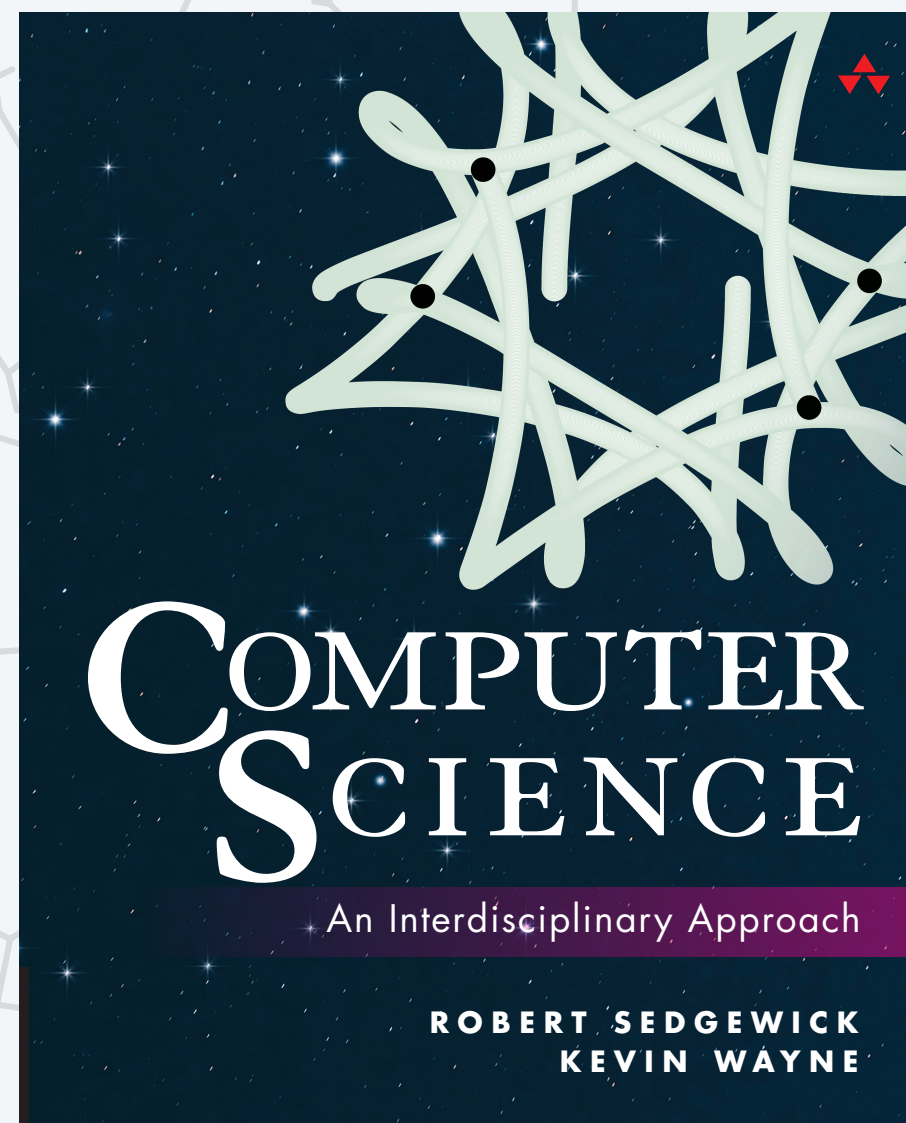
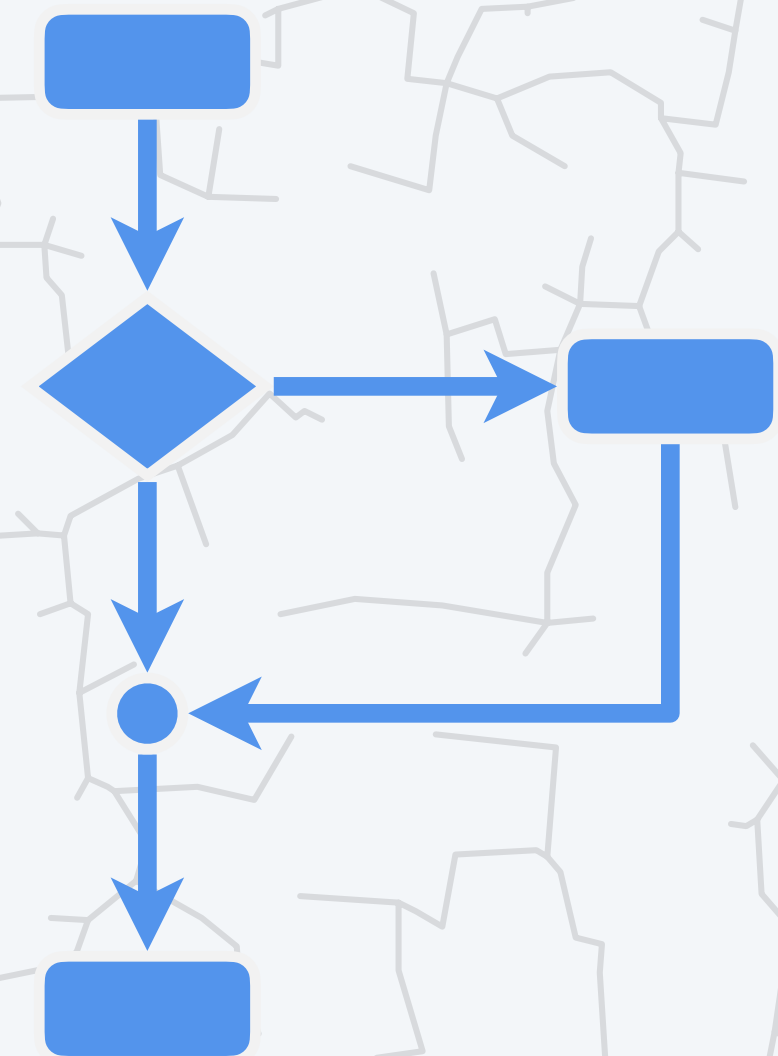




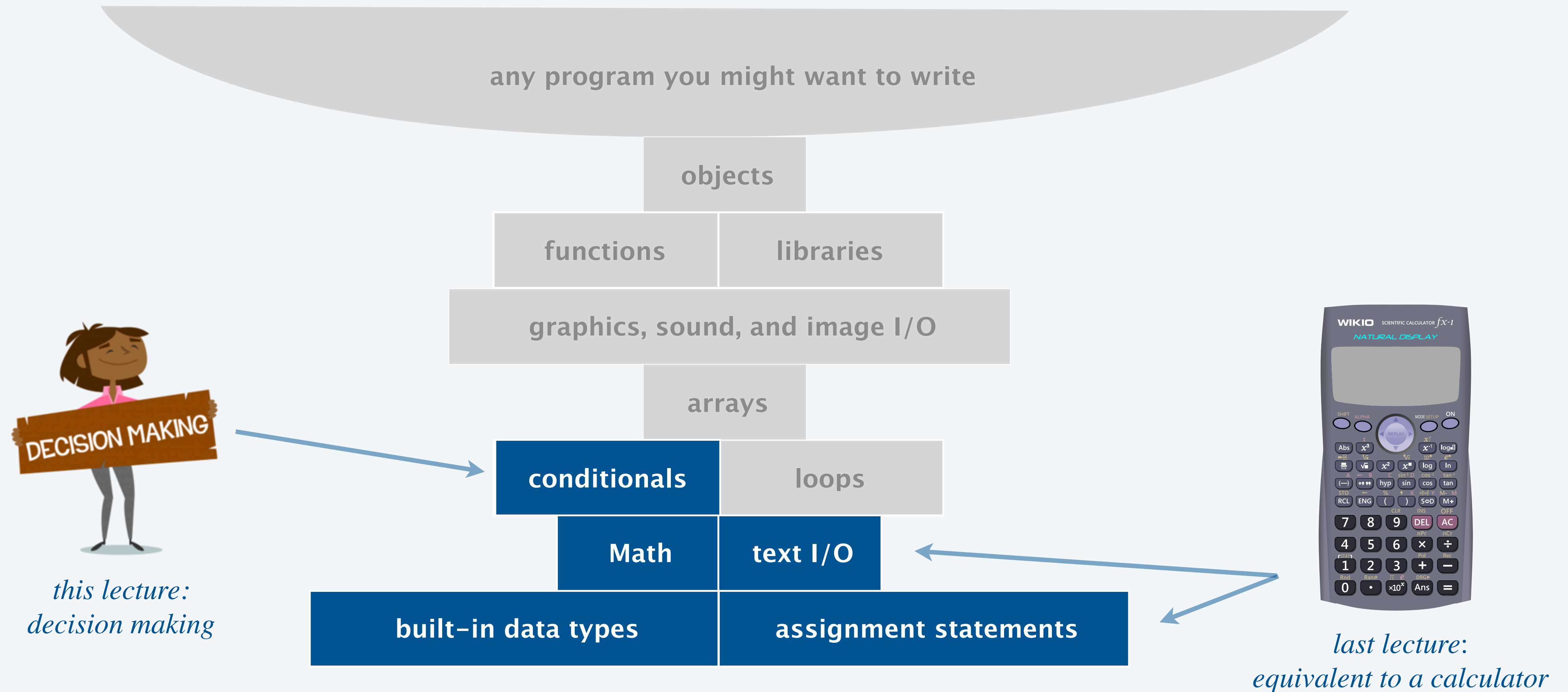
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1.3 CONDITIONALS

