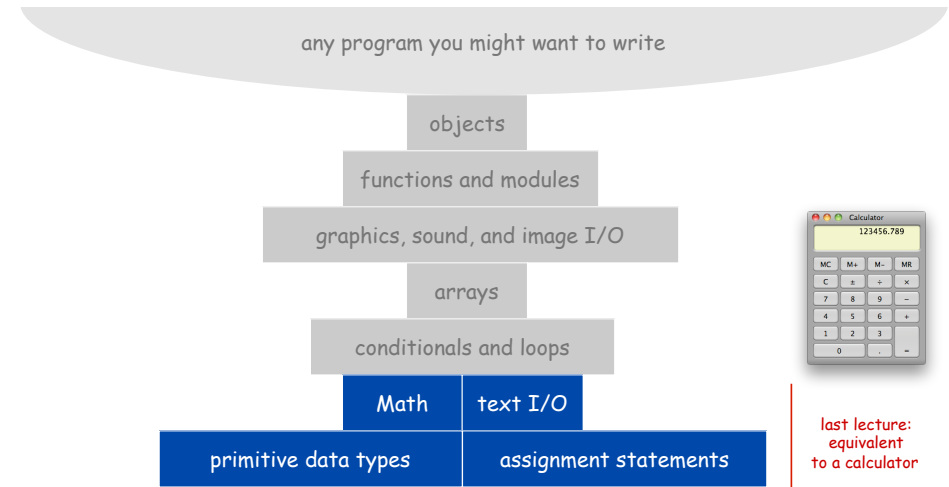
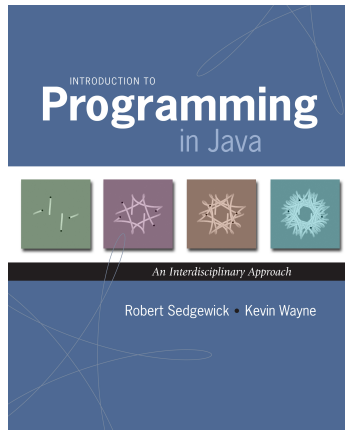


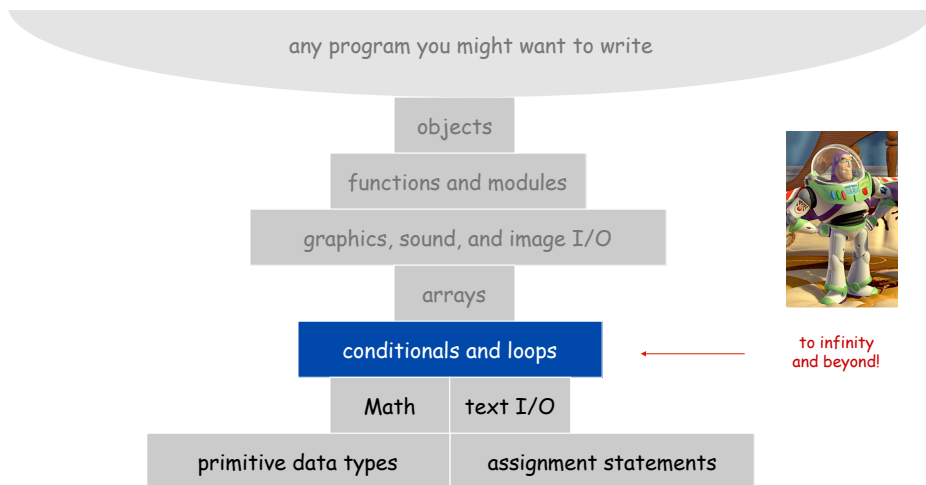
# 1.3 Conditionals and Loops



Introduction to Programming in Java: An Interdisciplinary Approach · Robert Sedgewick and Kevin Wayne · Copyright © 2002–2010 · 2/6/11 12:44 PM

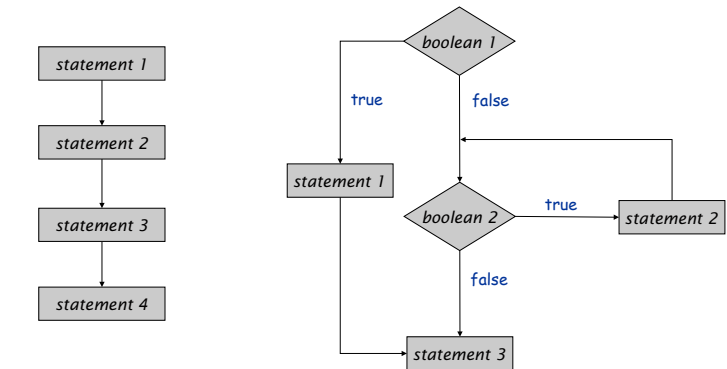
## A Foundation for Programming

## Control Flow



### Control flow.

- Sequence of statements that are actually executed in a program.
- Conditionals and loops: enable us to choreograph control flow.



