

CMSC 131: Chapter 3 (Supplement)

Variables, Operators, and Control Flow

Variables

What is a variable?

- The name of some **location of memory** used to hold a data value.
- **Different types** of data require **different amounts** of memory.

- Example:

```
int width = 3;
int height = 4;
int area = width * height;

width = 6;
area = width * height;
```

Primitive Data Types

Java's basic data types:

Integer Types:

int	The most common integer type
byte, short	For small values
long	For huge values.

Floating-Point Types:

float	Roughly 7 digits of precision
double	Roughly 15 digits of precision

Other types:

boolean	{true, false}
char	A single (Unicode) character

String (?): is not a primitive type.

Data Types and Variables

Strong Type Checking: Java checks that all expressions involve **compatible** types.

```
int x, y;           // x and y are integer variables
double d;           // d is a double variable
String s;           // s is a string variable
boolean b;          // b is a boolean variable
char c;             // c is a character variable

x = 7;              // legal (assigns the value 7 to x)
b = true;           // legal (assigns the value true to b)
c = '#';            // legal (assigns character # to c)
s = "cat" + "bert"; // legal (assigns the value "catbert" to s)
d = x - 3;           // legal (assigns the integer value 7 - 3 = 4 to double d)

b = 5;              // illegal! (cannot assign int to boolean)
y = x + b;           // illegal! (cannot add int and boolean)
c = x;              // illegal! (cannot assign int to char)
```

Common Numeric Operators

Arithmetic Operators:

- Unary negation: $-x$
- Multiplication/Division: $x*y$ x/y
 - Division between integer types **truncates** to integer: $23/4 \rightarrow 5$
 - $x\%y$ returns the **remainder** of x divided by y : $23\%4 \rightarrow 3$
- Addition/Subtraction: $x+y$ $x-y$

Comparison Operators:

- Equality/Inequality: $x == y$ $x != y$
- Less than/Greater than: $x < y$ $x > y$
- Less than or equal/Greater than or equal: $x <= y$ $x >= y$

Common String Operators

String Concatenation: The '+' operator **concatenates** (joins) two strings.

- When a string is concatenated with another type, the other type is first evaluated and **converted** into its string representation.

String Comparison: Let s and t be strings.

```
s.equals(t) : returns true if s equals t.
s.compareTo(t) : compares strings lexicographically (dictionary order)
result < 0      if s is less than t
result == 0     if s is equal to t
result > 0      if s is greater than t
```

Converting (Parsing) Strings to Numbers

Parsing: Convert a string to a numeric type.

String → int:

```
int year = Integer.parseInt( "2004" );           // year = 2004
```

String → float:

```
float weight = Float.parseFloat( "175.35" );      // weight = 175.35
```

String → double:

```
double pi = Double.parseDouble( "3.1415926" );    // pi = 3.1415926
```

Example: Enter height from JOptionPane and convert to a float.

```
String heightString = JOptionPane.showInputDialog( null, "Enter height" );  
float height = Float.parseFloat( heightString );
```

Control Flow and Conditionals

Control flow:

- Conditionals:
- Loops:

The if statement:

```
if ( inchesOfSnow > 7 )  
    System.out.println( "I'm staying home" );
```

The if-else statement:

```
if ( inchesOfSnow > 7 )  
    System.out.println( "I'm staying home" );    // if snow > 7  
else  
    System.out.println( "I'm staying home anyway" ); // if snow <= 7
```

More on Conditionals

Basic Structure:

```
if ( <conditional expression> ) <executed if condition is true>
or
if ( <conditional expression> ) <executed if condition is true>
else <executed if condition is false>
```

Logical Operators:

```
Logical "and": &&    if ( temp >= 97 && temp <= 99 )
                     System.out.println( "Patient is healthy" );
Logical "or":  ||    if ( months >= 3 || miles >= 3000 )
                     System.out.println( "Change your oil" );
Logical "not": !    if ( ! phone.equals( "301-555-1212" ) )
                     System.out.println( "Sorry, wrong number" );
```

More on Conditionals

Block statement:

```
if ( totalHours > 40 ) {                // worked overtime?
    stdHours = 40;
    overtimeHours = totalHours - 40;
} else {                                // no overtime
    stdHours = totalHours;
    overtimeHours = 0;
}
pay = (stdHours * rate) + (overtimeHours * (1.5 * rate));
```

Nested Conditionals:

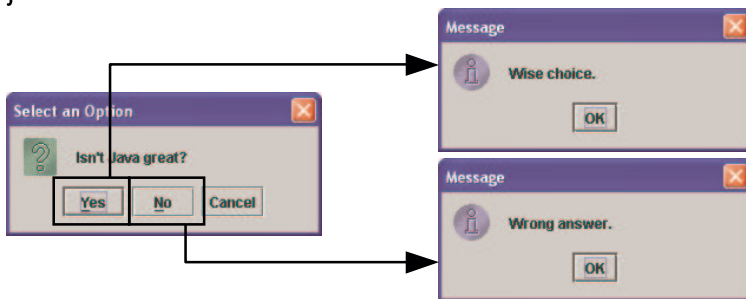
```
/* computes the minimum of a, b, and c */
if ( a < b ) {                          // b is not the minimum
    if ( a < c ) minimum = a;
    else minimum = c;
} else {                                // a is not the minimum
    if ( b < c ) minimum = b;
    else minimum = c;
}
```