- ▶ *booleans*
- ▶ *if statements*
- ▶ *if-else statements*
- ▶ *nested conditionals*
- ▶ *case study: text-to-speech (years)*



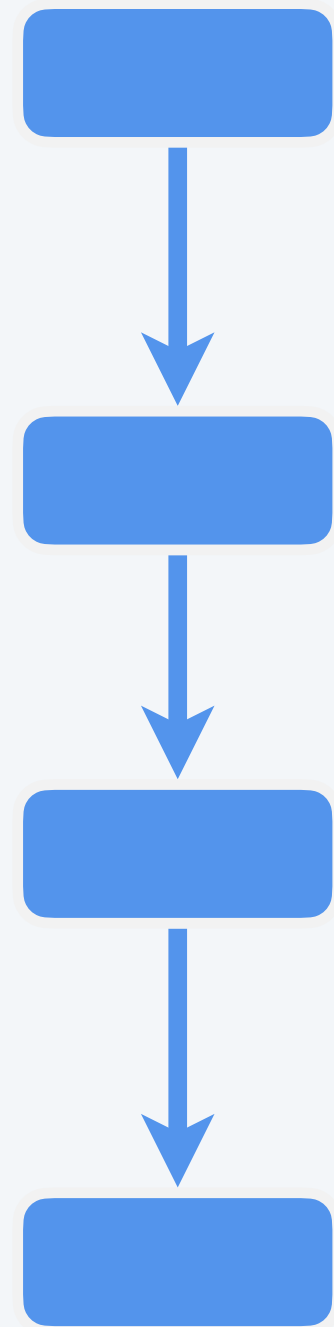
Basic building blocks of programs



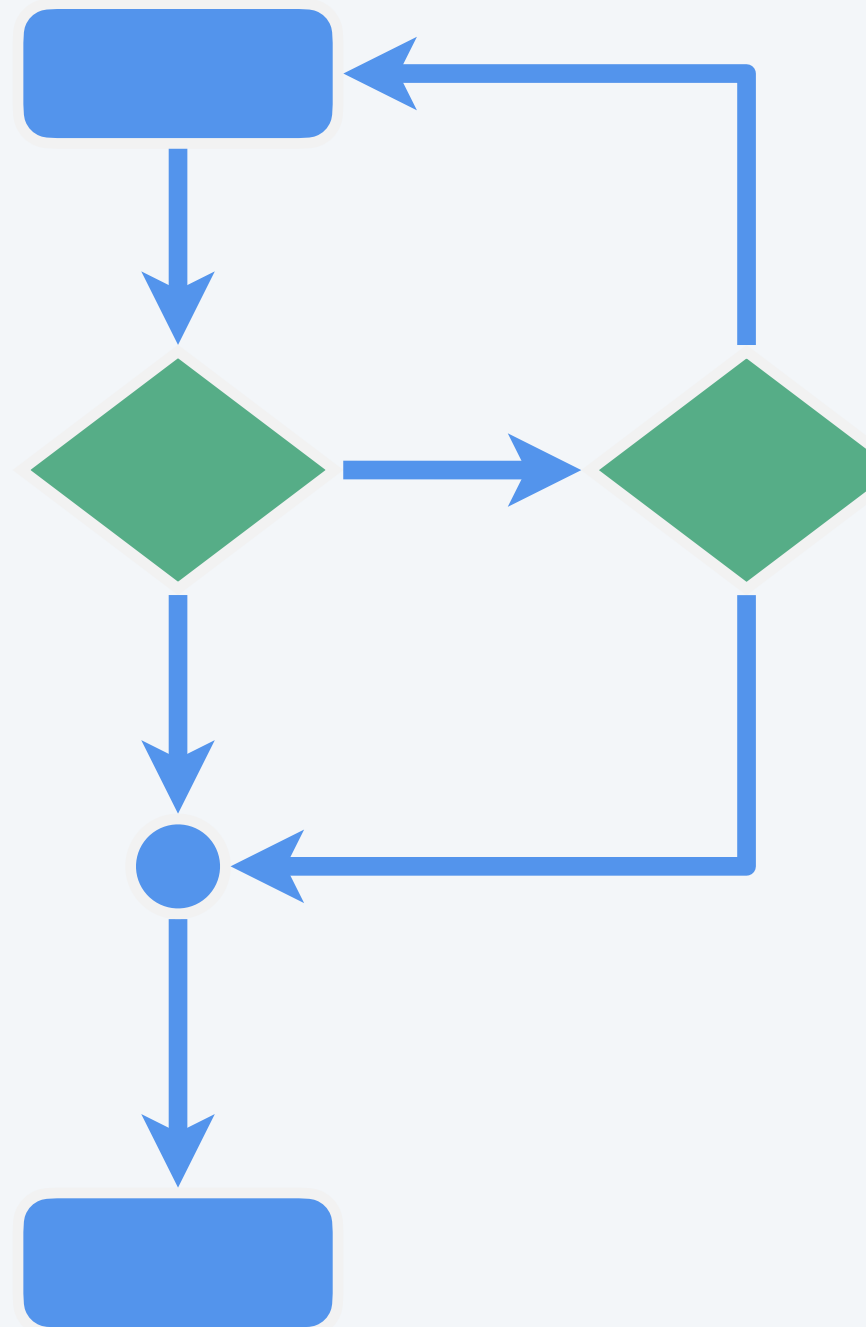
Control flow with conditionals and loops

Control flow. The sequence of statements that are actually executed in a program.

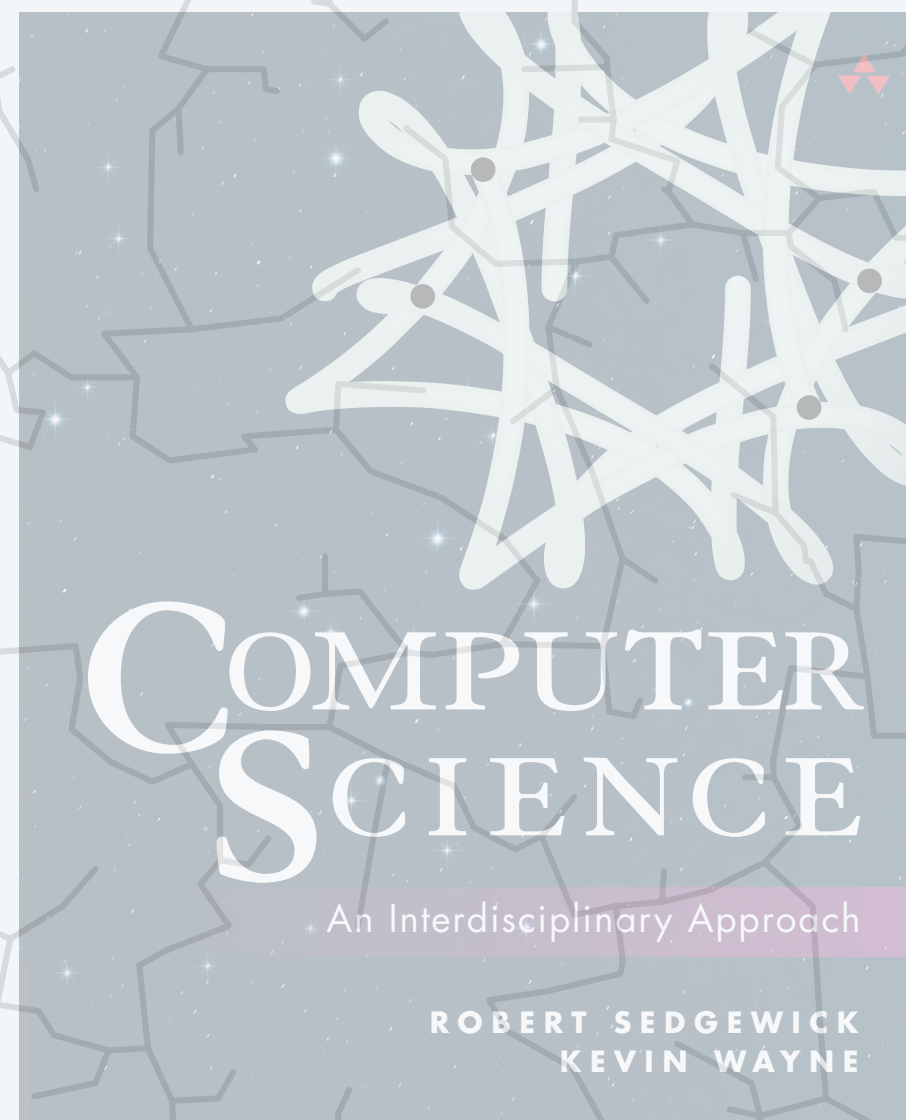
Conditionals and loops. Enable us to choreograph the program's control flow.



straight-line control flow
(last lecture)



control flow with conditionals and loops
(this week)



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1.3 CONDITIONALS

- ▶ *booleans*
- ▶ *if statements*
- ▶ *if-else statements*
- ▶ *nested conditionals*
- ▶ *case study: text-to-speech (years)*

Review: Java's core language types

A **data type** (or **type**) is a set of values together with operations on those values.

type	set of values	example values	typical operations
String	<i>sequences of characters</i>	"Hello, World" "I ❤️ COS 126!"	concatenate
int	<i>integers</i>	17 -12345	add, subtract, multiply, divide, compare, equality
double	<i>floating-point numbers</i>	2.5 -0.125	add, subtract, multiply, divide, compare, equality
boolean	<i>truth values</i>	true false	and, or, not, equality
char	<i>characters</i>	'A' '中'	compare

← *this lecture*

The *boolean* data type

Typical usage: expressing logic; making decisions; controlling program flow. *← foundation for conditionals and loops*

values	<i>true and false</i>		
literals	true false		
logical operations	<i>not</i>	<i>and</i>	<i>or</i>
logical operators	!	&&	

Truth table. Shows every possible input and its resulting output.

expression	value
!false	true
!true	false

truth table for NOT

expression	value
false && false	false
false && true	false
true && false	false
true && true	true

truth table for AND

expression	value
false false	false
false true	true
true false	true
true true	true

truth table for OR



Comparison operators in Java

Comparison operators. Compare two numeric values.

