

## Selections



EECS2030 B & G: Advanced  
Object Oriented Programming  
Fall 2025

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## Learning Outcomes



- The Boolean Data Type
- if Statement
- Compound vs. Primitive Statement
- Logical Operations
- Common Errors and Pitfalls

## Extra Practice?



- Java project archive: `Lecture_02_Selections.zip` contains some of the lecture examples.  
Expanded it: *remaining examples* and *your own examples* !
- *Optional (but recommended): Videos 10 – 17* from W19 Java tutorial:  
[https://www.eecs.yorku.ca/~jackie/teaching/tutorials/index.html#java\\_from\\_scratch](https://www.eecs.yorku.ca/~jackie/teaching/tutorials/index.html#java_from_scratch)

## Motivating Examples (1.1)



```
1 import java.util.Scanner;
2 public class ComputeArea {
3     public static void main(String[] args) {
4         Scanner input = new Scanner(System.in);
5         System.out.println("Enter the radius of a circle:");
6         double radiusFromUser = input.nextDouble();
7         final double PI = 3.14;
8         double area = radiusFromUser * radiusFromUser * PI;
9         System.out.print("Circle with radius " + radiusFromUser);
10        System.out.println(" has an area of " + area);
11        input.close();
12    }
13 }
```

- When the above Java class is run as a Java Application, **Line 4** is executed first, followed by executing **Line 5**, ..., and ended with executing **Line 11**.
- In **Line 6**, the radius value comes from the user. Any problems?

## Motivating Examples (1.2)

- If the user enters a positive radius value as expected:

```
Enter the radius of a circle:
3
Circle with radius 3.0 has an area of 28.26
```

- However, if the user enters a negative radius value:

```
Enter the radius of a circle:
-3
Circle with radius -3.0 has an area of 28.26
```

In this case, the area should *not* have been calculated!

- We need a mechanism to take **selective actions**:  
Act differently in response to *valid* and *invalid* input values.

5 of 66

## Motivating Examples (2.1)

**Problem:** Take an integer value from the user, then output a message indicating if the number is negative, zero, or positive.

- Here is an example run of the program:

```
Enter a number:
5
You just entered a positive number.
```

- Here is another example run of the program:

```
Enter a number:
-5
You just entered a negative number.
```

- Your solution program must accommodate *all* possibilities!

6 of 66

## Motivating Examples (2.2)

- So far, you only learned about writing programs that are executed top to bottom, line by line, without ever **branching**.
- In general, we need a mechanism to allow the program to:
  - Check a list of *conditions*; and
  - Branch** its execution accordingly.
- e.g., To solve the above problem, we have 3 possible branches:
  - If** the user input is negative, then we execute the first branch that prints You just entered a negative number.
  - If** the user input is zero, then we execute the second branch that prints You just entered zero.
  - If** the user input is positive, then we execute the third branch that prints You just entered a positive number.

7 of 66

## The boolean Data Type

- A (data) type denotes a set of related *runtime values*.
- We need a **data type** whose values suggest either a condition *holds*, or it *does not hold*, so that we can take selective actions.
- The Java **boolean** type consists of 2 **literal values**: *true*, *false*
- All **relational expressions** have the boolean type.

Math Symbol	Java Operator	Example (r is 5)	Result
$\leq$	<code>&lt;=</code>	<code>r &lt;= 5</code>	<i>true</i>
$\geq$	<code>&gt;=</code>	<code>r &gt;= 5</code>	<i>true</i>
$=$	<code>==</code>	<code>r == 5</code>	<i>true</i>
$<$	<code>&lt;</code>	<code>r &lt; 5</code>	<i>false</i>
$>$	<code>&gt;</code>	<code>r &gt; 5</code>	<i>false</i>
$\neq$	<code>!=</code>	<code>r != 5</code>	<i>false</i>

**Note.** You may do the following rewritings:

- `x <= y`      `x > y`      `x != y`      `x == y`
- `!(x > y)`      `!(x <= y)`      `!(x == y)`      `!(x != y)`

