3. Flow of Control

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Flow of Control

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

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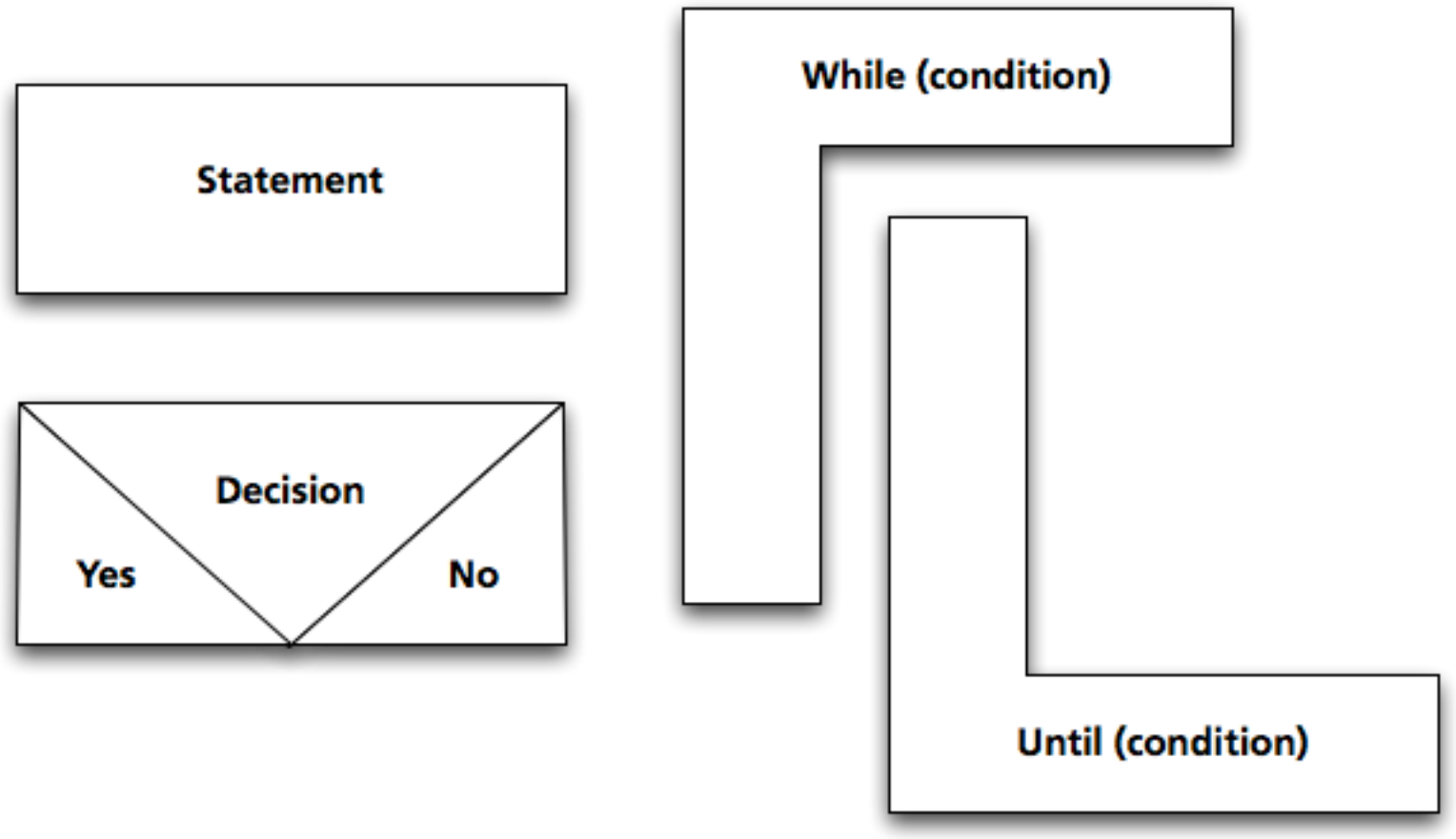
Visualizing the Flow of Control