- Operands: two numeric expressions.  *can be literals, variables, or compound expressions*
- Evaluates to: a value of type `boolean`.

operator	meaning	true	false
<code>==</code>	<i>equal</i>	<code>2 == 2</code>	<code>2 == 3</code>
<code>!=</code>	<i>not equal</i>	<code>3 != 2</code>	<code>2 != 2</code>
<code><</code>	<i>less than</i>	<code>2 < 13</code>	<code>13 < 2</code>
<code><=</code>	<i>less than or equal</i>	<code>2 <= 2</code>	<code>3 <= 2</code>
<code>></code>	<i>greater than</i>	<code>13 > 2</code>	<code>2 > 13</code>
<code>>=</code>	<i>greater than or equal</i>	<code>2 >= 2</code>	<code>2 >= 3</code>

comparison operators in Java

Examples of comparison operators in practice

zero denominator?	<code>denominator == 0</code>	
non-negative discriminant?	<code>(b*b - 4.0*a*c) >= 0.0</code>	<i>parentheses for clarity: arithmetic operators have higher precedence than comparison operators</i>
divisible by 60?	<code>(minutes % 60) == 0</code>	
RGB color is not black?	<code>(red > 0) (green > 0) (blue > 0)</code>	<i>compound boolean expressions</i>
valid month?	<code>(month >= 1) && (month <= 12)</code>	
invalid month?	<code>!((month >= 1) && (month <= 12))</code>	
floating-point roundoff error	<code>(0.1 * 3.0) == 0.3</code>	<i>be careful when using == with floating-point numbers! (evaluates to false)</i>
string equality?	<code>args[0] == "Hello"</code>	<i>don't use == to compares strings! (evaluates to false)</i>

Example of computing with booleans: leap-year test

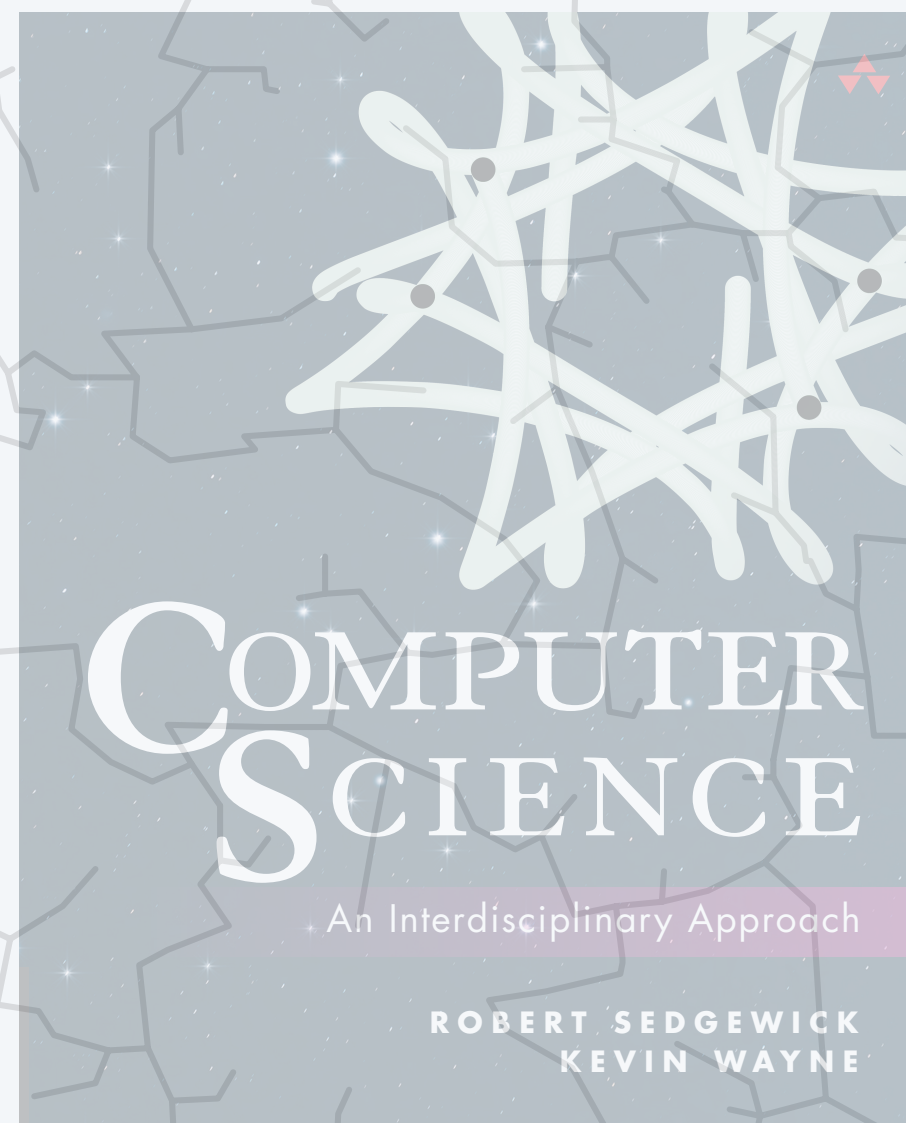
Q. Is a given year a leap year? $\longleftarrow$ *Gregorian calendar*

A. A year is a leap year if divisible by 400, or divisible by 4 but not 100.

```
public class LeapYear {  
    public static void main(String[] args) {  
  
        int year = Integer.parseInt(args[0]);  
        boolean isLeapYear;  
  
        // divisible by 4 but not 100  
        isLeapYear = (year % 4 == 0) && (year % 100 != 0);  
  
        // or divisible by 400  
        isLeapYear = isLeapYear || (year % 400 == 0);  
  
        System.out.println(isLeapYear);  
    }  
}
```

*when you print a boolean,
Java prints either true or false*

```
~/cos126/datatypes> java LeapYear 2024  
true  
  
~/cos126/datatypes> java LeapYear 2023  
false  
  
~/cos126/datatypes> java LeapYear 1900  
false  
  
~/cos126/datatypes> java LeapYear 2000  
true
```



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1.3 CONDITIONALS

- ▶ *booleans*
- ▶ *if statements*
- ▶ *if-else statements*
- ▶ *nested conditionals*
- ▶ *case study: text-to-speech (years)*

