### Lecture Set #3: Conditional and Iterative Structures

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**Control Flow and Conditionals**

- **Control flow:** the order in which statements are executed
  - General rule: top to bottom
  - Several Control Structures that change that
- **Conditional statements:** permit control flow to be dependent on (true/false) conditions
  - if
  - if-else
if and if-else

The if and if-else statements should have the following form:

- if (condition) {
  statements;
}
  - tests the condition
  - if true statement is done; otherwise it is skipped

- if (condition) {
  statements1;
} else {
  statements2;
}
  - tests the condition
  - if true, statements1 is done; otherwise statements2 is done

Java and White Space

You can add: carriage returns, spaces, tabs

wherever you want in Java

Properly used, this makes your program easier to read and understand

Logical Operators

Used for forming more complex conditions.

- “and”  
  \[ \text{if} \ ( \text{temp} \geq 97 \ \&\& \ \text{temp} \leq 99 ) \{ \]
  \[ \text{System.out.println( } "\text{Patient is healthy}" ); \}

- “or”  
  \[ \text{if} \ ( \text{months} \geq 3 \ || \ \text{miles} \geq 3000 ) \{ \]
  \[ \text{System.out.println( } "\text{Change your oil}" ); \}

- “not” 
  \[ \text{if} \ ( ! \text{phone.equals( } "301-555-1212" ) ) \{ \]
  \[ \text{System.out.println( } "\text{Sorry, wrong number}" ); \}

Blocks

- What happens?
  \[ \text{if} \ ( i > 10 ) \]
  \[ i = 10; \]
  \[ \text{saturate} = \text{true}; \]

- Desired: both \( i, \text{saturate} \) are set only when \( i > 10 \)
- Actual: only the \( i=10 \) statement is dependant
  - Only one statement can be associated with if
  - The \text{saturate} assignment statement is not part of the if
- Blocks solve this problem
Blocks

- What happens?
  
  ```
  if (i > 10) 
    i = 10;
    saturate = true;
  else
    k = 100;
  ```

- Desired: both `i`, `saturate` are set only when `i > 10`
- Actual: syntax error
  - Only one statement can be associated with `if`
  - The `saturate` assignment statement is not part of the `if`
  - The else can’t find the `if` it belongs to
- Blocks solve this problem also

What Blocks Are

- Blocks are sequences of statements “glued together” into one
- Form:
  ```
  { 
    <statement 1>;
    <statement 2>;
    ...
  }
  ```

- Example:
  ```
  if (i > 10) {
    i = 10;
    saturate = true;
  } else {
    i = i+1;
  }
  ```

- if, if-else, `{...}` are **statement constructors**
  - They take statement(s) and convert them into a new statement
  - Implications: if statements, etc. can also appear inside (“be nested within”) one another
Issues with if-else

- Nested If/Elses can be Ugly and Confusing!
  - indent and block carefully
- The “Dangling Else” Problem
  - Java rule: else is associated with “innermost” possible if
- Cascading Elses

- WE WILL USE { … } FOR ALL IF, IF-ELSE, IF-ELSE-IF, STATEMENTS

In Projects

- You must use meaningful variable names
  - it must tell the purpose of that variable – what it is meant to hold
  - it can not have so much abbreviation that only you can read it
- You must use Java convention indenting and brace placement
  - the indenting show the purpose in nesting
  - with braces in the “Java determined” places with respect to the lines of code
- Java convention of capitalization of identifiers
  - variables and methods start with lower case
  - classes and interfaces start with upper case
  - variables, methods, classes and interface use camelCase
  - constants are all uppercase with underscores between words
- You must have “Fully Blocked” if statements and looping structures
- You must have all lines less than or equal to 80 columns of text
- You must use "named constants" for any literal values that will not change during program execution.
Named Constants

- If same value should be used in several places, how to ensure consistency?
  - i.e. Check on temperature may be performed more than once
  - i.e. Same prompt might be printed in several places
- `final int MAX_OK_TEMP = 99;
  - Just like a regular variable declaration-initialization, except…
    - Special term `final`
    - Necessity of initial value
    - Any valid variable name will work, but convention is to use all capitals
- Difference from non-final variables: assignment attempt leads to error!
- `literals` (= named values)
  
  e.g.
  ```java
  if (temp >= 212 || temp <= 32) ...
  if (temp >= BOILING || temp <= FREEZING)
  ```
  
  e.g.
  ```java
  System.out.print ("Enter integer: ");
  System.out.print (PROMPT);
  ```

