



**CMSC 131**

# **Object-Oriented Programming I**

## **For Statement, Nested Loops**

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# Overview

- For loops
- Nested Loops
- Expressions side effects
- Assignment operators

# 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

```
for (initialization; condition; update) {  
    <body>  
}
```

- Usually used for counted loops, but any of the parts can be left empty
- **Example:** ForExample.java

# Nested Loops

- while, do-while are statement constructors (like if and if-else: they use blocks)
- Loops can thus be used inside other loops!
- **Example:** NestedWhile.java, NestedFor.java
- Let's build a trace table for NestedWhile.java

# About Local Variables

- When you declare local variables they are only accessible (in scope) within the block they are declared in
- **Example:** ScopeError.java

# Expressions

- Java “expressions” that yield values

`x`

`x + 1 - y`

`x == y && z == 0`

`foo.equals("cat")`

- Expressions have values of a specific type (int, boolean, etc.)
- Expressions can be assigned to variables, appear inside other expressions, etc.

# Expressions and Side Effects

- Some expressions can also alter the values of variables
  - e.g.  $x = 1$
- $x = 1$  is an expression?
  - Yes!
  - Value is result of evaluation right-hand side of  $=$
  - It also alters the value of  $x$
- Such alterations are called **side effects**

# Are the Following Legal?

- `int x, y;`  
`x = y = 1;`  
**Yes.** Result assigns 1 to x and to y

- `int x = 0, y = 1;`  
`boolean b = false;`  
`if (b = (x <= y)){`  
    `x = y;`  
`}`  
**Yes.** Result assigns true to b and 1 to x

# Other Assignment Operators

- Example: **decrement** operations (Basically equivalent to  $x = x - 1$ )

--x    “Pre-decrement”

Decrements x, returns the new value of x

x--    “Post-decrement”

*Decrements x, returns the old value of x*

“return x, then decrement it”

- General modification by constant
  - General form: **<var> <op with=> <constant>**
  - Examples

|        |               |           |
|--------|---------------|-----------|
| x += 2 | equivalent to | x = x + 2 |
| x -= 2 | equivalent to | x = x - 2 |
| x *= 2 | equivalent to | x = x * 2 |
| x /= 2 | equivalent to | x = x / 2 |

# Examples

- Let's try to draw shapes with asterisks
  - Horizontal line
  - Vertical line
  - Square
  - Triangle of asterisks