COMP-202
Unit 3: Conditional Programming

CONTENTS:
Boolean Expressions
The if and if-else Statements
The switch Statement
The Conditional Operator
Introduction

• Suppose we want to write a program which asks the user to enter two numbers and then displays *only* the larger of the two
• This will involve executing certain statements in some circumstances, and different statements in other circumstances
• Problem: So far, all the programs we have written executed all the statements they contained all the time
  – We do not yet know the tools to make decisions about which statements should be executed
Control Flow

• The default order of statement execution through a method is linear: one statement after the other, in the order they are written (from the top of the page down towards the bottom)

• Some programming statements modify that order, allowing us to:
  – decide whether or not to execute some statements, or
  – perform some statements over and over repetitively

• The order of statement execution is called control flow or flow of control
Aside: Fundamental Structures (1)

• A control flow structure is a basic unit of programming logic

• Any program can be constructed using only three structures:
  – Sequence
  – Selection / decision / conditional
  – Repetition / iteration / loop

• The most common programming languages support these three structures
Aside: Fundamental Structures (2)

- In the sequence structure, statements are executed in the order they appear in the code

- This is what we have seen so far
Aside: Fundamental Structures (3)

- In the selection / decision / conditional structure, one of two courses of action is taken depending on whether a condition is true or false.
Aside: Fundamental Structures (4)

• In the repetition / iteration / loop structure, a group of statements is executed repeatedly until a condition becomes false.
Conditional Statements

• Sometimes, one wants a statement to be executed only if some condition is satisfied
  – If this condition is not satisfied, either this statement should simply be skipped, or some other statement should be executed instead

• A \textit{conditional statement} lets us choose which statement will be executed next

• Therefore, they are sometimes called \textit{selection statements}

• Conditional statements give us the power to make basic decisions

• Java's conditional statements are the \texttt{if statement}, the \texttt{if-else statement}, and the \texttt{switch statement}
Part 1: Boolean Expressions
Boolean Expressions

- Like an arithmetic expression, a *boolean expression* is a combination of operators and operands, and it evaluates to a value.
- However, the type of the value a boolean expression evaluates to is not numeric, but `boolean (true or false)`
- A boolean expression can be:
  - The comparison of two values using a comparison operator
  - A variable which has type `boolean`
  - A literal which has type `boolean (true or false)`
  - The negation of another boolean expression using the `!` operator
  - The combination of two or more other boolean expressions using the `&&` or `||` operators
Comparison Operators (1)

- Java's *equality operators* or *comparison operators* (also called *relational operators*) are used to compare numeric or character values
  - `==`: equal to
  - `!=`: not equal to
  - `<`: less than
  - `>`: greater than
  - `<=`: less than or equal to
  - `>=`: greater than or equal to

- Both sides of each of these operators can be expressions
Comparison Operators (2)

- Equality (==) and inequality (!=) operators apply to values that have any type.
- The other comparison operators (<, <=, >, >=) only apply to values which have a numeric type (byte, short, int, long, float, double) or that have type char.
  - They do not apply to values that have type boolean.
- If the operands of a comparison operator have different types, the operand whose type has lower precision gets promoted to the other operand's type (via arithmetic promotion).
Comparison Operators (3)

• Even though the operands of a comparison operator may have various types, the type of the result of the comparison is always the same: boolean
  – This implies that the result of a comparison is always true or false
Comparison Examples (1)

- (denominator == 0)
  - Evaluates to true if denominator is equal to 0, evaluates to false otherwise

- (denominator != 0)
  - Evaluates to true if denominator is not equal to 0, evaluates to false otherwise

- (balance > amount)
  - Evaluates to true if the value of balance is strictly greater than the value of amount, evaluates to false otherwise

- (balance < amount)
  - Evaluates to true if the value of balance is strictly less than the value of amount, evaluates to false otherwise
Comparison Examples (2)

- \((\text{balance} \geq \text{amount})\)
  - Evaluates to true if the value of \(\text{balance}\) is greater than or equal to the value of \(\text{amount}\), evaluates to false otherwise
  - Note that using \(\Rightarrow\) will not work; the compiler will generate an error

- \((\text{balance} \leq \text{amount})\)
  - Evaluates to true if the value of \(\text{balance}\) is less than or equal to the value of \(\text{amount}\), evaluates to false otherwise
  - Again, note that using \(\leq\) will not work; the compiler will generate an error
Comparison Operator Precedence