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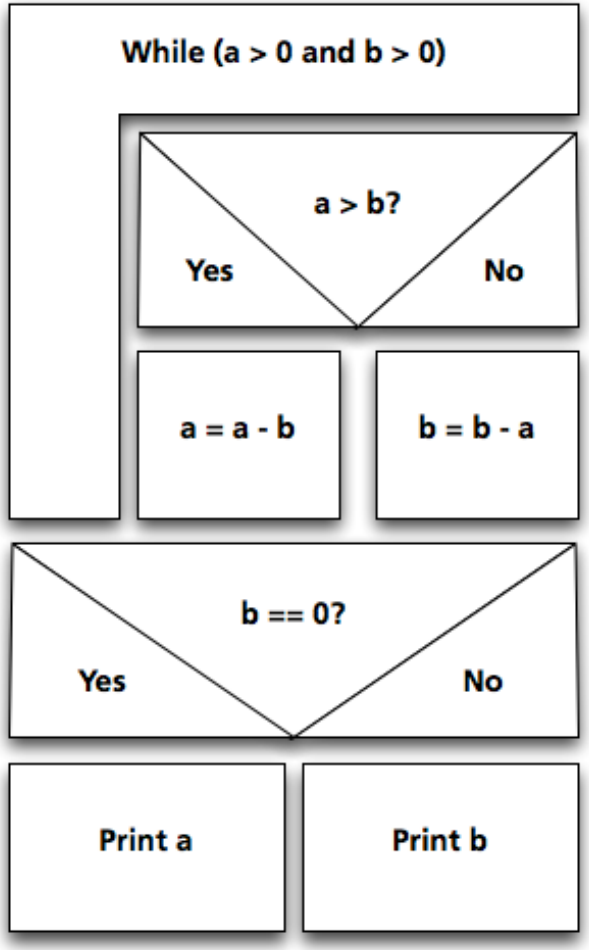
Example: Euclid's Algorithm



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Outline

- The Type **`boolean`** and boolean Expressions
- The **`if-else`** Statement
- The **`switch`** statement

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The Type boolean

- True or False
- Example:

- *"The order can only be completed if the customer is already registered and has entered a valid credit card number."*

- $Order_{ok} = Account_{exists}$ AND $CreditCard_{valid}$

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The Type `boolean`

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

```
if (systemsAreOK)
```

instead of

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


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Naming Boolean Variables

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

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Boolean Expressions and Variables

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

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


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Boolean Expressions

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

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


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Java Comparison Operators

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

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Using ==

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

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

where `a` is an integer type

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

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

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

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Using ==, cont.

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

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Using ==

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

```
s1.equals(s2)
```

or

```
s2.equals(s1)
```

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

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


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`equals` and `equalsIgnoreCase`

- Syntax

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


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Lexicographic Order

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

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Lexicographic Order

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

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


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Method `compareTo`

- Syntax

  ```
  String_1.compareTo(String_2)
  ```

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

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Java Logical Operators

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

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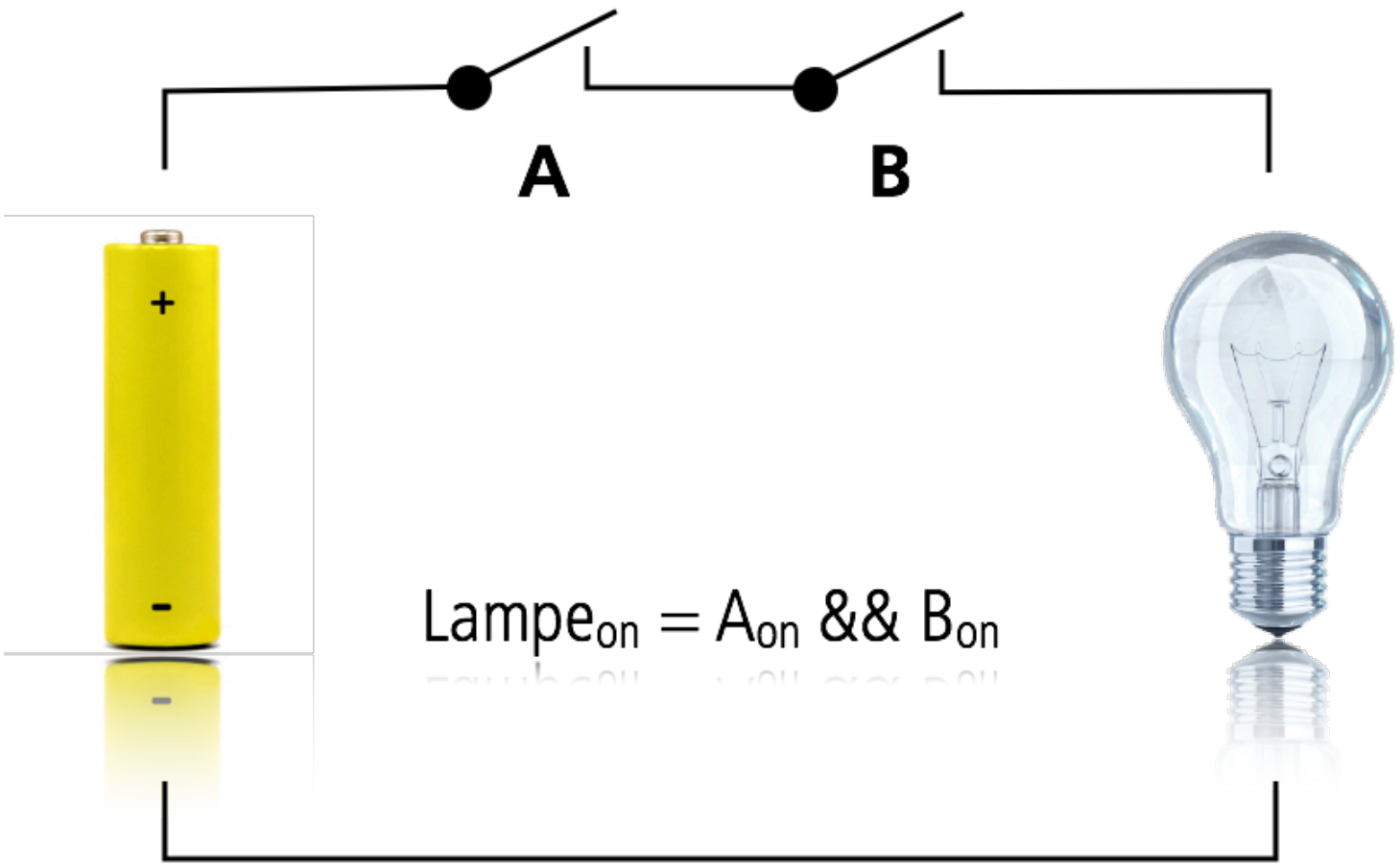
Boolean Expressions: AND