straight-line control flow

control flow with conditionals and loops

# Conditionals



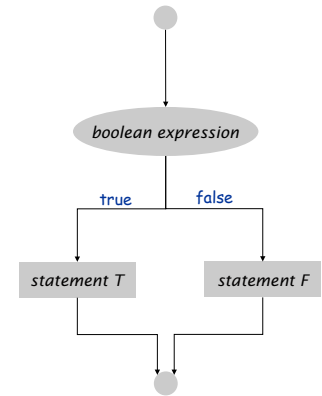
## If Statement

The `if` statement. A common branching structure.

- Evaluate a `boolean` expression.
- If `true`, execute some statements.
- If `false`, execute other statements.

```
if (boolean expression) {
    statement T;
}
else {
    statement F;
}
```

← can be any sequence of statements



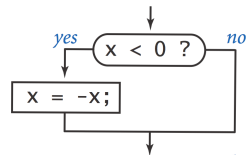
## If Statement

The `if` statement. A common branching structure.

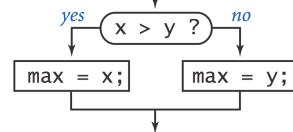
- Evaluate a `boolean` expression.
- If `true`, execute some statements.
- If `false`, execute other statements.

```
if (boolean expression) {
    sequence of statements
}
```

```
if (x < 0) x = -x;
```



```
if (x > y) max = x;
else max = y;
```



## If Statement

Ex. Take different action depending on value of variable.

```
public class Flip {
    public static void main(String[] args) {
        if (Math.random() < 0.5) System.out.println("Heads");
        else Math.random() < 0.5 System.out.println("Tails");
    }
}
```

```
% java Flip
Heads
% java Flip
Heads
% java Flip
Tails
% java Flip
Heads
```

## If Statement Examples

<i>absolute value</i>	<code>if (x &lt; 0) x = -x;</code>
<i>put x and y into sorted order</i>	<code>if (x &gt; y)     {         int t = x;         x = y;         y = t;     }</code>
<i>maximum of x and y</i>	<code>if (x &gt; y) max = x;     else     max = y;</code>
<i>error check for division operation</i>	<code>if (den == 0) System.out.println("Division by zero");     else       System.out.println("Quotient = " + num/den);</code>
<i>error check for quadratic formula</i>	<code>double discriminant = b*b - 4.0*c;     if (discriminant &lt; 0.0)     {         System.out.println("No real roots");     }     else     {         System.out.println((-b + Math.sqrt(discriminant))/2.0);         System.out.println((-b - Math.sqrt(discriminant))/2.0);     }</code>

## The While Loop



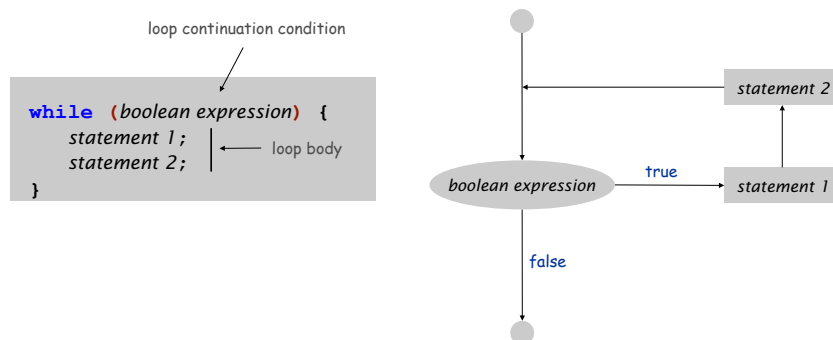
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## While Loop

The **while** loop. A common repetition structure.

- Evaluate a `boolean` expression.
- If `true`, execute some statements.
- Repeat.



## While Loop: Powers of Two

Ex. Print powers of 2 that are  $\leq 2^N$ .