- Comparison operators have lower precedence than arithmetic operators, but higher precedence than the assignment operator.
- Therefore, the order of evaluation for this code fragment is the following (assume that $a$, $c$, $d$, and $e$ have a numeric type):

  \[
  \text{boolean } b = a > c \times d + e;
  \]

  1. The product of $c$ and $d$ is evaluated first
  2. Then, the value of $c \times d$ is added to $e$
  3. Then, the value of $c \times d + e$ is compared to the value of $a$
  4. Finally, the result of the comparison is stored in variable $b$
Comparison Operator Traps (1)

- Note the difference between the equality operator (==) and the assignment operator (=)
  - The == operator compares two values for equality
    - Both sides can be expressions, so something like `count + 1 == max - 3` is perfectly legal
  - The = operator assigns the value of the right-hand side to the variable on the left-hand side
    - The right-hand side can be any expression, but the left-hand side MUST be a variable
    - Therefore, something like `count + 1 = max - 3;` is illegal
Comparison Operator Traps (2)

- Using `=` instead of `==` is one of the most common errors, but the compiler will notice it if the operands are not of type `boolean`.

- If both operands are of type `boolean`, using `=` instead of `==` may not be detected by the compiler in all cases! In these cases, it will most likely result in a bug in your program.

- Tips to avoid this error when operands are of type `boolean`:
  - When comparing the value of a `boolean` variable to a literal `boolean` value, put the literal on the left; that is, if `found` is a variable of type `boolean`, write `true == found` instead of `found == true`.
    - `(true = found)` will produce a compilation error, but `(found = true)` will not.
Comparison Operator Traps (3)

- Do not compare the value of boolean variables for equality with boolean literals
  - The expression `(found == true)`, where `found` is a variable of type boolean, is logically equivalent to `(found)`; prefer the latter
  - Likewise, the expression `(found == false)` is equivalent to either `(found != true)` or `(!found)`; use either of these instead

- In general, you should not compare the value of a variable of type boolean to a literal of type boolean; the preferred approach is the following:
  - If you want to check if the value stored in a variable `b` of type boolean is true, then the boolean expression `b` is enough
  - Likewise, if you want to check if the value stored in a variable `b` of type boolean is false, then the boolean expression `!b` is enough
Character Comparisons (1)

- We can use usual comparison / relational operators on character data
- The results are based on the Unicode character set
  - The Unicode character set assigns a number to each character
  - The numbers assigned to characters by the Unicode character set are used to perform the comparison
- The following expression evaluates to `true` because the number assigned to the character `'+` by the Unicode character set is lower than the number assigned to the character `'J'` by the same character set:

  ```java
  boolean lessThan = '+' < 'J';
  // lessThan has value true
  ```
Character Comparisons (2)

- In the Unicode character set, the numbers assigned to upper-case alphabetic characters ('A' - 'Z'), lower-case alphabetic characters ('a' - 'z') and digits ('0' - '9') not only follow the expected order, but are consecutive
  - If 'A' is assigned the number $x$, then 'B' is assigned the number $x + 1$, 'C' is assigned the number $x + 2$, ...
  - If 'a' is assigned the number $y$, then 'b' is assigned the number $y + 1$, 'c' is assigned the number $y + 2$, ...
  - If '0' is assigned the number $z$, then '1' is assigned the number $z + 1$, '2' is assigned the number $z + 2$, ...
- Do not hesitate to use this property of characters in your programs
Floating Point Comparisons (1)

• We also have to be careful when comparing two floating point values (float or double) for equality

• You should rarely use the equality operator (==) when comparing two floating point values

• In many situations, you might consider two floating point numbers to be "close enough" even if they aren't exactly equal

• Therefore, to determine the equality of two floating point numbers, you may want to check if their difference is less than a certain threshold
Floating Point Comparisons (2)

- The following code fragment is an example of comparing two floating point numbers by comparing their difference to a threshold:

```java
// Assuming f1 >= f2
difference = f1 - f2;
boolean essentiallyEqual = difference < 0.00001;
```
Logical Operators

- Boolean expressions can also use the following *logical operators*:

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>!</td>
<td>Logical NOT</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>Logical AND</td>
</tr>
</tbody>
</table>

- All three operators take operands of type `boolean` and produce results of type `boolean`.
- Logical NOT is a *unary* operator (it has one operand), but logical AND and logical OR are *binary* operators (they each have two operands).
Logical Operator Examples

boolean choice = false;
boolean reverseChoice = !choice; ← Unary

boolean choice = !(x > 5); ← Unary with expression

boolean choice = (x > 5) && (y < 10); ← Binary with expressions
Logical NOT

- The *logical NOT* operation is also called *logical negation* or *logical complement*.