Naming Rules and Conventions

- What is legal for variable names?
  - Letters, digits, $, _
  - Can’t start variable name with digit
  - Avoid reserved words
  - Avoid names starting or ending with $ or _
- Use `camelCase`:
  - Variables & Methods use lower-case for first letter
  - Classes/Interfaces use upper-case for first letter
- **Naming Conventions**: Standards developed over time.
  - **Variables and methods**: Start with lowercase, and use uppercase for each new word:
    ```java
    dataList2 myFavoriteMartian showTheMoney
    ```
  - **Class names**: Start with uppercase and uppercase for each new word:
    ```java
    String JOptionPane MyFavoriteClass
    ```
  - **Named constants** (variables whose value never changes): All uppercase with underscores between words:
    ```java
    MAX_LENGTH DAYS_PER_WEEK BOILING_POINT
    ```
- Make variable names not too long, not too short
  - **Bad**: crtlm
  - **Bad**: theCurrentItemBeingProcessed
  - **Good**: currentItem
Meaningful Variable Names

- Choose names for your variables to reflect their purpose not their type
- Make it readable to someone else
- Help prevent mistakes in order of the relational operators

<table>
<thead>
<tr>
<th>Bad</th>
<th>Good</th>
</tr>
</thead>
<tbody>
<tr>
<td>typedValue == 5</td>
<td>menuOption == 5</td>
</tr>
<tr>
<td>integer &gt; 13</td>
<td>age &gt; 13</td>
</tr>
<tr>
<td>input1 &gt; 45 &amp;&amp; input2 &gt; 100</td>
<td>height &gt; 45 &amp;&amp; weight &gt; 100</td>
</tr>
<tr>
<td>val1 &lt; 100</td>
<td></td>
</tr>
</tbody>
</table>

Loops in Java

- So far our programs execute every program statement at most once
- Often, we want to perform operations more than once:
  - “Sum all numbers from 1 to 10”
  - “Repeatedly prompt user for input”
- Loops allow statements to be executed multiple times. Loop types in Java:
  - while
  - do-while
  - for
- Call “iteration”
while and do-while Loops

- **while** and **do-while** loops contain:
  - A statement, called the **body**
  - A boolean **condition**
  - Idea: the body is executed one more time as long as the condition is true

- **while-loop**: The condition is tested before each body execution
  ```
  while (condition) {
    body
  }
  ```

- **do-while-loop**: The condition is tested after each body execution
  ```
  do{
    body
  } while (condition);
  ```

- **Main difference**: do-while loop bodies always executed at least once because it is “bottom tested” rather than “top tested”

Types of loops

- **indefinite iteration**
  - usually tests something that is coming from outside the loop structure (e.g. input)
  - needs to eventually change from true to false

- **counted iteration**
  - something that is controlled inside the loop
  - to start at some value and count up or down until some set ending point
for loop

- **for-loop**: The counter is set, the condition is tested before each body execution, the update is performed at the end of each iteration

  ```java
  for (initialization; condition; update) {
    body
  }
  ```

- Usually used for counted loops, but any of the parts can be left empty.

Infinite Loops

- Loops can run forever if condition never becomes false
- Be careful when programming loops!
  - Add statements for termination into loop body first
  - Often these statements are at end of body
  - e.g.

  ```java
  while (i <= 10) {
    System.out.println(i);
    i = i + 1;
  }
  ```
Variables, Blocks and Scoping

- Variables can be declared anywhere in a Java program
- When are the declarations active?
  - After they are executed
  - Only inside the block in which they are declared
- Scope rules formalize which variable declaration are active when
  - Global variables: scope is entire program
  - Local variables: scope is a block

Nested Loops

- while, do-while are statement constructors (like if and if-else: they use blocks)
- Loops can thus be used inside other loops!
Nesting Example

public class NestedLoops {
    public static void main(String[] args) {
        int rowNumber = 1;
        while (rowNumber < 10) {
            int colNumber = 1;
            while (colNumber < 10) {
                System.out.print((rowNumber + colNumber) % 2);
                colNumber = colNumber + 1;
            }
            System.out.println();
            rowNumber = rowNumber + 1;
        }
    }
}