8 of 66

## Syntax of if Statement



```
if ( BooleanExpression1 ) { /* Mandatory */
    Statement1,1; Statement2,1;
}
else if ( BooleanExpression2 ) { /* Optional */
    Statement2,1; Statement2,2;
}
... /* as many else-if branches as you like */
else if ( BooleanExpressionn ) { /* Optional */
    Statementn,1; Statementn,2;
}
else { /* Optional */
    /* when all previous branching conditions are false */
    Statement1; Statement2;
}
```

9 of 66

## Semantics of if Statement (1.2)



Consider a **single if statement** as consisting of:

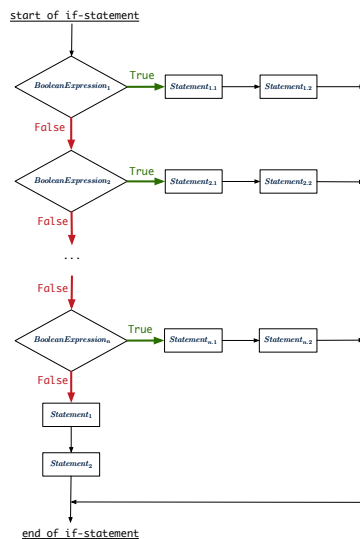
- An if branch
- A (possibly empty) list of else if branches
- An optional else branch

At **runtime**:

- Branches of the if statement are **executed** from top to bottom.
- We only evaluate the **condition** of a branch if those conditions of its **preceding branches** evaluate to **false**.
- The **first** branch whose **condition** evaluates to **true** gets its body (i.e., code wrapped within { and }) **executed**.
  - After this execution, all **later** branches are **ignored**.

11 of 66

## Semantics of if Statement (1.1)



10 of 66

## Semantics of if Statement: Case 1



**Only** first satisfying branch **executed**; later branches **ignored**.

```
int i = -4;
if(i < 0) {
    System.out.println("i is negative");
}
else if(i < 10) {
    System.out.println("i is less than than 10");
}
else if(i == 10) {
    System.out.println("i is equal to 10");
}
else {
    System.out.println("i is greater than 10");
}
```

i is negative

12 of 66

## Semantics of if Statement: Case 2



**Only** first satisfying branch *executed*; later branches *ignored*.

```
int i = 5;
if(i < 0) {
    System.out.println("i is negative");
}
else if(i < 10) {
    System.out.println("i is less than than 10");
}
else if(i == 10) {
    System.out.println("i is equal to 10");
}
else {
    System.out.println("i is greater than 10");
}
```

i is less than 10

13 of 66

## Semantics of if Statement: Case 4



No satisfying branches, and an else part is present, then the *default action* is executed.

```
int i = 12;
if(i < 0) {
    System.out.println("i is negative");
}
else if(i < 10) {
    System.out.println("i is less than than 10");
}
else if(i == 10) {
    System.out.println("i is equal to 10");
}
else {
    System.out.println("i is greater than 10");
}
```

i is greater than 10

15 of 66

## Semantics of if Statement: Case 3



**Only** first satisfying branch *executed*; later branches *ignored*.

```
int i = 10;
if(i < 0) {
    System.out.println("i is negative");
}
else if(i < 10) {
    System.out.println("i is less than than 10");
}
else if(i == 10) {
    System.out.println("i is equal to 10");
}
else {
    System.out.println("i is greater than 10");
}
```

i is equal to 10

14 of 66

## Semantics of if Statement: Case 5



No satisfying branches, and an else part is absent, then *nothing* is executed.

```
int i = 12;
if(i < 0) {
    System.out.println("i is negative");
}
else if(i < 10) {
    System.out.println("i is less than than 10");
}
else if(i == 10) {
    System.out.println("i is equal to 10");
}
```

16 of 66

## Logical Operators

- **Logical** operators are used to create **compound** Boolean expressions.
  - Similar to **arithmetic** operators for creating compound number expressions.
  - **Logical** operators can combine Boolean expressions that are built using the **relational** operators.  
e.g., `1 <= x && x <= 10`  
e.g., `x < 1 || x > 10`
- We consider three logical operators:

Java Operator	Description	Meaning
!	logical negation	not
&&	logical conjunction	and
	logical disjunction	or

17 of 66

## Logical Negation

- Logical **negation** is a **unary** operator (i.e., one operand being a Boolean expression).
- The result is the "negated" value of its operand.