- The logical NOT operator is `!` in Java.
  - It is placed just before the boolean expression it negates, just like the unary `-` operator in arithmetic expressions.

- The `!` operator negates the value of a variable of type `boolean` or of a boolean expression.
  - If some boolean expression `a` evaluates to `true`, then `!a` evaluates to `false`.
  - If `a` evaluates to `false`, then `!a` evaluates to `true`.
  - Note that if `a` is a variable of type `boolean`, the `!` operator does not change the value of `a` (just like `-x` does not change the value of `x`).
Truth Tables

- The possible values of boolean expressions can be shown using *truth tables*
- A truth table contains all possible combinations of values for the terms in the expression
- The value of the expression for each combination is also shown
- Below is the truth table for boolean expression !a

<table>
<thead>
<tr>
<th>a</th>
<th>!a</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
</tr>
</tbody>
</table>
Logical AND and Logical OR

• A *logical AND* expression evaluates to *true* only if both *a* and *b* evaluate to *true*; it evaluates to *false* if *a*, or *b*, or both evaluate to *false*
  - In Java, the logical AND operator is `&&`
  - An example of a boolean expression in Java involving the `&&` operator is `a && b`

• A *logical OR* expression evaluates to *true* if *a*, or *b*, or both evaluate to *true*; it evaluates to *false* only if both *a* and *b* evaluate to *false*
  - In Java, the logical OR operator is `||`
  - An example of a boolean expression in Java involving the `||` operator is `a || b`
Truth Tables: Logical AND / OR

- As mentioned before, a truth table shows the possible true / false combinations of the terms.
- Because `&&` and `||` each have two operands, there are four possible combinations of true and false.

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>b</td>
<td>a &amp;&amp; b</td>
<td>a</td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>-------</td>
<td>-------</td>
</tr>
<tr>
<td>true</td>
<td>true</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
<td>false</td>
<td>true</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>false</td>
<td>true</td>
</tr>
<tr>
<td>false</td>
<td>false</td>
<td>false</td>
<td>false</td>
</tr>
</tbody>
</table>
Logical Operator Precedence (1)

• Like arithmetic operators, logical operators have precedence rules among themselves

• Logical operator ! has higher precedence than logical operator &&, and logical operator && has higher precedence than logical operator ||

• Consider the following expression (assume that \(a, b,\) and \(c\) all have type boolean):

\[
a || b && !c
\]

1. First, the negation of \(c\) is evaluated

2. Then, \(b\) is "AND-ed" with the value of \(!c\)

3. Finally, \(a\) is "OR-ed" with the value of \(b && !c\)
Logical Operator Precedence (2)

- Logical operators also have precedence rules relative to other kinds of operators.
- Logical operators have lower precedence than comparison operators, but higher precedence than the assignment operator.
- Therefore, the order of evaluation for this code fragment is the following (assume that `a` has type `boolean`):

```
boolean b = a && c < d;
```

1. First, the `c` and `d` are compared
2. Then, the result of the comparison is "AND-ed" with the value of `a`
3. Finally, the result of the logical operator is assigned to variable `b`
Short-Circuit Evaluation

- Logical operators `&&` and `||` are evaluated in short-circuit.
- If one of the operand of a `&&` operator evaluates to `false`, the remaining operands are not evaluated.
  - There is no need to do so considering that a logical AND expression always evaluates to `false` as soon as one of its operands evaluates to `false`.
- Likewise, if one of the first of a `||` operator evaluates to `true`, the remaining operands are not evaluated.
  - Again, there is no need to do so considering that a logical OR expression always evaluates to `true` as soon as one of its operands evaluates to `true`.
- In Java, logical operators are evaluated from left to right.
More on Truth Tables

- Specific expressions can be evaluated using truth tables as well:

<table>
<thead>
<tr>
<th>total &lt; MAX</th>
<th>found</th>
<th>!found</th>
<th>total &lt; MAX &amp;&amp; !found</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>true</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
<td>true</td>
<td>true</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>false</td>
<td>false</td>
<td>true</td>
<td>false</td>
</tr>
</tbody>
</table>
Boolean Expressions: Exercises