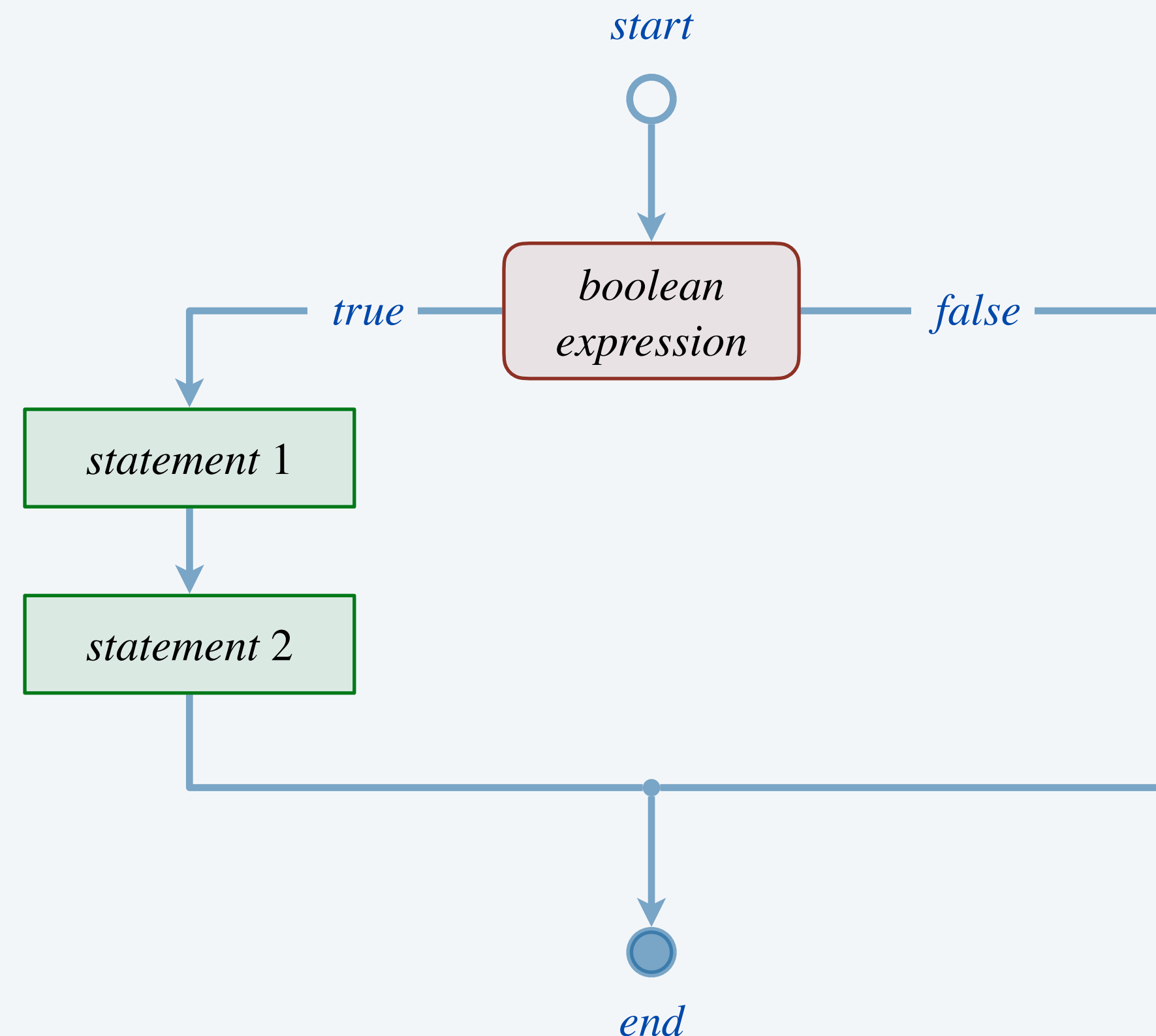
The *if* statement

Execute certain code only when a specified condition is true.

- Evaluate a boolean expression (the condition).
- If *true*, execute the statements in the code block (delimited by curly braces).
- If *false*, skip the block and continue with the next statement.

```
if (<boolean expression>) {  
    <statement 1>  
    <statement 2>  
}
```

if statement template



if statement flowchart

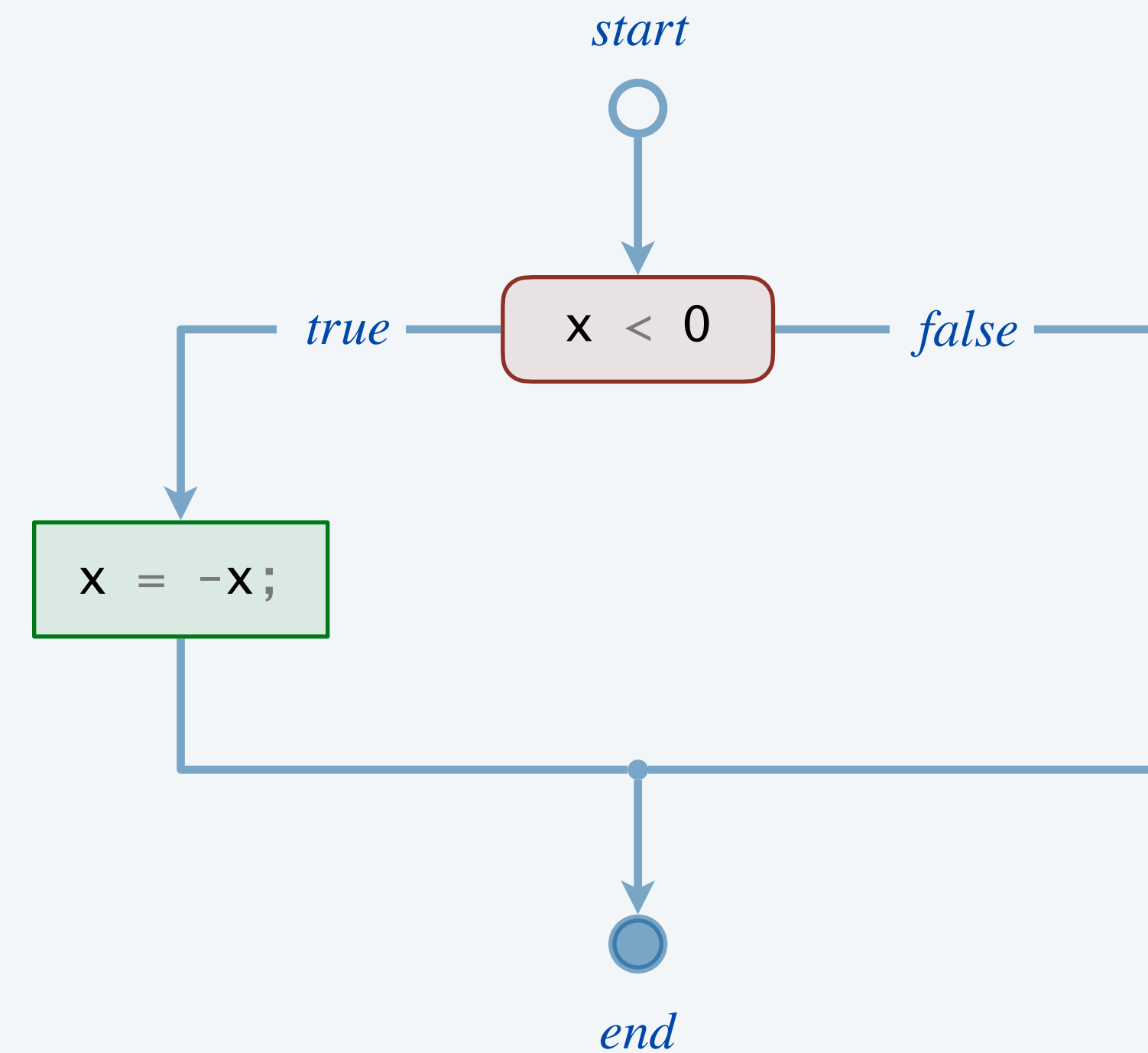
The *if* statement

Execute certain code only when a specified condition is true.

- **Evaluate** a boolean expression (the condition).
- If true, **execute** the statements inside the code block (delimited by curly braces).
- If false, **skip** the block and continue with the next statement.

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

replaces x with
its absolute value



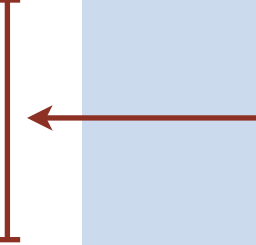
if statement flowchart

Code blocks

A code block groups a sequence of statements into a single unit.

- Assignment statements.
- Declaration statements.  *a variable declared within a block is “local”
(it is not accessible outside that block)*
- Other statements, including nested *if* statements.
- ...

```
public class TwoSort {  
    public static void main(String[] args) {  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
  
        if (b < a) {  
            int temp = a;  
            a = b;  
            b = temp;  
        }  
  
        System.out.println(a);  
        System.out.println(b);  
    }  
}
```

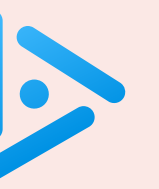


*code block
(swap values in a and b)*

```
~/cos126/conditionals> java TwoSort 1234 126  
126  
1234  
  
~/cos126/conditionals> java TwoSort 126 1234  
126  
1234
```