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Compound Boolean Expressions

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

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

- Not allowed

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


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Compound Boolean Expressions

- Syntax

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

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

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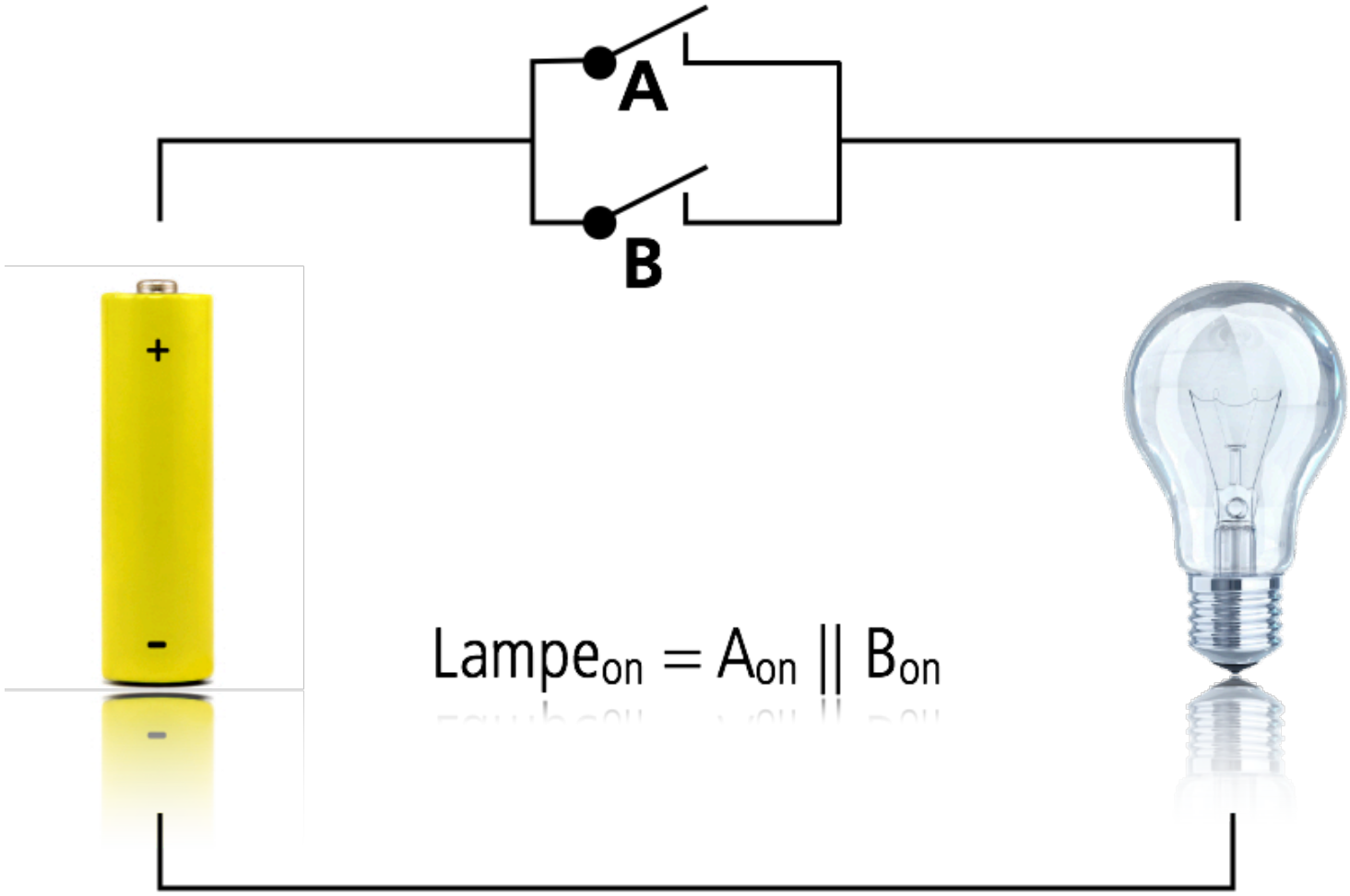
Boolean Expressions: OR