- Write boolean expressions that evaluate to true if and only if the given conditions are true
  - The absolute value of variable $a$ (of type `int`) is greater than 100
    - $(a > 100) \text{ || } (a < -100)$
  - The values of variables $a$, $b$, and $c$ are all different
    - $(a != b) \text{ && } (b != c) \text{ && } (a != c)$
  - The character stored in either variable $c1$, or variable $c2$ (both of type `char`), or both, is a digit
    - $((0' <= c1) \text{ && } (c1 <= '9')) \text{ || } ((0' <= c2) \text{ && } (c2 <= '9'))$
  - The value stored in exactly one of the two variables $a$ and $b$ (both of type `int`) is equal to 0
    - $((a == 0) \text{ && } (b != 0)) \text{ || } ((b == 0) \text{ && } (a != 0))$
Part 2: Basic Conditional Statements
The if Statement

- The if statement has the following syntax:

```java
if ( condition )
    statement1;
```

The condition MUST be:
- a boolean expression; therefore, it must evaluate to either true or false
- surrounded by parentheses

If the condition evaluates to true, then `statement` is executed; if it evaluates to false, then `statement` is skipped.

if is a Java reserved word
if Statement Example

• Here is an example of an if statement:
  
  ```java
  if (money > COST)
      money = money - COST;
  System.out.println ("You have $" + money);
  ```

• First, the condition `money > COST` is evaluated; the value of `money` is either greater than the value of `COST`, or it is not

• If the condition `money > COST` evaluates to true, the assignment statement is executed; if it evaluates to false, the assignment statement is skipped

• Either way, the call to `println()` is executed next
Logic of an if Statement

![Flowchart showing the logic of an if statement.](image)
The if Statement: Exercise

- Complete the main() method of the BusRide class by adding code to check whether the number of passengers is greater than the capacity of the bus
  - If it is, then you should display a message asking for $x$ (where $x$ is the number of passengers in excess of the capacity of the bus) volunteers to travel in "economy class": on the roof
  - Regardless of whether the number of passengers exceeds the capacity of the bus, you should display "Let's go!" after you have displayed whether or not volunteers are needed for "economy class"
public class BusRide {
    public static void main (String[] args) {
        Scanner keyboard = new Scanner(System.in);
        final int CAPACITY = 56;
        int passengers;

        System.out.print("Enter the number of people that want " +
                        "to get on the bus: ");
        passengers = keyboard.nextInt();

        // Add your code here
    }
}
The if-else Statement

- An `else` clause can be added to an `if` statement to make it an if-else statement
- An if-else statement has the following syntax:

  ```java
  if ( condition )
      statement1;
  else
      statement2;
  ```

  If `condition` evaluates to true, `statement1` is executed but not `statement2`
  If `condition` evaluates to false, `statement2` is executed but not `statement1`

  `else` is also a reserved word in Java

One of the two statements will be executed, but not both
Logic of an `if-else` Statement

- **condition** evaluated
- `false` → `statement2`
- `true` → `statement1`

(rest of the program)
The `if-else` Statement: Exercise

- Complete the `main()` method of the `Wages` class by adding code to compute the gross earnings of an employee
  - If the employee has worked more than 40 hours during his / her work week, he / she should be paid 1.5 times his / her hourly wage for all hours worked in excess of 40
  - Can you rewrite your code using only a regular `if`-statement (that is, one that does not have an `else` clause)?
import java.util.Scanner;

public class Wages {
    public static void main (String[] args) {
        Scanner keyboard = new Scanner(System.in);
        final double RATE = 8.25;  // Regular pay rate
        final int STANDARD = 40;   // Standard hours in a work week
        double pay = 0.0;
        int hours;

        System.out.print ("Enter the number of hours worked: ");
        hours = keyboard.nextInt();

        // Your code here
    }
}

Block Statements (1)

• Several statements can be grouped together into a *block statement*
• A block is delimited by braces ( `{}` )
  – All statements between these braces are part of the block
• A block statement can be used wherever a single statement is called for in the Java syntax
• For example, in an *if*-statement, the *if* portion could be a block statements
• In an *if-else* statement, the *if* portion, or the *else* portion, or both, could be block statements
Block Statements (2)

• If you want to put more than one statement in the if clause of an if or if-else statement, or the else clause of an if-else statement, you must group these statements in a block statement.

