

The background features a light gray circuit board pattern with black traces and circular components. A dark gray horizontal band runs across the middle of the image, serving as a background for the text.

CMSC 131

Fall 2018

Announcements

- Project #1 (Orioles Baseball) due Sunday
- Project #2 will be posted on Sunday
 - We'll talk about it on Monday!

Other operators that modify variables

Old Way	New Way
<code>x = x + 7;</code>	<code>x += 7;</code>
<code>x = x - 7;</code>	<code>x -= 7;</code>
<code>x = x * 7;</code>	<code>x *= 7;</code>
<code>x = x / 7;</code>	<code>x /= 7;</code>
<code>x = x % 7;</code>	<code>x %= 7;</code>

Operator Precedence

Category	Operators
Unary	++, --, !, - (unary), + (unary)
Multiplicative	*, /, %
Additive	+ (binary), - (binary)
Comparison	<, >, <=, >=
Equality	==, !=
And	&&
Or	
Assignment	=, +=, -=, *=, /=, %=

- Example: `b = 1 + 7 > ++z || 2 * 3 <= 7;`
- Associativity

Writing static methods

- So far all of our examples have had just one method, `main`
- Most programs have many methods
- Our methods will say “`static`” for now – we’ll explain this later
- (We are still not really doing “Object Oriented” programming)

- Regarding project #2

Writing static methods

Examples:

- `public static void printTwentyStars() // print 20 asterisks`
- `public static void printStars(int n) // print n asterisks`
- `public static void printChars(int n, char c) // print n copies of c`

Let's use the previous one to make these:

- `public static void printRectangle(int width, int height, char c)`
- `public static void printTriangle(int size, char c)`

Short Circuiting

```
int x = 7, y = 10;
```

Now consider these two code fragments:

```
if (x > 4 || y++ < 3) {  
    <do something>  
}
```

```
if (x < 2 && y++ == 15) {  
    <do something>  
}
```

- Where might this be useful?