Example of Conditionals

```
/**
 * An example using JOptionPane and conditionals
 */
import javax.swing.*;

public class JOPConditional {

    public static void main( String[ ] args ) {
        int answer = JOptionPane.showConfirmDialog( null, "Isn't Java great?" );
        if ( answer == JOptionPane.YES_OPTION )
            JOptionPane.showMessageDialog( null, "Wise choice." );
        else
            JOptionPane.showMessageDialog( null, "Wrong answer." );
        System.exit(0);
    }
}
```

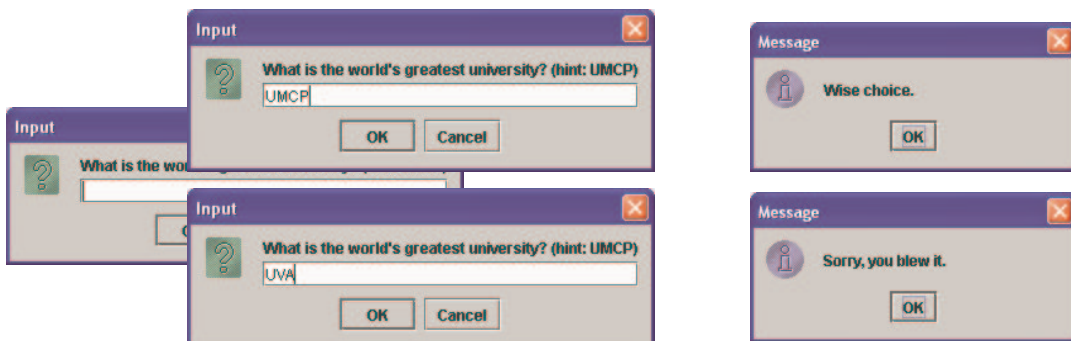


Another Example of Conditionals

```
/**
 * A simple intelligence test
 */
import javax.swing.*;

public class SimpleTest {

    public static void main( String[ ] args ) {
        String choice = JOptionPane.showInputDialog(
            "What is the world's greatest university? (hint: UMCP)" );
        if ( choice.equals( "UMCP" ) ) // correct response
            JOptionPane.showMessageDialog( null, "Wise choice." );
        else // incorrect response
            JOptionPane.showMessageDialog( null, "Sorry, you blew it." );
        System.exit(0); // terminate the program
    }
}
```



while and do-while Loops

while and **do-while** loops are used to perform **repetitive**, or **iterative**, operations.

while-loop: The condition is tested at the top of the loop.

```
while ( <conditional expression> )  
    <executed as long as the condition is true>
```

do-while-loop: The condition is tested at the bottom of the loop.

```
do  
    <executed as long as the condition is true>  
while ( <conditional expression> );
```

while Loop Example

Task: Print the statement "x bottles of beer on the wall" for x running from 10 down to 0.

```
int x = 10;           // initialize x  
while ( x >= 0 ) {    // check that x is greater or equal to 0  
    System.out.println( x + " bottles of beer on the wall" );  
    x = x-1;          // decrease x by 1  
}  
System.out.println( "Done" );
```

Output:

```
10 bottles of beer on the wall  
9 bottles of beer on the wall  
8 bottles of beer on the wall  
... (and so on)  
0 bottles of beer on the wall  
Done
```

do-while Loop Example

Task: Input commands from JOptionPane until seeing "quit".

```
String command;  
do {  
    command = JOptionPane.showInputDialog( "Enter a command" );  
    // ... add statements to process the command  
} while ( ! command.equals( "quit" ) );    // exit when "quit" seen
```

Which loop should I use?

while or do-while?

- Use a **while** loop when there is some chance that the **loop body might not be executed**. A while loop is executed zero times if the condition is initially false. A do-while loop is always executed at least once.
- Use **do-while** loops when the condition for loop termination is based solely on things that occur **within the loop body** (not before).

Example of Loops and Conditionals

```
/**
 * Another intelligence test (don't give up until we get the right answer)
 */
import javax.swing.*;

public class SimpleTest2 {
    public static void main( String[] args ) {
        boolean isCorrect;
        do {
            String choice = JOptionPane.showInputDialog(
                "What is the world's greatest university? (hint: UMCP)" );

            if ( choice.equals( "UMCP" ) ) {          // correct response
                isCorrect = true;
            } else {                                // incorrect response
                isCorrect = false;
                JOptionPane.showMessageDialog( null, "You blew it. Try again." );
            }
        } while ( ! isCorrect );                    // keep trying until correct

        JOptionPane.showMessageDialog( null, "Wise choice." );
        System.exit(0);                             // terminate program
    }
}
```