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Compound Boolean Expressions, cont.

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

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

- Syntax

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


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Compound Boolean Expressions, cont.

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

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Short-circuit Evaluation

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

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Short-circuit Evaluation

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

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

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

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Negating a Boolean Expression

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

  ```
  !(Boolean_Expression)
  ```

- Example

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

  which is the *exclusive OR (XOR)*

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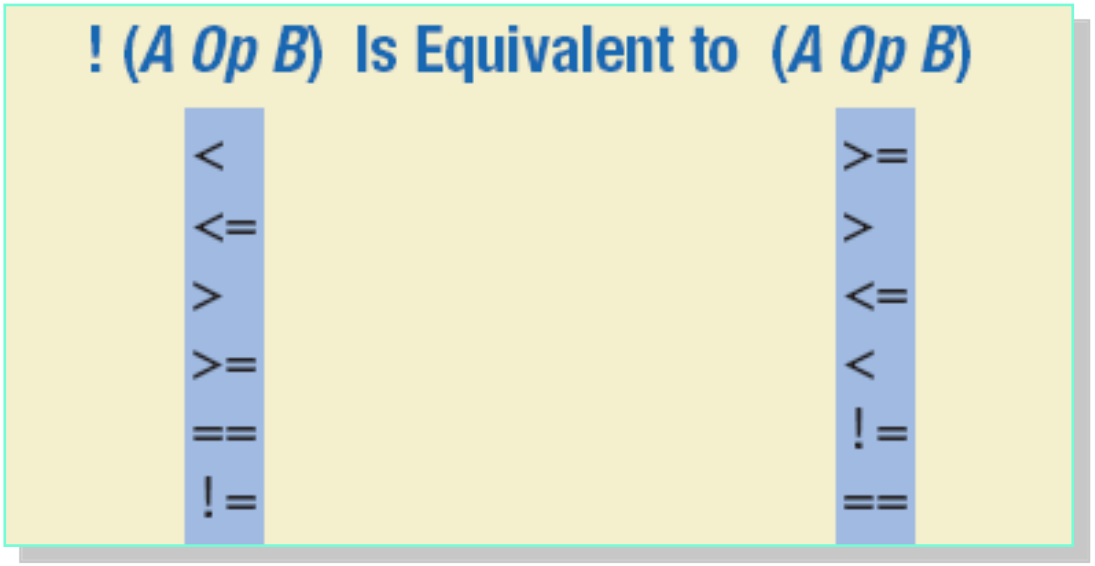
Negating a Boolean Expression

- Avoiding the Negation Operator



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Boolean Operators

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

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

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Precedence Rules

Highest Precedence

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

Second: the binary arithmetic operators *, /, %

Third: the binary arithmetic operators +, −

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

Fifth: the boolean operators ==, !=

Sixth: the boolean operator &

Seventh: the boolean operator |

Eighth: the boolean operator &&

Ninth: the boolean operator | |

Lowest Precedence

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Precedence Rules

- In what order are the operations performed?

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


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The `if-else` Statement

- A branching statement that chooses between two possible actions.