- Increment `i` from 0 to `N`.
- Double `v` each time.

```
int i = 0;
int v = 1;
while (i <= N) {
    System.out.println(i + " " + v);
    i = i + 1;
    v = 2 * v;
}
```

i	v	i <= N
0	1	true
1	2	true
2	4	true
3	8	true
4	16	true
5	32	true
6	64	true
7	128	false

0	1
1	2
2	4
3	8
4	16
5	32
6	64

**N = 6**



Click for demo

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## Powers of Two

```
public class PowersOfTwo {
    public static void main(String[] args) {

        // last power of two to print
        int N = Integer.parseInt(args[0]);

        int i = 0; // loop control counter
        int v = 1; // current power of two
        while (i <= N) {
            System.out.println(i + " " + v);
            i = i + 1;
            v = 2 * v;
        }
    }
}
```

print i and ith power of two

```
% java PowersOfTwo 3
0 1
1 2
2 4
3 8

% java PowersOfTwo 6
0 1
1 2
2 4
3 8
4 16
5 32
6 64
```

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## While Loop Challenge

Q. Anything wrong with the following code for printing powers of 2?

```
int i = 0;
int v = 1;
while (i <= N)
    System.out.println(i + " " + v);
    i = i + 1;
    v = 2 * v;
```

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## While Loops: Square Root

Goal. Implement `Math.sqrt()`.

```
% java Sqrt 2.0
1.414213562373095
```

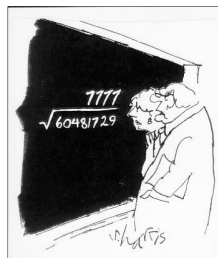
15 decimal digits of accuracy in 5 iterations

Newton-Raphson method to compute the square root of  $c$ :

- Initialize  $t_0 = c$ .
- Repeat until  $t_i = c / t_i$ , up to desired precision: set  $t_{i+1}$  to be the average of  $t_i$  and  $c / t_i$ .

$t_0$	=	2.0
$t_1$	=	$\frac{1}{2}(t_0 + \frac{c}{t_0}) = 1.5$
$t_2$	=	$\frac{1}{2}(t_1 + \frac{c}{t_1}) = 1.4166666666666665$
$t_3$	=	$\frac{1}{2}(t_2 + \frac{c}{t_2}) = 1.4142156862745097$
$t_4$	=	$\frac{1}{2}(t_3 + \frac{c}{t_3}) = 1.4142135623746899$
$t_5$	=	$\frac{1}{2}(t_4 + \frac{c}{t_4}) = 1.414213562373095$

computing the square root of 2



"A wonderful square root. Let's hope it can be used for the good of mankind."

Copyright 2004, Sidney Harris  
http://www.sciencecartoonsplus.com

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## While Loops: Square Root

Goal. Implement `Math.sqrt()`.

```
% java Sqrt 2.0
1.414213562373095
```

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- Initialize  $t_0 = c$ .
- Repeat until  $t_i = c / t_i$ , up to desired precision: set  $t_{i+1}$  to be the average of  $t_i$  and  $c / t_i$ .

```
public class Sqrt {
    public static void main(String[] args) {
        double epsilon = 1e-15;
        double c = Double.parseDouble(args[0]);
        double t = c;
        while (Math.abs(t - c/t) > t*epsilon) {
            t = (c/t + t) / 2.0;
        }
        System.out.println(t);
    }
}
```

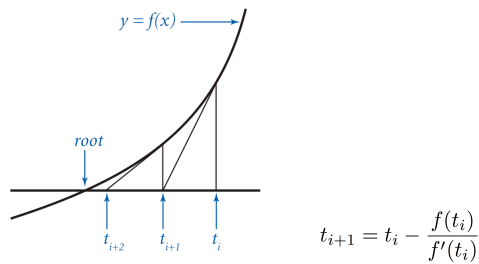
relative error tolerance

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## Newton-Raphson Method

### Square root method explained.

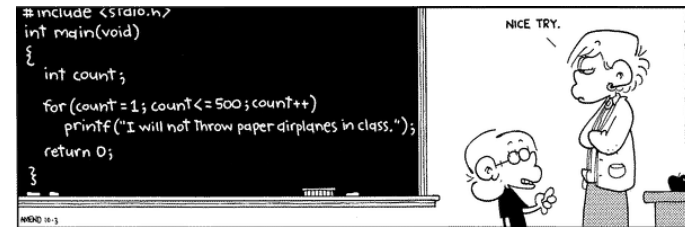
- Goal: find root of any function  $f(x)$ .
- Start with estimate  $t_0$ .
- Draw line tangent to curve at  $x = t_i$ .
- Set  $t_{i+1}$  to be x-coordinate where line hits x-axis.
- Repeat until desired precision.