Examples of *if* statements in practice

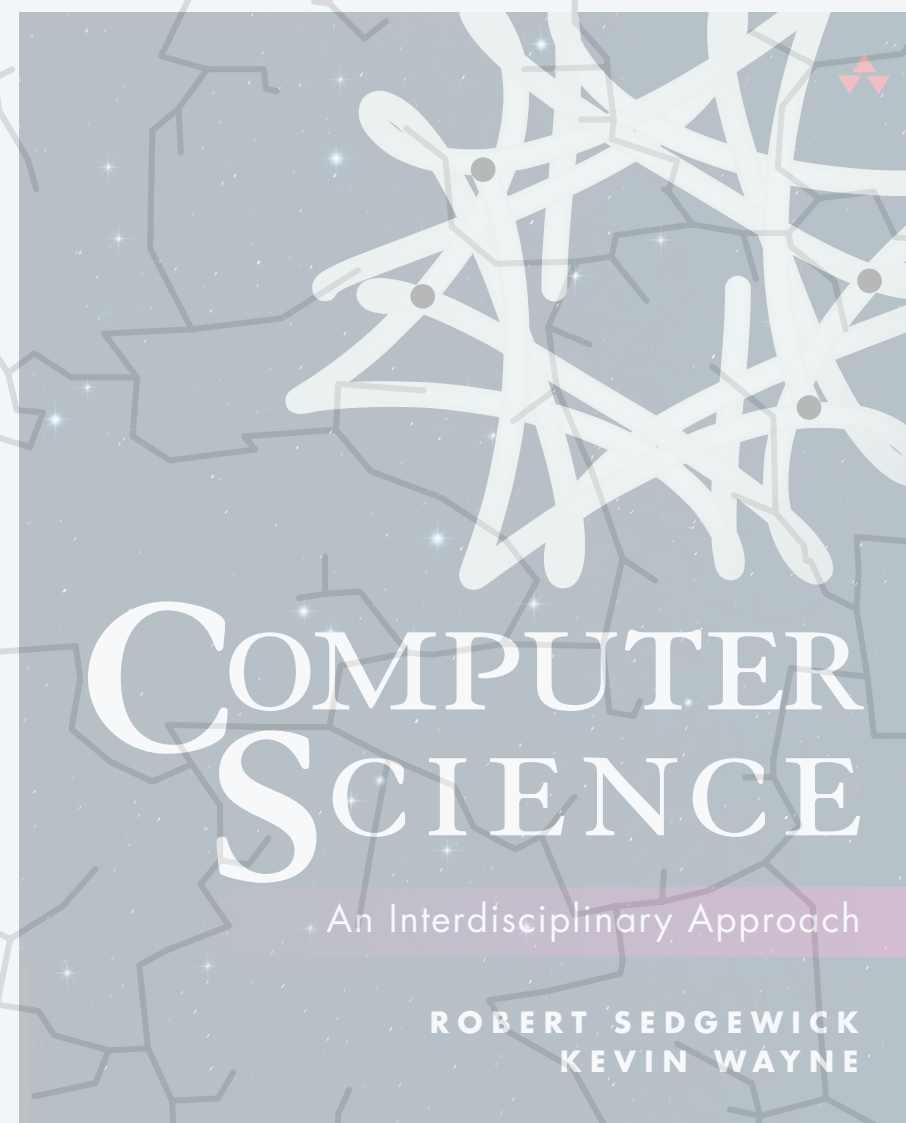
task	Java code	
<i>choose singular or plural suffix</i>	<pre>String result = price + " dollar"; if (price != 1) { result = result + "s"; }</pre>	
<i>check if donor is ineligible to donate blood</i>	<pre>if ((age < 16) (weight < 110)) { System.out.println("ineligible"); }</pre>	← <i>“compound” boolean expression</i>
<i>normalize minutes and hours</i>	<pre>if (minutes >= 60) { minutes = minutes - 60; hours = hours + 1; }</pre>	← <i>multiple statements inside the block</i>
<i>find the maximum of three integers</i>	<pre>int max = a; if (b > max) max = b; if (c > max) max = c;</pre>	← <i>curly braces optional when that block contains only one statement</i>



What is the result of compiling and executing this program?

- A. 6 6
- B. 6 7
- C. 7 6
- D. Compile-time error
- E. Runtime exception

```
public class Mystery1 {  
    public static void main(String[] args) {  
        int a = 6;  
        int b = 7;  
        int smallest = a;  
        int largest = b;  
  
        if (smallest > largest)  
            smallest = b;  
            largest = a;  
  
        System.out.println(smallest + " " + largest);  
    }  
}
```



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1.3 CONDITIONALS

- ▶ *booleans*
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- ▶ *if-else statements*
- ▶ *nested conditionals*
- ▶ *case study: text-to-speech (years)*

The *if-else* statement

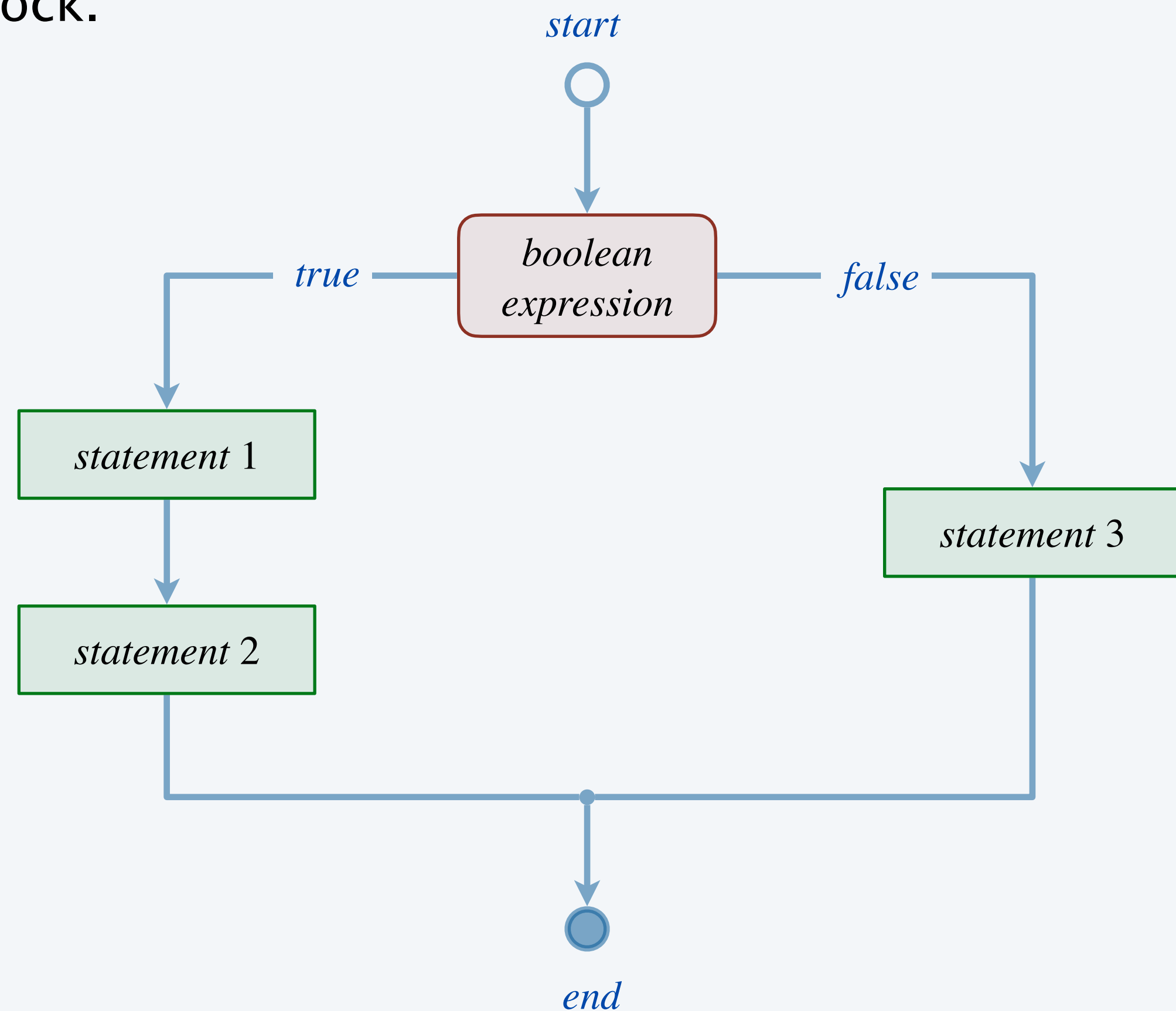
Execute one of two code blocks based on whether a specified condition is true.

- **Evaluate** a boolean expression (the condition).
- If true, **execute** the statements in the first code block.
- If false, **execute** the statements in the second code block.

```
if (<boolean expression>) {  
    <statement 1>  
    <statement 2>  
}  
else {  
    <statement 3>  
}
```