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

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


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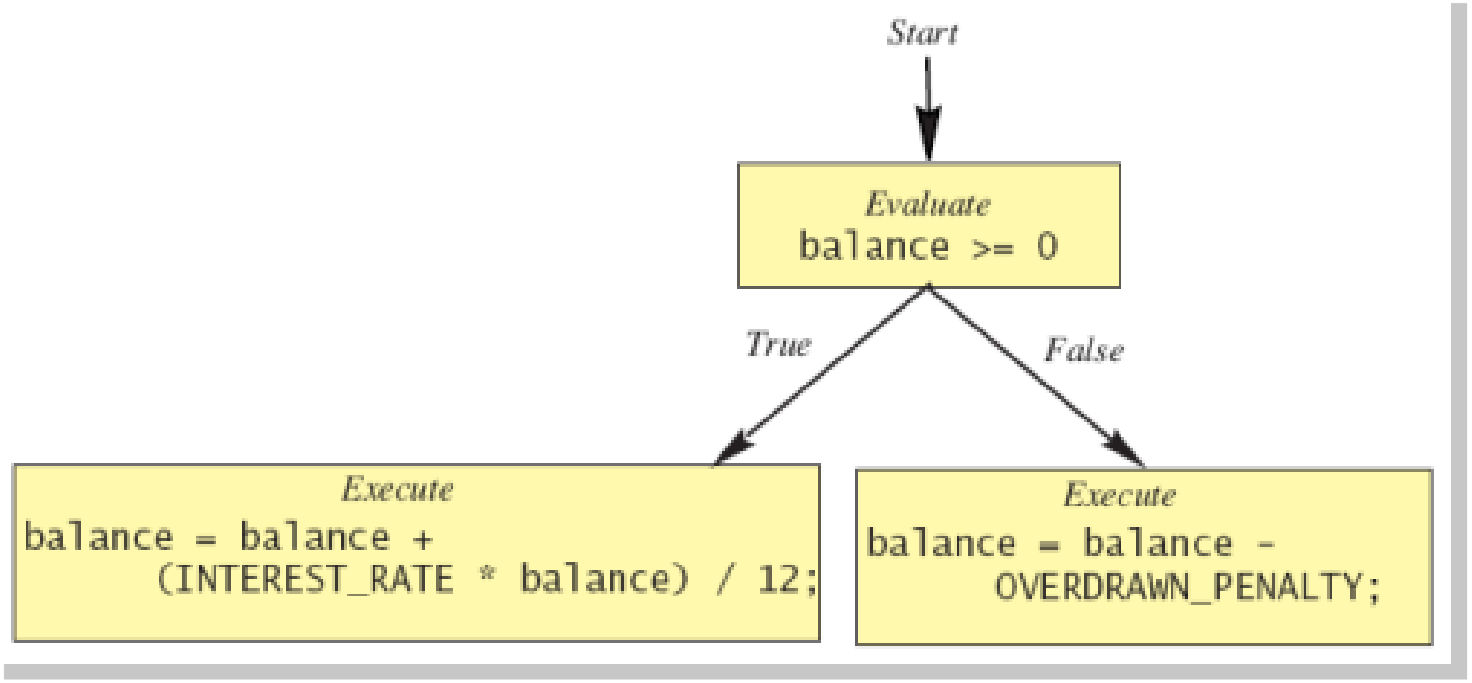
The `if-else` Statement



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The `if-else` Statement

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


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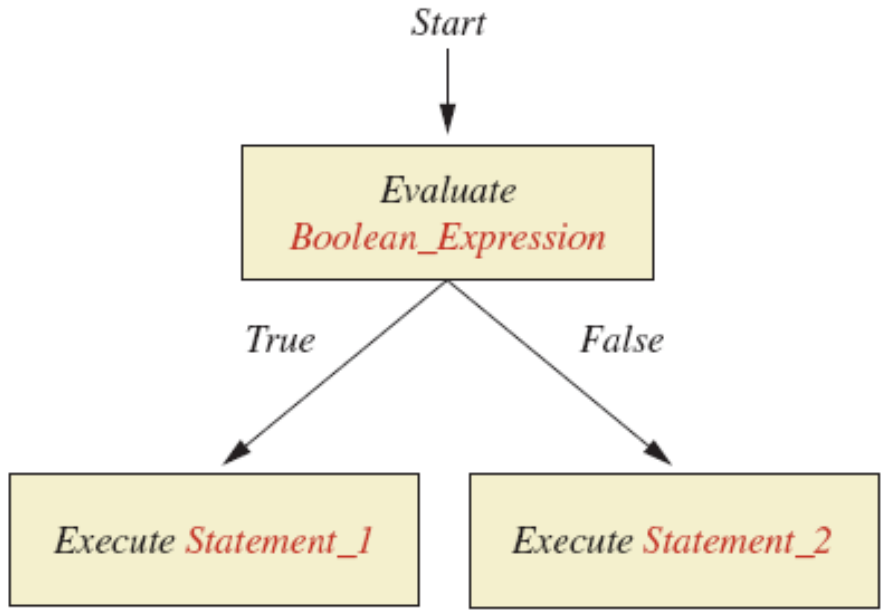
Semantics of the `if-else` Statement