• If you don't, you will get an error:
  – Most often, it will be a semantic error; statements will be executed when they should not be, causing incorrect results or abnormal termination.
  – It may be syntactic; for example, if you have multiple statements in the if clause of an if-else statement, the compiler will detect an else clause without an if.
Block Statements (3)

• For example, the following code fragment will cause a compilation error:

```java
if ( condition )
    statement1;
    statement2;
else
    statement3;
```

• When the compiler reaches `statement2`, it will assume that the `if` is part of an `if` statement (not an `if-else` statement), and that `statement2` should be executed regardless of whether `condition` evaluates to `true` or `false`
Block Statements (4)

- Then, when the compiler reaches the `else`, it will not be able to match it with any `if` statement, and thus will display an error.
Block Statements vs. Indentation

• What will happen if the following code fragment is executed:
  
  ```java
  if (a < b)
    System.out.println(a);
    System.out.println(b);
  ```

• The second `println()` call will be executed regardless of whether the condition evaluates to `true` or `false`.

• In Java, `syntax` is what determines which clause a statement belongs to
  
  – Indentation has *nothing* to do with this
  – Tip #1: Always use block statements with `if` and `if-else` statements, even when the block statement contains only one statement
  – Tip #2: Always have consistent indentation
Block Statements: Exercise

- Complete the `main()` method of the `GuessGame` class by adding code to determine whether the user won or not
  - The player wins if he/she is able to guess the number that the program chose at random
  - If the player wins, you should display a message stating that he/she has won, and the amount of money he/she has won
  - If the player loses, you should display a message stating that he/she has lost, what the number chosen by the program was, and the amount the player has lost
  - Whether the player wins or loses, you should display the amount of money he/she has after playing the game
import java.util.Scanner;
import java.util.Random;

public class GuessGame {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        Random randomSource;
        final int UPPER_BOUND = 10;
        double money;
        double betAmount;
        int myNumber;
        int yourNumber;

        randomSource = new Random();

        System.out.print("How much money do you have? ");
        money = keyboard.nextDouble();

        // Continued on next slide
// Continued from previous slide
System.out.print("How much would you like to bet? ");
betAmount = keyboard.nextDouble();

myNumber = randomSource.nextInt(UPPER_BOUND) + 1;
System.out.print("I've chosen a number between 1 and "+
    UPPER_BOUND + ". Try to guess it: ");
yourNumber = keyboard.nextInt();

// Add your code here
}
Nested if Statements (1)

• The statement executed as a result of the if clause of an if or if-else statement, or the else clause of an if-else statement, could itself be another if or if-else statement

• These are called nested if statements

• Indentation does not determine which if keyword matches with which else keyword (if any) or vice-versa; it is determined by syntax (that is, the order of the clauses, or the presence of braces {})
  – An else clause matches with the nearest if
  – But, if you make all the if and else clauses block statements and indent well, you will never make a mistake
Nested if Statements (2)

- One can write nested if-else statements like this:
  ```java
  if ( condition1 )
    if ( condition2 )
      statement1;
    else
      statement2;
  else
    if ( condition3 )
      statement3;
    else
      statement4;
  ```
Logic of Nested if Statements

false  

condition1 evaluated  

true

false  

condition3 evaluated  

true  

false  

condition2 evaluated  

true

statement4  

statement3  

statement2  

statement1

(rest of the program)
Nested if Statements: Exercise

- Complete the `main()` method of the `MinOfThree` class by adding code which determines which of the three numbers entered by the user is the smallest number, and displays that number.
- Can you write this code both with and without using block statements?
import java.util.Scanner;

public class MinOfThree {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        int num1, num2, num3, min;

        System.out.print("Enter a number: ");
        num1 = keyboard.nextInt();
        System.out.print("Enter another number: ");
        num2 = keyboard.nextInt();
        System.out.print("Enter a third number: ");
        num3 = keyboard.nextInt();

        // Add your code here
    }
}

Multiple Execution Branches (1)

- **Nested** `if` / `if-else` statements are *necessary* when there are more than two branches / conditions / cases.
- One can handle multiple branches by using the following *idiom*:

  ```java
  if ( condition1 ) {
      // Code for condition 1
  } else if ( condition2 ) {
      // Code for condition 2
  } else if ( condition3 ) {
      // Code for condition 3
      // ...
  } else {
      // Everything else, if needed
  }
  ```
Multiple Execution Branches (2)