the else clause

if-else statement template



if-else statement flowchart

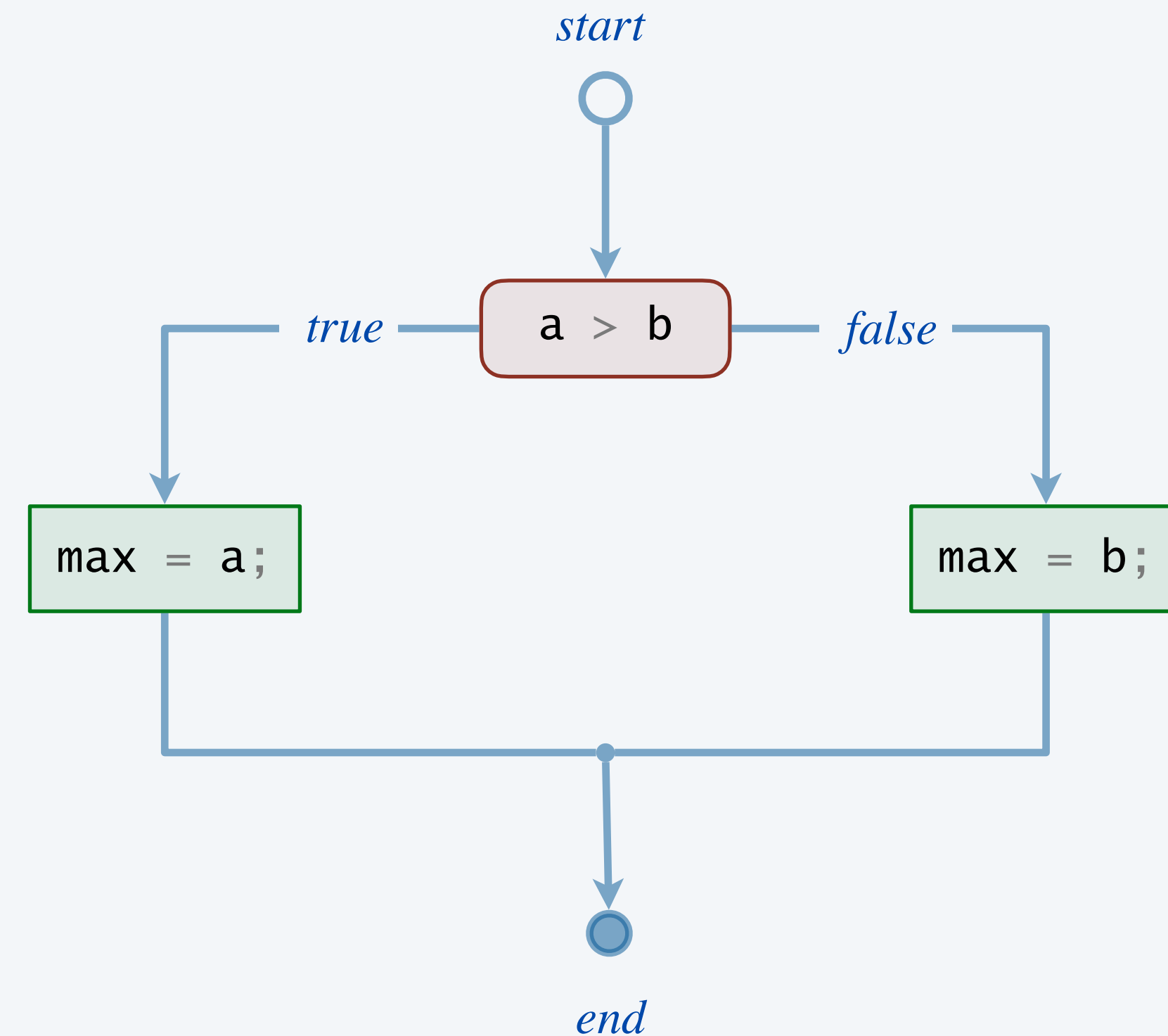
The *if-else* statement

Execute one of two code blocks based on whether a specified condition is true.

- Evaluate a boolean expression (the condition).
- If *true*, execute the statements in the first code block.
- If *false*, execute the statements in the second code block.

```
int max;  
if (a > b) {  
    max = a;  
}  
else {  
    max = b;  
}
```

sets max to the
larger of a and b



if-else statement flowchart

Quadratic formula error check

Ex. Error check for roots of quadratic equation $ax^2 + bx + c = 0$, assuming $a \neq 0$.

```
public class Quadratic {  
    public static void main(String[] args) {  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(args[2]);  
        double discriminant = b*b - 4.0*a*c;  
  
        if (discriminant < 0.0) {  
            System.out.println("no real roots");  
        }  
  
        else {  
            double d = Math.sqrt(discriminant);  
            double root1 = (-b + d) / (2.0*a);  
            double root2 = (-b - d) / (2.0*a);  
            System.out.println(root1);  
            System.out.println(root2);  
        }  
    }  
}
```

```
~/cos126/conditionals> java Quadratic 1.0 -3.0 2.0  
2.0  
1.0
```

$$x^2 - 3x + 2$$

```
~/cos126/conditionals> java Quadratic 1.0 -1.0 -1.0  
1.618033988749895  
-0.6180339887498949
```

$$x^2 - x - 1$$

```
~/cos126/conditionals> java Quadratic 1.0 1.0 1.0  
no real roots
```

$$x^2 + x + 1$$

Simulating a fair coin flip

Goal. Simulate a fair coin flip.



Helpful: `Math.random()` returns a `double` value in the range `[0, 1)`.

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

```
~/cos126/conditionals> java CoinFlip  
Heads
```

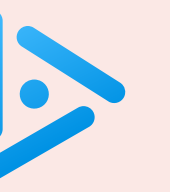
```
~/cos126/conditionals> java CoinFlip  
Tails
```

```
~/cos126/conditionals> java CoinFlip  
Tails
```

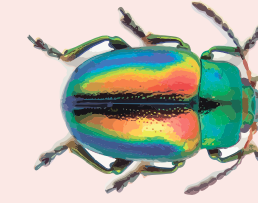
Bottom line. Conditionals let a program take different actions depending on a variable's value.

Examples of *if-else* statements in practice

task	Java code	
<i>simulate a fair bet</i>	<pre>double r = Math.random(); if (r < 0.5) cash = cash + bet; else cash = cash - bet;</pre>	 <i>curly braces are optional when that block contains only one statement</i>
<i>check whether a number is odd or even</i>	<pre>String parity; if (n % 2 == 0) parity = "even"; else parity = "odd";</pre>	 <i>even: ..., -4, -2, 0, 2, 4, ...</i>
<i>compute integer remainder (with guard clause)</i>	<pre>if (denominator == 0) { System.out.println("division by zero"); } else { int remainder = numerator % denominator; System.out.println("remainder = " + remainder); }</pre>	 <i>preferred style: delimit every block with curly braces (even when optional)</i>

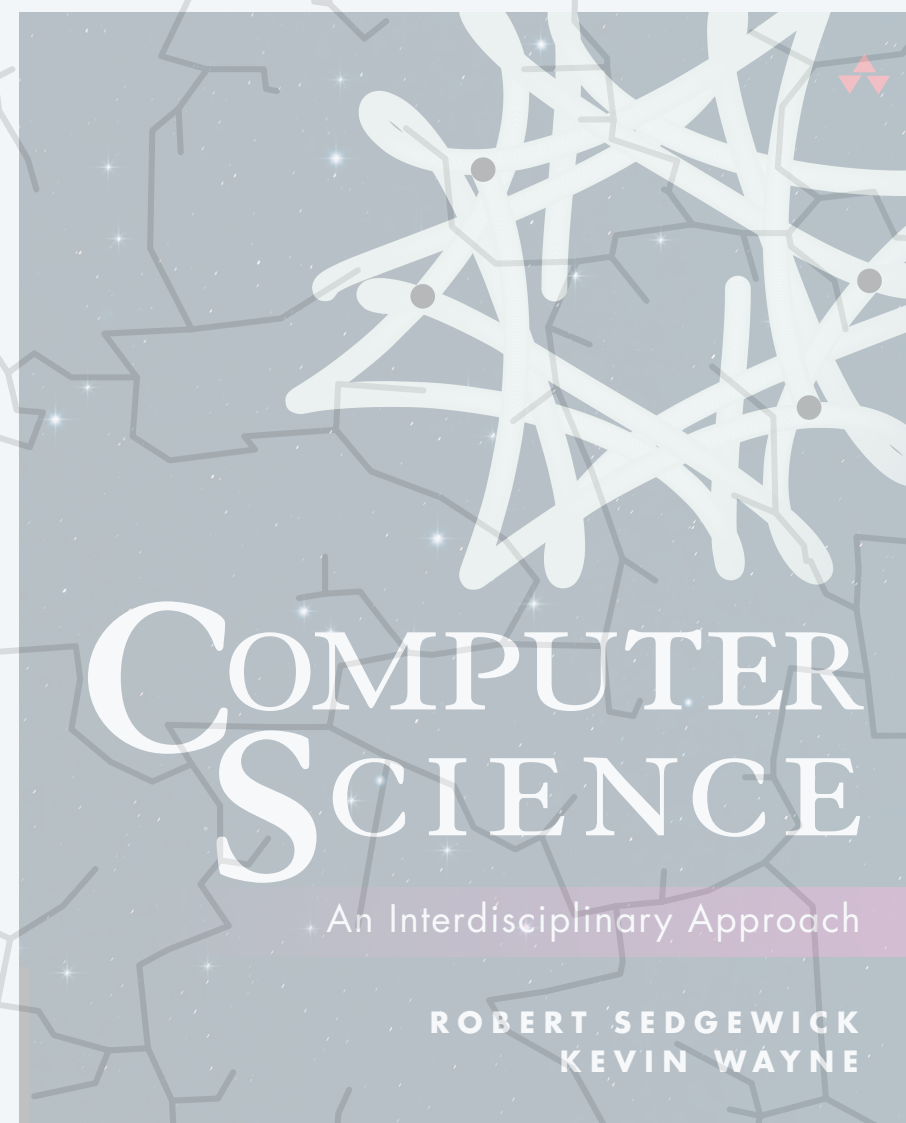


What does this code print if $x = -123$? Hint: there's a bug.



- A. *prints "positive"*
- B. *prints "not positive"*
- C. *prints nothing*
- D. *compile-time error*
- E. *runtime exception*

```
boolean isPositive = (x > 0);  
if (isPositive = true)  
    System.out.println("positive");  
else  
    System.out.println("not positive");
```



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1.3 CONDITIONALS

- ▶ *booleans*
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Nesting conditionals: rock, paper, scissors

Three-way selection: rock, paper, scissors.

```
public class RockPaperScissors {  
    public static void main(String[] args) {  
        int r = (int) (Math.random() * 3);
```

0, 1, or 2

```
        if (r == 0) {  
            System.out.println("Rock");  
        }
```

```
        else {
```

```
            if (r == 1) {  
                System.out.println("Paper");  
            }
```

```
            else {
```

```
                System.out.println("Scissors");  
            }
```

```
        }
```

```
    }
```

```
}
```

```
~/cos126/conditionals> java RockPaperScissors  
Rock
```

```
~/cos126/conditionals> java RockPaperScissors  
Scissors
```

*if-else statement nested
inside the else clause
of another if statement*

Bottom line. Exactly one print statement executes.