Operand op	!op
true	false
false	true

```
double radius = input.nextDouble();
final double PI = 3.14;
boolean isPositive = radius > 0;
if (!isPositive) { /* not the case that isPositive is true */
    System.out.println("Error: radius value must be positive.");
}
else {
    System.out.println("Area is " + radius * radius * PI);
}
```

18 of 66

## Logical Conjunction

- Logical **conjunction** is a **binary** operator (i.e., two operands, each being a Boolean expression).
- The conjunction is **true** only when both operands are **true**.
- If one of the operands is **false**, their conjunction is **false**.

Left Operand op1	Right Operand op2	op1 && op2
true	true	true
true	false	false
false	true	false
false	false	false

```
int age = input.nextInt();
boolean isOldEnough = age >= 45;
boolean isNotTooOld = age < 65;
if (!isOldEnough) { /* young */ }
else if (isOldEnough && isNotTooOld) { /* middle-aged */ }
else { /* senior */ }
```

19 of 66

## Logical Disjunction

- Logical **disjunction** is a **binary** operator (i.e., two operands, each being a Boolean expression).
- The disjunction is **false** only when both operands are **false**.
- If one of the operands is **true**, their disjunction is **true**.

Left Operand op1	Right Operand op2	op1    op2
false	false	false
true	false	true
false	true	true
true	true	true

```
int age = input.nextInt();
boolean isSenior = age >= 65;
boolean isChild = age < 18;
if (isSenior || isChild) { /* discount */ }
else { /* no discount */ }
```

20 of 66

## Logical Laws: Negation

- The **negation** of a **strict inequality** is a **non-strict inequality**.

Relation	Negation	Equivalence
$i > j$	$!(i > j)$	$i \leq j$
$i \geq j$	$!(i \geq j)$	$i < j$
$i < j$	$!(i < j)$	$i \geq j$
$i \leq j$	$!(i \leq j)$	$i > j$

- e.g.,

<pre>if (i &gt; j) {     /* Action 1 */ } else { /* !(i &gt; j) */     /* Action 2 */ }</pre>	equivalent to	<pre>if (i &lt;= j) {     /* Action 2 */ } else { /* !(i &lt;= j) */     /* Action 1 */ }</pre>
---	---------------	---

- Action 1 is executed when  $i > j$
- Action 2 is executed when  $i \leq j$ .

21 of 66

## Case Study: Error Handling of Input Radius (2)

The same problem can be solved by checking the **condition** of valid inputs first.

```
public class ComputeArea2 {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.println("Enter a radius value:");
        double radius = input.nextDouble();
        final double PI = 3.14159;
        if (radius >= 0) { /* condition of valid inputs */
            double area = radius * radius * PI;
            System.out.println("Area is " + area);
        }
        else { /* implicit: !(radius >= 0), or radius < 0 */
            System.out.println("Error: Negative radius value!");
        }
        input.close();
    }
}
```

23 of 66

## Case Study: Error Handling of Input Radius (1)

**Problem:** Prompt user for radius value of a circle. Print an error message if input is negative; otherwise, print the calculated area.

```
public class ComputeArea {
    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        System.out.println("Enter a radius value:");
        double radius = input.nextDouble();
        final double PI = 3.14159;
        if (radius < 0) { /* condition of invalid inputs */
            System.out.println("Error: Negative radius value!");
        }
        else { /* implicit: !(radius < 0), or radius >= 0 */
            double area = radius * radius * PI;
            System.out.println("Area is " + area);
        }
        input.close();
    }
}
```

22 of 66

## Logical Laws: DeMorgan for Conjunction

Say we have two Boolean expressions  $B_1$  and  $B_2$ :

- What does  $!(B_1 \ \&\& \ B_2)$  mean?  
It is **not** the case that **both**  $B_1$  and  $B_2$  are **true**.
- What does  $!B_1 \ || \ !B_2$  mean?  
It is **either**  $B_1$  is **false**,  $B_2$  is **false**, or both are **false**.
- Both expressions are equivalent! [proved by the truth table]

$B_1$	$B_2$	$!(B_1 \ \&\& \ B_2)$	$!B_1 \    \ !B_2$
true	true	false	false
true	false	true	true
false	true	true	true
false	false	true	true

24 of 66

## Logical Laws: DeMorgan for Disjunction



Say we have two Boolean expressions  $B_1$  and  $B_2$ :

- What does  $!(B_1 \ || \ B_2)$  mean?

