

# Selections



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## Comparison Operators

Java Operator	Mathematics Symbol	Name	Example (radius is 5)	Result
<	<	less than	<code>radius &lt; 0</code>	<code>false</code>
<=	≤	less than or equal to	<code>radius &lt;= 0</code>	<code>false</code>
>	>	greater than	<code>radius &gt; 0</code>	<code>true</code>
>=	≥	greater than or equal to	<code>radius &gt;= 0</code>	<code>true</code>
==	=	equal to	<code>radius == 0</code>	<code>false</code>
!=	≠	not equal to	<code>radius != 0</code>	<code>true</code>



## if-else

```

if (radius >= 0) {
    area = radius * radius * 3.14159;
    System.out.println("The area for the " +
        "circle of radius " + radius + " is " + area);
}
else {
    System.out.println("Negative input");
}

```



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## Common Errors

❖ Adding a **semicolon** at the end of an **if** clause is a common mistake.

```

if (radius >= 0) ; ← Wrong
{
    area = radius*radius*PI;
    System.out.println( "The area for the circle is " + area);
}

```

❖ This mistake is hard to find, because it is not a compilation error or a runtime error, it is a **logic** error.

❖ This error often occurs when you use the next-line block style.



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## Logical Operators

<u>Operator</u>	<u>Name</u>
!	not
&&	and
	or
^	exclusive or



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## switch Statements

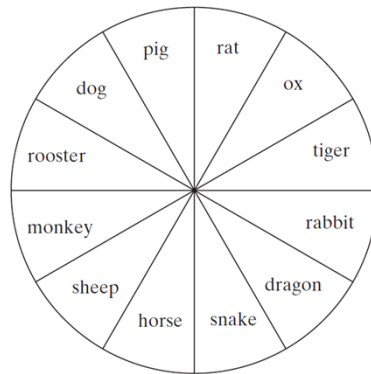
```
switch (status) {  
    case 0: compute taxes for single filers;  
        break;  
    case 1: compute taxes for married file jointly;  
        break;  
    case 2: compute taxes for married file separately;  
        break;  
    case 3: compute taxes for head of household;  
        break;  
    default: System.out.println("Errors: invalid status");  
        System.exit(1);  
}
```



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## Problem: Chinese Zodiac

Write a program that prompts the user to enter a year and displays the animal for the year.



$\text{year \% 12} = \left\{ \begin{array}{l} 0: \text{ monkey} \\ 1: \text{ rooster} \\ 2: \text{ dog} \\ 3: \text{ pig} \\ 4: \text{ rat} \\ 5: \text{ ox} \\ 6: \text{ tiger} \\ 7: \text{ rabbit} \\ 8: \text{ dragon} \\ 9: \text{ snake} \\ 10: \text{ horse} \\ 11: \text{ sheep} \end{array} \right.$



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## Conditional Operator

```

if (x > 0)
  y = 1;
else
  y = -1;

```

❖ is equivalent to:

```

y = (x > 0) ? 1 : -1;
(boolea-expression) ? expression1 : expression2

```



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## Conditional Operator

```
if (num % 2 == 0)
    System.out.println(num + "is even");
else
    System.out.println(num + "is odd");
```



```
System.out.println( (num % 2 == 0) ?
    num + "is even" : num + "is odd");
```



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## Formatting Output

❖ Use the **printf** statement:

```
System.out.printf( format, items );
```

- Where format is a string that may consist of substrings and **format specifiers**.
- A format specifier specifies how an item should be displayed.
- An item may be a numeric value, character, boolean value, or a string.
- Each specifier begins with a **percent** sign.



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## Frequently-Used Specifiers

<u>Specifier</u>	<u>Output</u>	<u>Example</u>
<b>%b</b>	a boolean value	true or false
<b>%c</b>	a character	'a'
<b>%d</b>	a decimal integer	200
<b>%f</b>	a floating-point number	45.460000
<b>%e</b>	a number in standard scientific notation	4.556000e+01
<b>%s</b>	a string	"Java is cool"

```
int count = 5;
double amount = 45.56;
System.out.printf("count is %d and amount is %f", count, amount);
```

items

```
display count is 5 and amount is 45.560000
```

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## Operator Precedence

- ❖ var++, var--
- ❖ +, - (Unary plus and minus), ++var,--var
- ❖ (type) Casting
- ❖ ! (Not)
- ❖ \*, /, % (Multiplication, division, and remainder)
- ❖ +, - (Binary addition and subtraction)
- ❖ <, <=, >, >= (Comparison)
- ❖ ==, !=; (Equality)
- ❖ ^ (Exclusive OR)
- ❖ && (Conditional AND) Short-circuit AND
- ❖ || (Conditional OR) Short-circuit OR
- ❖ =, +=, -=, \*=, /=, %= (Assignment operator)

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## Operator Precedence and Associativity

- ❖ The expression in the parentheses is evaluated first. (Parentheses can be nested, in which case the expression in the inner parentheses is executed first.)
- ❖ When evaluating an expression without parentheses, the operators are applied according to the precedence rule and the **associativity rule**.
- ❖ If operators with the same precedence are next to each other, their associativity determines the order of evaluation. All binary operators except assignment operators are **left-associative**.



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## Operator Associativity

- ❖ When two operators with the same precedence are evaluated, the *associativity* of the operators determines the order of evaluation.
- ❖ All binary operators except assignment operators are **left-associative**.  
 $a - b + c - d$  is equivalent to  $((a - b) + c) - d$
- ❖ Assignment operators are **right-associative**.  
 Therefore, the expression  
 $a = b += c = 5$  is equivalent to  $a = (b += (c = 5))$



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