Nesting conditionals: marginal tax rate

Multiway selection. Given income, calculate marginal tax rate.

```
public class TaxRate {
    public static void main(String[] args) {
        int income = Integer.parseInt(args[0]);
        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
                        rate = 0.35;
                }
            }
        }

        System.out.println(rate);
    }
}
```

income	rate
0 – \$47,449	22%
\$47,450 – \$114,649	25%
\$114,650 – \$174,699	28%
\$174,700 – \$311,949	33%
\$311,950 +	35%

*if statement nested
within an if statement*

*if statement nested
within an if statement
within an if statement*

*if statement nested
within an if statement
within an if statement
within an if statement*

```
~/cos126/conditionals> java TaxRate 100000
0.25
```

Multiway selection shorthand

Curly braces optional here: Each block contains a single (compound) statement.

```
public class TaxRate {
    public static void main(String[] args) {
        int income = Integer.parseInt(args[0]);
        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
            rate = 0.35;

        System.out.println(rate);
    }
}
```

← 5 mutually exclusive alternatives

income	rate
0 – \$47,449	22%
\$47,450 – \$114,649	25%
\$114,650 – \$174,699	28%
\$174,700 – \$311,949	33%
\$311,950 +	35%

Bottom line. Exactly one assignment statement executes.

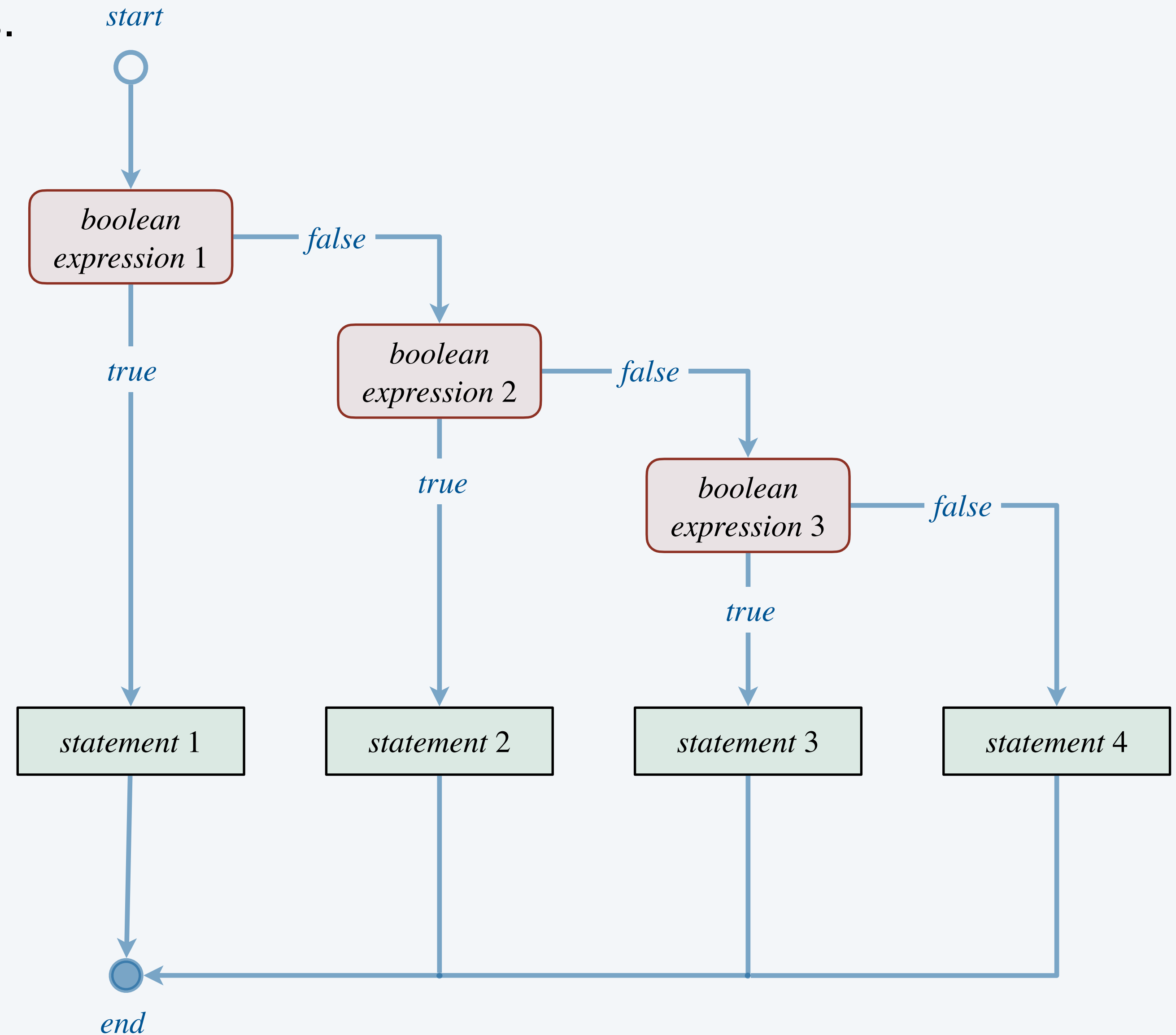
```
~/cos126/conditionals> java TaxRate 100000
0.25
```

A ladder of nested *if-else* statements

Multiway selection. Exactly one alternative executes.

```
if (<boolean expression 1>) {  
    <statement 1>  
}  
else if (<boolean expression 2>) {  
    <statement 2>  
}  
else if (<boolean expression 3>) {  
    <statement 3>  
}  
else {  
    <statement 4>  
}
```

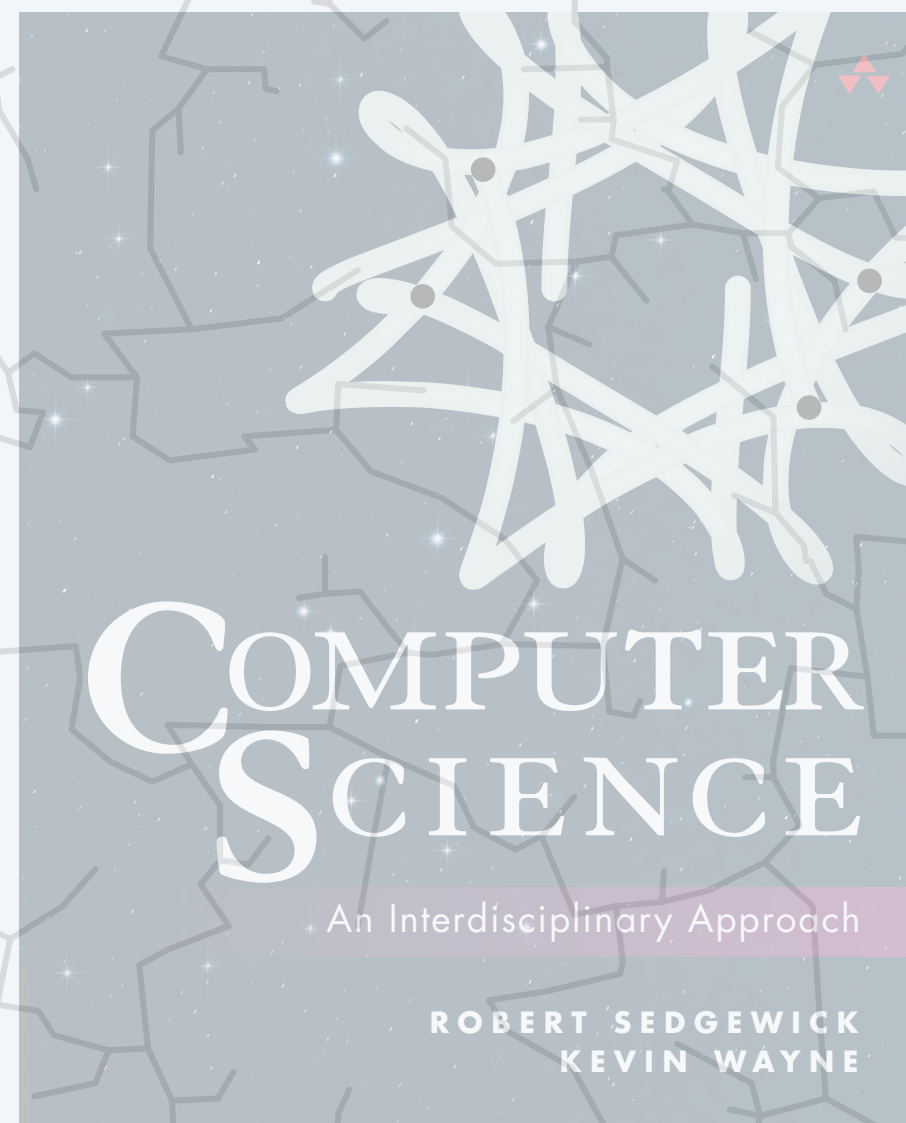
if-else ladder template



if-else ladder flowchart

Examples of multiway selection in practice

task	Java code
<i>classify flow regime based on Reynolds number (ratio of inertial to viscous forces)</i>	<pre>if (reynolds <= 2000.0) { System.out.println("laminar flow"); } else if (reynolds >= 3500.0) { System.out.println("turbulent flow"); } else { System.out.println("transitional flow"); }</pre> ← exactly one of 3 alternatives executes
<i>compute sign function</i> $\text{sign}(x) = \begin{cases} -1 & \text{if } x < 0 \\ 0 & \text{if } x = 0 \\ +1 & \text{if } x > 0 \end{cases}$	<pre>double sign; if (x < 0.0) sign = -1.0; else if (x > 0.0) sign = +1.0; else sign = 0.0;</pre> ← exactly one of 3 alternatives executes



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1.3 CONDITIONALS

- *booleans*
- *if statements*
- *if-else statements*
- *nested conditionals*
- *case study: text-to-speech (years)*

How to speak a year in English

Goal. Convert a numeric year (1 – 9999) into the way it is typically spoken in English.