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



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The `if-else` Statement, cont.

```
import java.util.*;

public class BankBalance
{
    public static final double OVERDRAWN_PENALTY = 8.00;
    public static final double INTEREST_RATE = 0.02;//2% annually

    public static void main(String[] args)
    {
        double balance;

        System.out.print("Enter your checking account balance: $");
        Scanner keyboard =  new Scanner(System.in);
        balance = keyboard.nextDouble();
        System.out.println("Original balance $" + balance);

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

        System.out.println("After adjusting for one month");
        System.out.println("of interest and penalties,");
        System.out.println("your new balance is $" + balance);
    }
}
```

Sample Screen Dialog 1

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

Sample Screen Dialog 2

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

Display 3.1

A Program Using if-else

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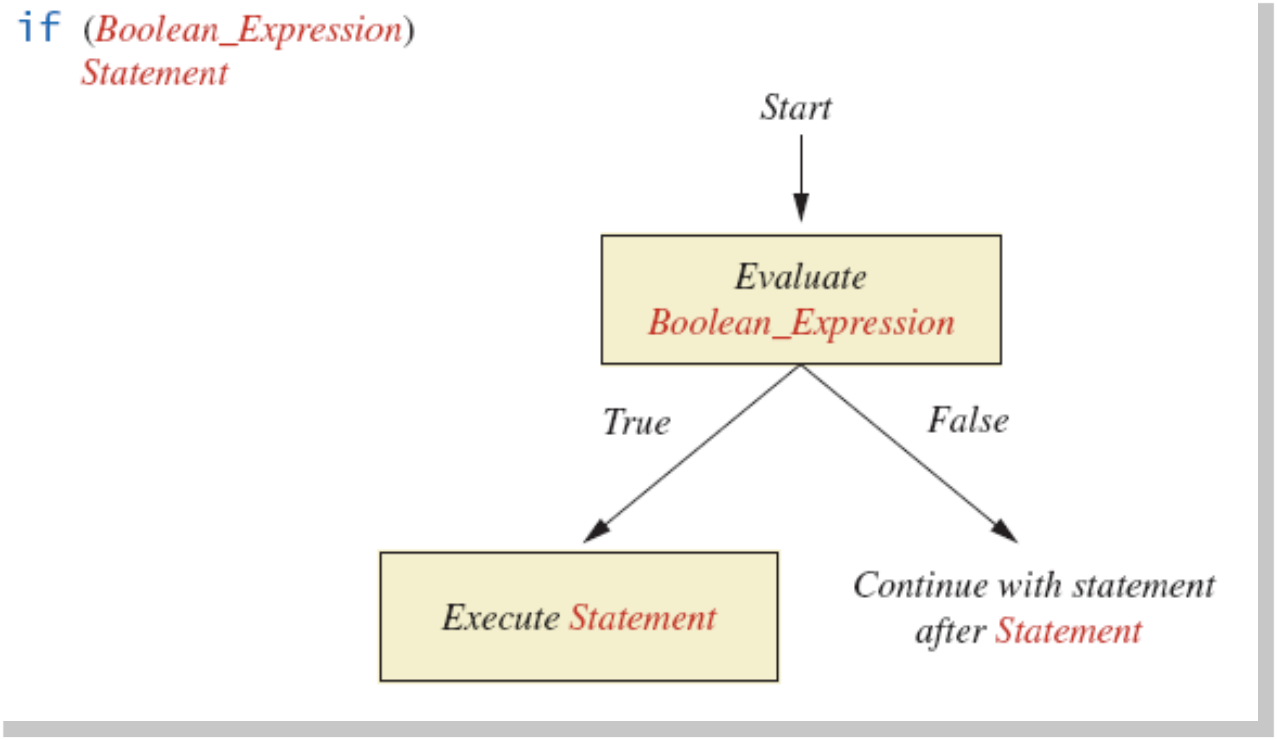
Omitting the `else` Part

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

```
if (Boolean_Expression)
    Statement
```



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Omitting the `else` Part

- If the `else` part is omitted and the expression after the `if` is false, no action occurs.
- syntax

```
if (Boolean_Expression)
    Statement
```

- example

```
if (weight > ideal)
    caloriesPerDay -= 500;
```


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Compound Statements

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

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


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Compound Statements

- A list of statements is enclosed in braces `{}`, they form a single *compound statement.*
- Example

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


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Nested `if-else` Statements

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

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Nested Statements

- Syntax

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


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Nested Statements

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

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Nested Statements

- Subtly different forms

First Form

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

Second Form

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


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Multibranch `if-else` Statements

