement

Execute this line

```
switch (ch) {  
  case 'a': System.out.println(ch);  
  case 'b': System.out.println(ch);  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement

```
switch (ch) {  
    case 'a':    System.out.println(ch);  
    case 'b':    System.out.println(ch);  
    case 'c':    System.out.println(ch);  
}
```



Trace switch statement 2

Suppose ch is 'a':

```
switch (ch) {  
  case 'a': System.out.println(ch);  
             break;  
  case 'b': System.out.println(ch);  
             break;  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement 2

Execute this line

```
switch (ch) {  
  case 'a': System.out.println(ch);  
            break;  
  case 'b': System.out.println(ch);  
            break;  
  case 'c': System.out.println(ch);  
}
```


Trace switch statement 2

Execute this line

```
switch (ch) {  
  case 'a': System.out.println(ch);  
            break;  
  case 'b': System.out.println(ch);  
            break;  
  case 'c': System.out.println(ch);  
}
```

Trace switch statement 2

```
switch (ch) {  
    case 'a':    System.out.println(ch);  
                break;  
    case 'b':    System.out.println(ch);  
                break;  
    case 'c':    System.out.println(ch);  
}
```



Conditional Operator

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

is equivalent to

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

(boolean-expression) ? expression1 : expression2

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

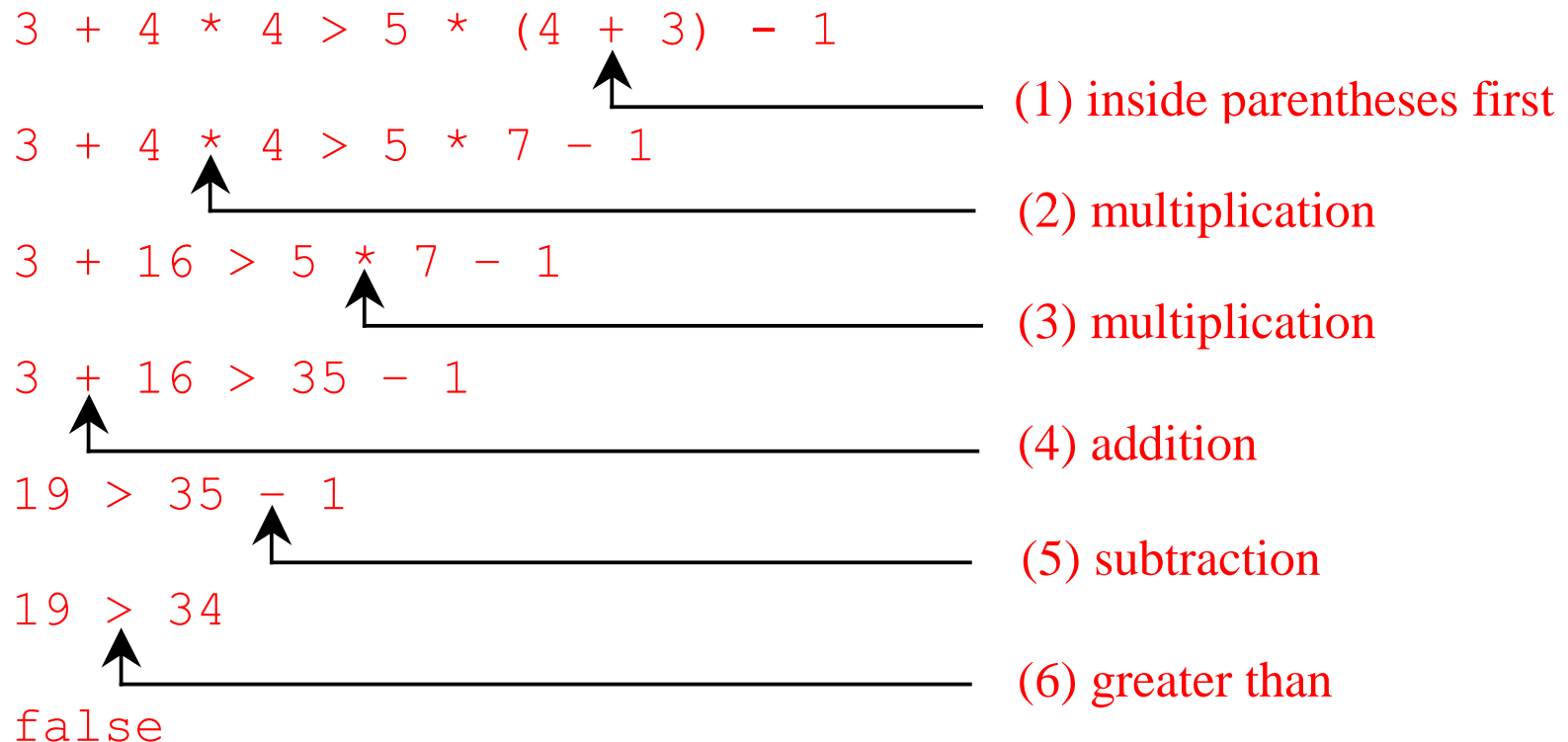
Operator Precedence

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

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:



Operator Associativity

All binary operators except assignment operators are **left-associative**.

$$10 - 5 - 4 = (10 - 5) - 4 = 5 - 4 = 1$$

The assignment operators are *right-associative*:

$a = b += c = 5$; is equivalent to $a = (b += (c = 5))$;

ChangeMaker Example Revisited

```
System.out.print("Input change amount (1-99):");
originalAmount= scanner.readInt();
if (originalAmount< 1 || originalAmount> 99)
    System.out.println("ERROR: Out of range.");
else{
    numQuarters= originalAmount/ 25;
    remainder = originalAmount% 25;
    numDimes= remainder / 10;
    remainder = remainder % 10;
    numNickels= remainder / 5;
    numPennies= remainder % 5;
    if (numQuarters!= 0) // Do not print if zero
        System.out.println(numQuarters+ " quarters");
    if (numDimes!= 0)// Do not print if zero
        System.out.println(numDimes+ " dimes");
    if (numNickels!= 0)// Do not print if zero
        System.out.println(numNickels+ " nickels");
    if (numPennies!= 0)// Do not print if zero
        System.out.println(numPennies+ " pennies");
}
```

ChangeMaker Example Revisited

- Nested ifs:

```
if (numQuarters!= 0){ // Do not print if zero
    System.out.print(numQuarters+ " quarter");
    if (numQuarters== 1) // Do not print s if one
        System.out.println( );
    else
        System.out.println("s"); // print s if more
}
```