It is **not** the case that either  $B_1$  is *true*,  $B_2$  is *true*, or both are *true*.

- What does  $!B_1 \ \&\& \ !B_2$  mean?

Both  $B_1$  and  $B_2$  are *false*.

- Both expressions are equivalent! [proved by the truth table]

$B_1$	$B_2$	$!(B_1 \    \ B_2)$	$!B_1 \ \&\& \ !B_2$
true	true	false	false
true	false	false	false
false	true	false	false
false	false	true	true

25 of 66

## Example: DeMorgan for Disjunction



```
if(i < 0 || i > 10) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 2* executed?  $0 \leq i \ \&\& \ i \leq 10$

```
if(i < 0 || true) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 1* executed? *true*
- When is *Action 2* executed? *false* (i.e.,  $i \geq 0 \ \&\& \ \text{false}$ )

```
if(i < 10 || i >= 10) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 1* executed? *true*
- When is *Action 2* executed? *false* (i.e.,  $i \geq 10 \ \&\& \ i < 10$ )

**Lesson:** Be careful not to write branching conditions that use  $||$  but always evaluate to *true*.

27 of 66

## Example: DeMorgan for Conjunction



```
if(0 <= i && i <= 10) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 2* executed?  $i < 0 \ || \ i > 10$

```
if(i < 0 && false) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 1* executed? *false*
- When is *Action 2* executed? *true* (i.e.,  $i \geq 0 \ || \ \text{true}$ )

```
if(i < 0 && i > 10) { /* Action 1 */ }
else { /* Action 2 */ }
```

- When is *Action 1* executed? *false*
- When is *Action 2* executed? *true* (i.e.,  $i \geq 0 \ || \ i \leq 10$ )

**Lesson:** Be careful not to write branching conditions that use  $\&\&$  but always evaluate to *false*.

26 of 66

## Operator Precedence



- Operators with *higher* precedence are evaluated before those with *lower* precedence.

e.g.,  $2 + 3 * 5$

- For the three *logical operators*, negation (!) has the highest precedence, then conjunction (&&), then disjunction (||).

e.g.,  $\text{true} \ || \ \text{true} \ \&\& \ \text{false}$  means

- $\text{true} \ || \ (\text{true} \ \&\& \ \text{false})$ , rather than
- $(\text{true} \ || \ \text{true}) \ \&\& \ \text{false}$

- When unsure, use *parentheses* to force the precedence.

28 of 66

## Operator Associativity



- When operators with the **same precedence** are grouped together, we evaluate them from left to right.

e.g.,  $1 + 2 - 3$  means

$((1 + 2) - 3)$

e.g., `false || true || false` means

`((false || true) || false)`

29 of 66

## Two-Way if Statement without else Part



```
if (radius >= 0) {  
    area = radius * radius * PI;  
    System.out.println("Area for the circle of is " + area);  
}
```

An if statement with the missing else part is equivalent to an if statement with an else part that does nothing.

```
if (radius >= 0) {  
    area = radius * radius * PI;  
    System.out.println("Area for the circle of is " + area);  
}  
else {  
    /* Do nothing. */  
}
```

30 of 66

## Primitive Statement vs. Compound Statement



- A **statement** is a block of Java code that modifies value(s) of some variable(s).
- An assignment (=) statement is a **primitive statement**:  
It only modifies its left-hand-side (LHS) variable.
- An if statement is a **compound statement**:  
Each of its branches may modify more than one variables via other statements (e.g., assignments, if statements).

31 of 66

## Compound if Statement: Example