• This is equivalent to:

```java
if ( condition1 ) {
    // Code for condition 1
} else
    if ( condition2 ) {
        // Code for condition 2
    } else
        if ( condition3 ) {
            // Code for condition 3
            // ...
        } else {
            // Everything else, if needed
        }
```

• But ensure your conditions are correct!
Part 3: Advanced Conditional Statements
The `switch` Statement

- The `switch statement` provides another means to decide which statement to execute next.
- The `switch` statement evaluates an expression, then attempts to match the result to one of several possible `cases`.
- Each case contains a value and a list of statements.
- The flow of control transfers to the case associated with the first value that it matches with (first come, first serve).
Syntax of a `switch` Statement

- The general syntax of a `switch` statement is the following:

  ```java
  switch( expression ) {
    case value1 :
      statement-list1;
    case value2 :
      statement-list2;
    case value3 :
      statement-list3;
    // As many cases as needed
  }
  ```

  Both `switch` and `case` are reserved words in Java.

  A statement list in a `case` can contain multiple statements without the need for braces ({}).

  If the expression evaluates to `value2`, control jumps to `statement-list-2`.
The `break` Statement

- Often a `break` statement is used as the last statement in each case's statement list
  - `break` is also a reserved word in Java
- A `break` statement causes control to transfer to the end of the `switch` statement
- If a `break` statement is not used, the flow of control will continue into the next case, *regardless of whether the value of the expression in the switch matches that case*
- Sometimes this can be helpful, but usually we only want to execute the statements associated with one case
Logic of a `switch` Statement

expression evaluated

value1
value2
value3
value4

list-1
list-2
list-3
list-4

(rest of the program)
switch **With** break

* expression evaluated

- **value1** if **list-1** is matched
- **value2** if **list-2** is matched
- **value3** if **list-3** is matched
- **value4** if **list-4** is matched

*: indicates *break* statement at the end of statement list

(rest of the program)
switch Statement Example

```java
int age;
System.out.print("Enter your age: ");
age = keyboard.nextInt();

switch(age) {
    case 5:
        System.out.println("Five years old");
        break;
    case 10:
        age++;
        System.out.println(age);
    case 20:
        age--;
}
System.out.println(age);
```

What happens when the value of `age` is:
- 5?
- 10?
- 20?
- 3 or any other number?
A switch statement can have an optional default case.
The default case has no associated value and simply uses the reserved word default.
If the default case is present, control will transfer to it for all values which do not match a case.
Because of this, though the default case can be positioned anywhere in the switch statement, it is usually placed at the end.
If there is no default case, and no other value matches, control falls through to the statement after the switch.
switch With default

expression evaluated

value1
list-1*

value2
list-2*

value3
list-3*

...

default

...*

list-d

*: indicates break statement at the end of statement list

(rest of the program)
**switch Without default**

expression evaluated

- value1
- value2
- value3

*list-*

*: indicates break statement at the end of statement list

(all other values)

(rest of the program)
int section;

System.out.print("Enter your COMP-202 section: ");
section = keyboard.nextInt();

switch(section) {
    case 1:
        System.out.println("Your section number is not prime.");
        break;
    case 2:
    case 3:
        System.out.println("Your section number is prime.");
        break;
    default:
        System.out.println("There must be lots of students!");
}
default Case: Watch Out!

```java
int section;

System.out.print("Enter your COMP-202 section: ");
section = keyboard.nextInt();

switch(section) {
    default:
        System.out.println("There must be lots of students! ");
    case 1:
        System.out.println("Your section number is not prime.");
        break;
    case 2:
    case 3:
        System.out.println("Your section number is prime.");
        break;
}
```

What happens now?
More on `switch` Statements

- The expression of a `switch` statement must evaluate to a value of type `char`, `byte`, `short` or `int`; it *cannot* be a floating point value, a `long`, a `boolean`, or any reference type, including `String`.

- Note that the implicit boolean expression in a `switch` statement is equality.
  - The `switch` statement tries to match the expression with a value (it is never `<`, `<=`, `>`, `>=`).

- You cannot perform relational checks with a `switch` statement.