- Syntax

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


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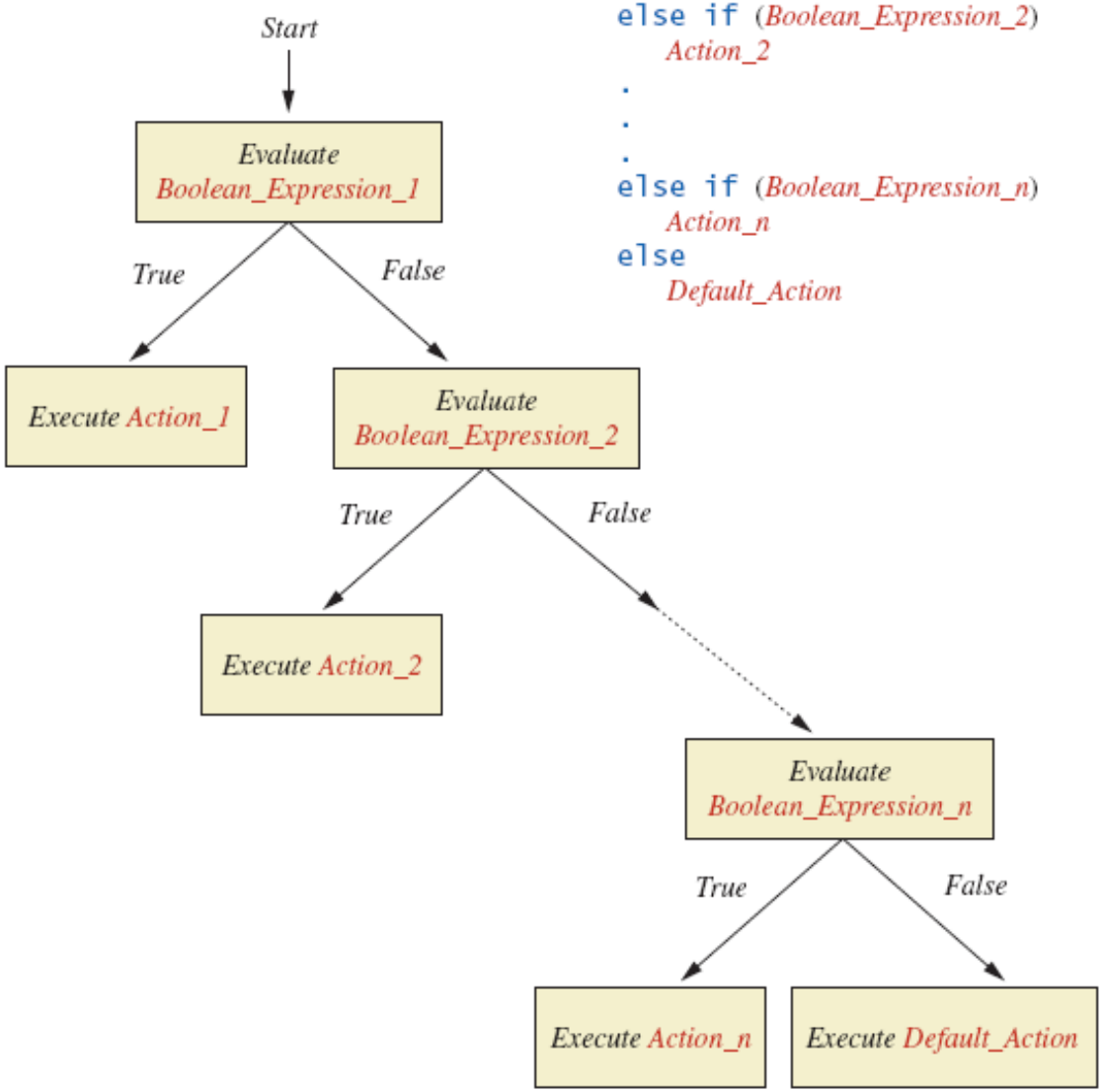
Multibranch `if-else` Statements

```
if (Boolean_Expression_1)
    Action_1
else if (Boolean_Expression_2)
    Action_2
.
.
.
else if (Boolean_Expression_n)
    Action_n
else
    Default_Action
```



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Multibranch `if-else` Statements

- Sample program 3.3
  `class Grader`

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


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Multibranch `if-else` Statements

- Equivalent code

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


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The `switch` Statement

- Syntax

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


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The `switch` Statement

- The **`switch`** statement is a multi-way branch based on an *integral* (integer or character) expression.
- Each case consists of the keyword **`case`** followed by a constant (case label), a colon, and a list of statements.
- The list is searched for a case label matching the controlling expression.

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The `switch` Statement

- If no match is found, the case labeled `default` is executed.
- The `default` case is optional, but recommended.
- Repeated case labels are not allowed.