```
1 int x = input.nextInt();  
2 int y = 0;  
3 if (x >= 0) {  
4     System.out.println("x is positive");  
5     if (x > 10) { y = x * 2; }  
6     else if (x < 10) { y = x % 2; }  
7     else { y = x * x; }  
8 }  
9 else { /* x < 0 */  
10     System.out.println("x is negative");  
11     if (x < -5) { y = -x; }  
12 }
```

**Exercise:** Draw a flow chart for the above compound statement.

32 of 66



## Multi-Way if Statement with else Part



```
if (score >= 80.0) {
    System.out.println("A");
}
else if (score >= 70.0) {
    System.out.println("B");
}
else if (score >= 60.0) {
    System.out.println("C");
}
else {
    System.out.println("F");
}

if (score >= 80.0) {
    System.out.println("A");
}
else { /* score < 80.0 */
    if (score >= 70.0) {
        System.out.println("B");
    }
    else { /* score < 70.0 */
        if (score >= 60.0) {
            System.out.println("C");
        }
        else { /* score < 60.0 */
            System.out.println("F");
        }
    }
}
```

**Exercise:** Draw the corresponding flow charts for both programs. Convince yourself that they are equivalent.

33 of 66

## Multi-Way if Statement without else Part



```
String letterGrade = "F";
if (score >= 80.0) {
    letterGrade = "A";
}
else if (score >= 70.0) {
    letterGrade = "B";
}
else if (score >= 60.0) {
    letterGrade = "C";
}
```

In this case, since we already assign an initial, default value "F" to variable `letterGrade`, so when all the branch conditions evaluate to *false*, then the default value is kept.

Compare the above example with the example in slide 56.

34 of 66

## One if Stmt vs. Multiple if Stmts (1)



**Question:** Do these two programs behave same at runtime?

```
if(i >= 3) {System.out.println("i is >= 3");}
else if(i <= 8) {System.out.println("i is <= 8");}
```

```
if(i >= 3) {System.out.println("i is >= 3");}
if(i <= 8) {System.out.println("i is <= 8");}
```

**Question:** Do these two programs behave same at runtime?

```
if(i <= 3) {System.out.println("i is <= 3");}
else if(i >= 8) {System.out.println("i is >= 8");}
```

```
if(i <= 3) {System.out.println("i is <= 3");}
if(i >= 8) {System.out.println("i is >= 8");}
```

35 of 66

## One if Stmt vs. Multiple if Stmts (2)



```
int i = 5;
if(i >= 3) {System.out.println("i is >= 3");}
else if(i <= 8) {System.out.println("i is <= 8");}
```

i is >= 3

```
int i = 5;
if(i >= 3) {System.out.println("i is >= 3");}
if(i <= 8) {System.out.println("i is <= 8");}
```

i is >= 3  
i is <= 8

Two versions behave *differently* because the two conditions  $i \geq 3$  and  $i \leq 8$  *may* be satisfied simultaneously.

36 of 66

## One if Stmt vs. Multiple if Stmts (3)



```
int i = 2;
if(i <= 3) {System.out.println("i is <= 3");}
else if(i >= 8) {System.out.println("i is >= 8");}
```

```
i is <= 3
```

```
int i = 2;
if(i <= 3) {System.out.println("i is <= 3");}
if(i >= 8) {System.out.println("i is >= 8");}
```

```
i is <= 3
```

Two versions behave *the same* because the two conditions  $i \leq 3$  and  $i \geq 8$  *cannot* be satisfied simultaneously.

37 of 66

## Common Error 1: Independent if Statements with Overlapping Conditions



```
if (marks >= 80) {
    System.out.println("A");
}
if (marks >= 70) {
    System.out.println("B");
}
if (marks >= 60) {
    System.out.println("C");
}
else {
    System.out.println("F");
}
/* Consider marks = 84 */
```

```
if (marks >= 80) {
    System.out.println("A");
}
else if (marks >= 70) {
    System.out.println("B");
}
else if (marks >= 60) {
    System.out.println("C");
}
else {
    System.out.println("F");
}
/* Consider marks = 84 */
```

- *Conditions* in a list of if statements are checked *independently*.
- In a single if statement, *only* the *first satisfying branch* is executed.

38 of 66

## Overlapping Conditions: Exercise (1)



- Does this program always print exactly one line?