Technical conditions.  $f(x)$  must be smooth;  $t_0$  must be good estimate.

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## The For Loop



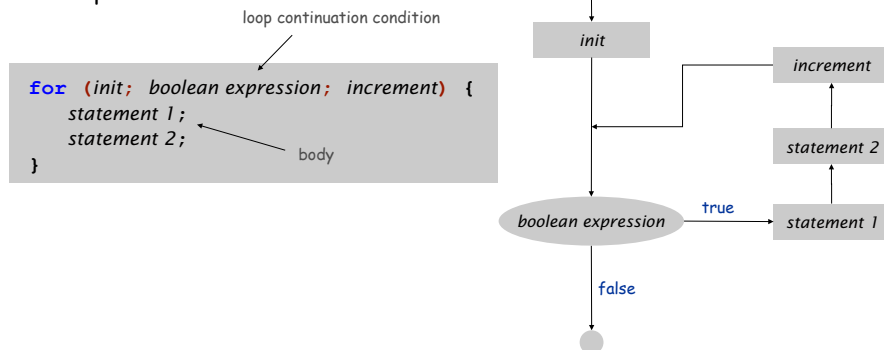
Copyright 2004, FoxTrot by Bill Amend  
www.ucomics.com/FoxTrot/2003/10/03

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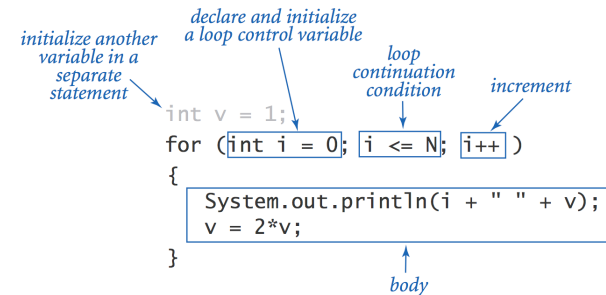
## For Loops

### The for loop. Another common repetition structure.

- Execute initialization statement.
- Evaluate a boolean expression.
- If true, execute some statements.
- And then the increment statement.
- Repeat.



## Anatomy of a For Loop



Q. What does it print?

A.

20

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Create subdivision of a ruler.

- Initialize ruler to " ".
- For each value *i* from 1 to *N*: sandwich two copies of ruler on either side of *i*.

```
public class RulerN {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        String ruler = " ";
        for (int i = 1; i <= N; i++) {
            ruler = ruler + i + ruler;
        }
        System.out.println(ruler);
    }
}
```

i	ruler
	" "
1	" 1 "
2	" 1 2 1 "
3	" 1 2 1 3 1 2 1 "

```
% java RulerN 1
1

% java RulerN 2
1 2 1

% java RulerN 3
1 2 1 3 1 2 1

% java RulerN 4
1 2 1 3 1 2 1 4 1 2 1 3 1 2 1

% java RulerN 5
1 2 1 3 1 2 1 4 1 2 1 3 1 2 1 5 1 2 1 3 1 2 1 4 1 2 1 3 1 2 1

% java RulerN 100
Exception in thread "main"
java.lang.OutOfMemoryError
```

Observation. Loops can produce a huge amount of output!

Loop Examples

<i>print largest power of two less than or equal to N</i>	<pre>int v = 1; while (v &lt;= N/2)     v = 2*v; System.out.println(v);</pre>
<i>compute a finite sum (1+2+...+N)</i>	<pre>int sum = 0; for (int i = 1; i &lt;= N; i++)     sum += i; System.out.println(sum);</pre>
<i>compute a finite product (N!=1×2×...×N)</i>	<pre>int product = 1; for (int i = 1; i &lt;= N; i++)     product *= i; System.out.println(product);</pre>
<i>print a table of function values</i>	<pre>for (int i = 0; i &lt;= N; i++)     System.out.println(i + " " + 2*Math.PI*i/N);</pre>

Nesting



## Nested If Statements

Ex. Pay a certain tax rate depending on income level.