- The value of each `case` must be a constant (either a literal or a final variable).
  - It cannot be a plain (that is, non-final) variable.
switch Statement: Exercise (1)

• Complete the `main()` method of the `Drinks` class by adding code that does the following:
  – If the user indicates that he/she wants to drink orange juice, the program should display two messages: "Vitamin C!" and "Your bones will thank you."
  – If the user indicates that he/she wants to drink milk, the program should display "Your bones will thank you."
  – If the user indicates that he/she wants to drink water, the program should display "The classics never die."
  – If the user indicates that he/she wants to drink wine, the program display a prompt asking him/her whether he wants red or white wine, and read the answer
    • If the user chooses red wine, the program should display "Good for your heart."
switch Statement: Exercise (2)

• If the user chooses white wine, the program should display "Good for your lungs."
  – If the user indicates that he / she wants beer, the program should display "Watch that belly!"
  – If the user enters an invalid option, the program should display "That's not going to quench your thirst..."
  – Use a switch statement to determine what beverage the user wants to drink and display the appropriate message
import java.util.Scanner;

public class Drinks {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        int choice;

        System.out.println("Here is the drinks menu : ");
        System.out.println("1. Orange juice");
        System.out.println("2. Milk");
        System.out.println("3. Water");
        System.out.println("4. Wine");
        System.out.println("5. Beer");
        System.out.print("What will it be ? ");
        choice = keyboard.nextInt();

        // Add your code here
    }
}

COMP-202 - Conditional Programming
The Conditional Operator

• Java has a conditional operator that evaluates a boolean expression
  – One of two other expressions is evaluated based on the result of the evaluation of that boolean expression
• The result of the chosen expression is the result of the entire conditional operator
• Its syntax is the following:
  \[ \text{condition} \ ? \ \text{expression1} : \ \text{expression2} \]
• If \text{condition} evaluates to true, then \text{expression1} is evaluated; if it evaluates to false, then \text{expression2} is evaluated
Conditional Operator Examples (1)

- The conditional operator is similar to an `if-else` statement, except that it is an expression that returns a value.
- For example:
  \[
  \text{larger} = (\text{num1} > \text{num2}) \ ? \ \text{num1} : \ \text{num2};
  \]
- If `num1` is greater than `num2`, then `num1` is assigned to `larger`; otherwise, `num2` is assigned to `larger`.
- The conditional operator is *ternary*, meaning that it requires three operands.
Conditional Operator Examples (2)

- Another example:
  ```java
  System.out.println("Your change is "+
                    count + " dime" +
                    ((count == 1) ? "" : "s")
                    );
  ```
- If `count` evaluates to 1, then "dime" is printed
- If `count` evaluates to any value other than 1, then an "s" is added at the end of "dime"
Conditional Operator: Exercise

• Complete the `main()` method of the `MoreWages` class by adding code to compute the gross earnings of an employee
  – If the employee has worked more than 40 hours during his / her work week, he / she should be paid 1.5 times his / her hourly wage for all hours worked in excess of 40
  – Use the conditional operator to determine whether the employee has worked more than 40 hours in his / her work week
import java.util.Scanner;

public class MoreWages {
    public static void main (String[] args) {
        Scanner keyboard = new Scanner(System.in);
        final double RATE = 8.25; // Regular pay rate
        final int STANDARD = 40; // Standard hours in a work week
        double pay = 0.0;
        int hours;

        System.out.print("Enter the number of hours worked: ");
        hours = keyboard.nextInt();

        // Add your code here
    }
}

// MoreWages.java
Part 4: Exercises
Exercises (1)

1. Write a program which consists of a single class called `OldEnough` that asks the user for their age and displays "You can enter" if he/she is over 18, but displays "Sorry, you are not allowed here" otherwise.

2. Write a program which consists of a single class called `BuyStuff` that asks the user for two amounts, adds them, calculates tax at 15%, shows the result to the user, and asks for money. It then compares if the person gave enough money. If so, it displays the amount of change to return otherwise it displays a message asking for more money.
3. Write a program which consists of a single class called `Calculator`. This program will display a menu with the following options: (1) add, (2) subtract, (3) multiply, (4) divide (5) mod, and (6) quit. If the user enters something else, the program should display an error message. Otherwise, it should ask the user for two numbers, perform the calculation, and display the result.

4. Write a program which consists of a single class called `SortThree`. This program should ask the user to enter 3 integers. The program will then display these in increasing order.