```
if(x < 0) { println("x < 0"); }
if(0 <= x && x < 10) { println("0 <= x < 10"); }
if(10 <= x && x < 20) { println("10 <= x < 20"); }
if(x >= 20) { println("x >= 20"); }
```

- **Yes**, because the branching conditions for the **four** if-statements are all *non-overlapping*.
- That is, any two of these conditions *cannot be satisfied simultaneously*:
  - $x < 0$
  - $0 \leq x \text{ \&\& } x < 10$
  - $10 \leq x \text{ \&\& } x < 20$
  - $x \geq 20$

39 of 66

## Overlapping Conditions: Exercise (2)



- Does this program always print exactly one line?

```
if(x < 0) { println("x < 0"); }
else if(0 <= x && x < 10) { println("0 <= x < 10"); }
else if(10 <= x && x < 20) { println("10 <= x < 20"); }
else if(x >= 20) { println("x >= 20"); }
```

- **Yes**, because it's a **single** if-statement:  
Only *the first satisfying branch* is executed.
- But, can it be simplified?  
**Hint:** In a single if-statement, a branch is executed only if **all** **earlier branching conditions** fail.

40 of 66

## Overlapping Conditions: Exercise (3)



- This simplified version is equivalent:

```
1 if(x < 0) { println("x < 0"); }
2 else if(x < 10) { println("0 <= x < 10"); }
3 else if(x < 20) { println("10 <= x < 20"); }
4 else { println("x >= 20"); }
```

- At runtime, the 2nd condition `x < 10` at **L2** is checked only when the 1st condition at **L1** **fails** (i.e., `!(x < 0)`, or equivalently, `x >= 0`).
- At runtime, the 3rd condition `x < 20` at **L3** is checked only when the 2nd condition at **L2** **fails** (i.e., `!(x < 10)`, or equivalently, `x >= 10`).
- At runtime, the else (default) branch at **L4** is reached only when the 3rd condition at **L3** **fails** (i.e., `!(x < 20)`, or equivalently, `x >= 20`).

41 of 66

## Scope of Variables (1)



When you declare a variable, there is a limited **scope** where the variable can be used.

- If the variable is declared directly under the `main` method, then all lines of code (including branches of `if` statements) may either **re-assign** a new value to it or **use** its value.

```
public static void main(String[] args) {
    int i = input.nextInt();
    System.out.println("i is " + i);
    if (i > 0) {
        i = i * 3; /* both use and re-assignment, why? */
    }
    else {
        i = i * -3; /* both use and re-assignment, why? */
    }
    System.out.println("3 * |i| is " + i);
}
```

42 of 66

## Scope of Variables (2.1)



- If the variable is declared under an `if` branch, an `else if` branch, or an `else` branch, then only lines of code appearing within that branch (i.e., its body) may either **re-assign** a new value to it or **use** its value.

```
public static void main(String[] args) {
    int i = input.nextInt();
    if (i > 0) {
        int j = i * 3; /* a new variable j */
        if (j > 10) { ... }
    }
    else {
        int j = i * -3; /* a new variable also called j */
        if (j < 10) { ... }
    }
}
```

43 of 66

## Scope of Variables (2.2)



- A variable declared under an `if` branch, an `else if` branch, or an `else` branch, cannot be **re-assigned** or **used** outside its scope.

```
public static void main(String[] args) {
    int i = input.nextInt();
    if (i > 0) {
        int j = i * 3; /* a new variable j */
        if (j > 10) { ... }
    }
    else {
        int k = i * -3; /* a new variable also called j */
        if (j < k) { ... } x
    }
}
```

44 of 66

## Scope of Variables (2.3)

- A variable declared under an `if` branch, `else if` branch, or `else` branch, cannot be **re-assigned** or **used** outside its scope.

```

1 public static void main(String[] args) {
2     int i = input.nextInt();
3     if (i > 0) {
4         int j = i * 3; /* a new variable j */
5         if (j > 10) { ... }
6     }
7     else {
8         int j = i * -3; /* a new variable also called j */
9         if (j < 10) { ... }
10    }
11    System.out.println("i * j is " + (i * j));
12 }

```

- A variable **cannot** be referred to outside its declared scope. [e.g., illegal use of `j` at L11]
- A variable **can** be used:
  - within its declared scope [e.g., use of `i` at L11]
  - within sub-scopes of its declared scope [e.g., use of `i` at L4, L8]

45 of 66

## Scope of Variables (2.4)

How about **input** parameters and **return** value?