Income	Rate
0 - 47,450	22%
47,450 - 114,650	25%
114,650 - 174,700	28%
174,700 - 311,950	33%
311,950 -	35%

5 mutually exclusive alternatives

```
double rate;
if (income < 47450) rate = 0.22;
else if (income < 114650) rate = 0.25;
else if (income < 174700) rate = 0.28;
else if (income < 311950) rate = 0.33;
else if (income < 311950) rate = 0.35;
```

graduated income tax calculation

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## Nested If Statements

Use **nested** if statements to handle multiple alternatives.

```
if (income < 47450) rate = 0.22;
else {
  if (income < 114650) rate = 0.25;
  else {
    if (income < 174700) rate = 0.28;
    else {
      if (income < 311950) rate = 0.33;
      else rate = 0.35;
    }
  }
}
```

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## Nested If Statements

Need all those braces? Not always.

```
if (income < 47450) rate = 0.22;
else if (income < 114650) rate = 0.25;
else if (income < 174700) rate = 0.28;
else if (income < 311950) rate = 0.33;
else rate = 0.35;
```

is shorthand for

```
if (income < 47450) rate = 0.22;
else {
  if (income < 114650) rate = 0.25;
  else {
    if (income < 174700) rate = 0.28;
    else {
      if (income < 311950) rate = 0.33;
      else rate = 0.35;
    }
  }
}
```

but **be careful** when nesting if-else statements. [See Q+A on p. 75.]

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## Nested If Statement Challenge

Q. What's wrong with the following for income tax calculation?

Income	Rate
0 - 47,450	22%
47,450 - 114,650	25%
114,650 - 174,700	28%
174,700 - 311,950	33%
311,950 -	35%

```
double rate = 0.35;
if (income < 47450) rate = 0.22;
if (income < 114650) rate = 0.25;
if (income < 174700) rate = 0.28;
if (income < 311950) rate = 0.33;
```

wrong graduated income tax calculation

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# Monte Carlo Simulation

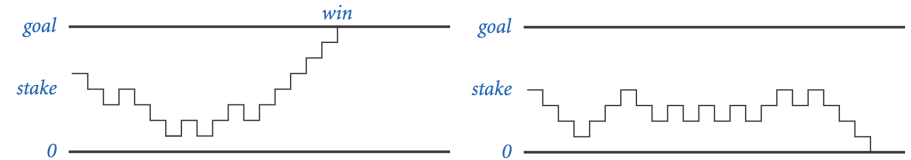


*Gambler's ruin.* Gambler starts with \$stake and places \$1 fair bets until going broke or reaching \$goal.

- What are the chances of winning?
- How many bets will it take?

*One approach.* Monte Carlo simulation.

- Flip digital coins and see what happens.
- Repeat and compute statistics.



## Gambler's Ruin

```
public class Gambler {
    public static void main(String[] args) {
        int stake = Integer.parseInt(args[0]);
        int goal = Integer.parseInt(args[1]);
        int T = Integer.parseInt(args[2]);
        int wins = 0;

        // repeat experiment T times
        for (int t = 0; t < T; t++) {
            // do one gambler's ruin experiment
            int cash = stake;
            while (cash > 0 && cash < goal) {
                // flip coin and update
                if (Math.random() < 0.5) cash++;
                else cash--;
            }
            if (cash == goal) wins++;
        }
        System.out.println(wins + " wins of " + T);
    }
}
```

## Digression: Simulation and Analysis

```

      stake goal T
      ↓ ↓ ↓
% java Gambler 5 25 1000
191 wins of 1000

% java Gambler 5 25 1000
203 wins of 1000

% java Gambler 500 2500 1000
197 wins of 1000

```

after a substantial wait...

**Fact.** [see ORF 309] Probability of winning = stake / goal.

**Fact.** [see ORF 309] Expected number of bets = stake × desired gain.

**Ex.** 20% chance of turning \$500 into \$2500,

$$500/2500 = 20\%$$

but expect to make one million \$1 bets.

$$500 * (2500 - 500) = 1 \text{ million}$$

**Remark.** Both facts can be proved mathematically; for more complex scenarios, computer simulation is often the best (only) plan of attack.



## Control Flow Summary

### Control flow.

- Sequence of statements that are actually executed in a program.
- Conditionals and loops: enable us to choreograph the control flow.

Control Flow	Description	Examples
straight-line programs	all statements are executed in the order given	
conditionals	certain statements are executed depending on the values of certain variables	<b>if</b> <b>if-else</b>
loops	certain statements are executed repeatedly until certain conditions are met	<b>while</b> <b>for</b> <b>do-while</b>