- Split the year into two two-digit numbers; say each pair aloud.
- Special cases:
 - year ends in 000: say *thousand* for last three digits
 - year ends in 00 (but not 000): say *hundred* for last two digits
 - year ends in 01 to 09: say *oh* followed by the single digit
 - year begins with 00: skip the first two digits

year	spoken
2024	<i>twenty twenty-four</i>
1776	<i>seventeen seventy-six</i>
2000	<i>two thousand</i>
1700	<i>seventeen hundred</i>
1901	<i>nineteen oh one</i>
0026	<i>twenty-six</i>
12345	<i>invalid year</i>

ENGLISH VOCABULARY

The YEAR in English

Woodward ENGLISH

Years

Years are normally divided into two parts.

1984
nineteen eighty-four

1066 *ten sixty-six*
1652 *sixteen fifty-two*
1941 *nineteen forty-one*
2017 *twenty seventeen*

When a year ends in a number between 01 and 09, then that last part is pronounced as the name of the letter O + number.
1709 *seventeen O nine*
1901 *nineteen O one*

When a year ends in 00 (e.g. 1600), then the year is said as the digits before 00, and then hundred.
1300 *thirteen hundred*
1800 *eighteen hundred*

2000 - 2010

For the year 2000 you say (the year) **two thousand**.
For the years 2001 to 2010, we normally say **two thousand and + number**.
2001 *two thousand and one*
2005 *two thousand and five*
2008 *two thousand and eight*

After 2010

For the first years after 2010, you may hear two different versions.
2012 *two thousand and twelve*
2012 *twenty twelve*
They are both used and correct. Now, we continue to say the year divided into two parts as before.

www.grammar.cl

www.woodwardenglish.com

www.vocabulary.cl



Main idea. Concatenate pre-recorded audio clips to speak the output.



word(s)	audio clip(s)
1–99	1.wav, 2.wav, 3.wav, ...
<i>hundred</i>	hundred.wav
<i>thousand</i>	thousand.wav
<i>oh</i>	oh.wav
audio vocabulary	

Applications.

- Talking clocks and timers.
- Train schedule announcements.
- Interactive telephone voice response systems.

Note. Output is limited by the available recorded words.



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

```
        int year = Integer.parseInt(args[0]);  
        int firstTwoDigits = year / 100;  
        int lastTwoDigits = year % 100;
```

```
        if (year % 1000 == 0) {  
            int firstDigit = year / 1000;  
            StdAudio.play(firstDigit + ".wav");  
            StdAudio.play("thousand.wav");  
        }
```

```
    else {
```

```
        if (firstTwoDigits > 0)  
            StdAudio.play(firstTwoDigits + ".wav");
```

```
        if (lastTwoDigits == 0)  
            StdAudio.play("hundred.wav");
```

```
        else {  
            if (lastTwoDigits < 10)  
                StdAudio.play("oh.wav");  
  
            StdAudio.play(lastTwoDigits + ".wav");  
        }
```

```
    }
```

```
}
```

```
}
```

← assumption: year is between 1 and 9999

← compute the first two and last two digits of the year

← if the year ends in 000,
say the first digit, then "thousand"

← say the first two digits (skip 00)

← if the year ends in 00 (but not 000),
say "hundred"

← if the year ends in 01 to 09, say "oh"

← say the last two digits



Principle. Supply inputs that exercise every possible execution path in the program. *← ensures that every line of code is executed by at least one test*



```
~/cos126/conditionals> java-introcs SayYear 2024 ← typical case
[speaks "twenty twenty-four"]

~/cos126/conditionals> java-introcs SayYear 1776 ← typical case
[speaks "seventeen seventy-six"]

~/cos126/conditionals> java-introcs SayYear 2000 ← year ends in 01 to 09
[speaks "two thousand"]

~/cos126/conditionals> java-introcs SayYear 1700 ← year ends in 000
[speaks "seventeen hundred"]

~/cos126/conditionals> java-introcs SayYear 1901 ← year ends in 00 (but not 000)
[speaks "nineteen oh one"]

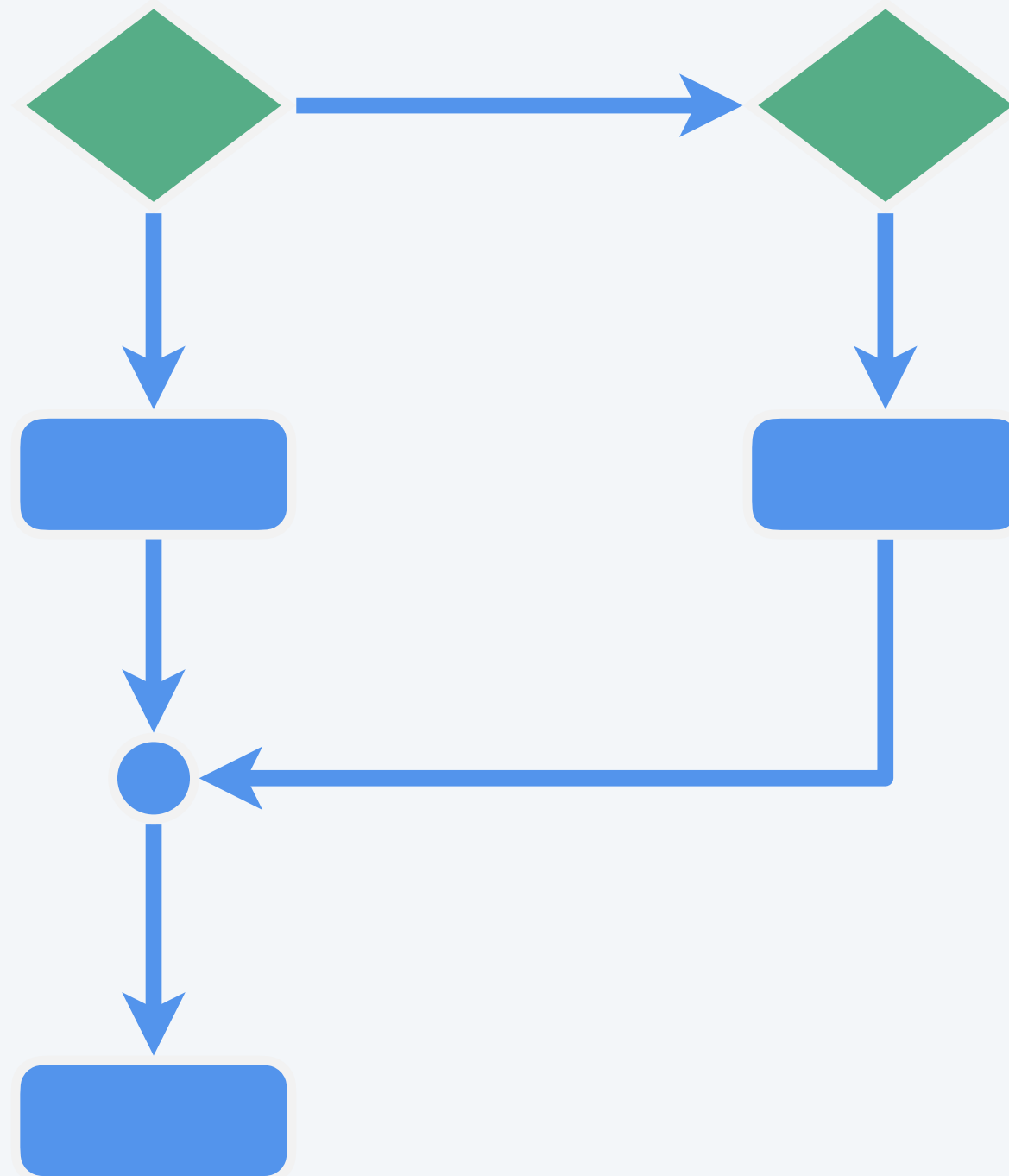
~/cos126/conditionals> java-introcs SayYear 26 ← year begins with 00
[speaks "twenty-six"]
```

Summary

One-way selection. An **if** statement.

Binary selection. An **if-else** statement.

Multiway selection. A ladder of nested **if-else** statements.



control flow with conditionals

Credits

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