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The `switch` Statement

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

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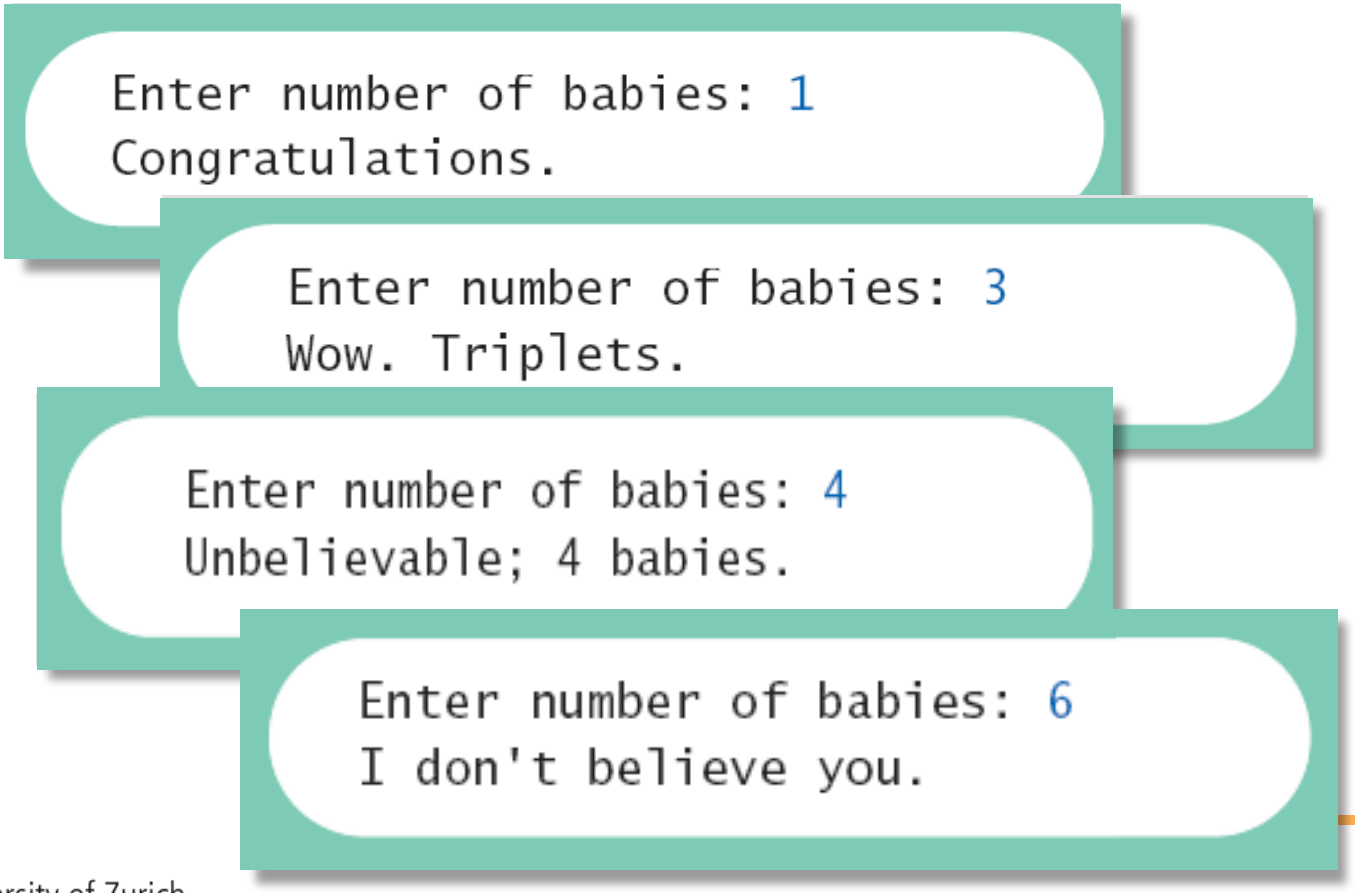
The `switch` Statement

- Program Listing 3.4

  `class MultipleBirths`



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Enumerations

- Restrict contents of a variable to certain values: An enumeration lists the values a variable can have
- An enumeration is a class
- Example

```
enum MovieRating {E, A, B} // they are not char!
MovieRating rating;
rating = MovieRating.A;
```


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Enumerations

- Possible to use in a **`switch`** statement

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

default case is not needed!

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Enumerations

- An even better choice of descriptive identifiers for the constants

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

…
case EXCELLENT:  …

case AVERAGE: …

case BAD: …
```

The Conditional Operator

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

can be written as

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

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

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


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Summary

- You have learned about Java branching statements.
- You have learned about the type **`boolean`**.

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