```

1 public class SumApp {
2     public static void main(String[] args) {
3         Scanner input = new Scanner(System.in);
4         int i = input.nextInt();
5         int j = input.nextInt();
6         int k = Utilities.getSum(i, j);
7         System.out.println(k);
8     }
}

```

```

public class Utilities {
    public static int getSum(int x, int y) {
        int result = x + y;
        return result;
    }
}

```

- Scope of `i, j, k`? [SumApp.main]
- Scope of `x, y, result`? [Utilities.getSum]
- L5 is as if we wrote: `int k = result;`  
where `result` stores the value computed by executing `getSum`

46 of 66

## General vs. Specific Boolean Conditions (1)

Two or more conditions **overlap** if they can evaluate to **true** simultaneously.

e.g., Say `marks` is declared as an integer variable:

- `marks >= 80` and `marks >= 70` overlap. [why?]
  - Values 80, 81, 82, ... make both conditions **true**
  - `marks >= 80` has **fewer** satisfying values than `marks >= 70`
  - We say `marks >= 80` is more **specific** than `marks >= 70`
  - Or, we say `marks >= 70` is more **general** than `marks >= 80`
- `marks <= 65` and `marks <= 75` overlap. [why?]
  - Values 65, 64, 63, ... make both conditions **true**
  - `marks <= 65` has **fewer** satisfying values than `marks <= 75`
  - We say `marks <= 65` is more **specific** than `marks <= 75`
  - Or, we say `marks <= 75` is more **general** than `marks <= 65`

47 of 66

## General vs. Specific Boolean Conditions (2)

Say we have two overlapping conditions `x >= 5` and `x >= 0`:

- What values make both conditions **true**? [5, 6, 7, ...]
- Which condition is more **general**? [`x >= 0`]
- If we have a single `if` statement, then having this order

```

if(x >= 5) { System.out.println("x >= 5"); }
else if(x >= 0) { System.out.println("x >= 0"); }

```

is different from having this order

```

if(x >= 0) { System.out.println("x >= 0"); }
else if(x >= 5) { System.out.println("x >= 5"); }

```

- Say `x` is 5, then we have
  - What output from the first program? [`x >= 5`]
  - What output from the second program? [`x >= 0`, not **specific** enough!]
- The cause of the "**not-specific-enough**" problem of the second program is that we did not check the more **specific** condition (`x >= 5`) before checking the more **general** condition (`x >= 0`).

48 of 66

## Common Error 2: if-elseif Statement with Most General Condition First (1)

```
if (gpa >= 2.5) {
    graduateWith = "Pass";
}
else if (gpa >= 3.5) {
    graduateWith = "Credit";
}
else if (gpa >= 4) {
    graduateWith = "Distinction";
}
else if (gpa >= 4.5) {
    graduateWith = "High Distinction" ;
}
```

The above program will:

- Not award a "High Distinction" to  $gpa == 4.8$ .
- Why?

49 of 66

## Common Error 2: if-elseif Statement with Most General Condition First (2)

- Always **"sort"** the branching conditions s.t. the more *specific* conditions are checked before the more *general* conditions.

```
if (gpa >= 4.5) {
    graduateWith = "High Distinction" ;
}
else if (gpa >= 4) {
    graduateWith = "Distinction";
}
else if (gpa >= 3.5) {
    graduateWith = "Credit";
}
else if (gpa >= 2.5) {
    graduateWith = "Pass";
}
else { graduateWith = "Fail"; }
```

50 of 66

## Short-Circuit Evaluation (1)

- Both *Logical operators*  $\&\&$  and  $\|\|$  evaluate from left to right.
- Operator  $\&\&$  continues to evaluate only when operands so far evaluate to *true*.

```
if (x != 0 && y / x > 2) {
    /* do something */
}
else {
    /* print error */ }
```

- Operator  $\|\|$  continues to evaluate only when operands so far evaluate to *false*.

```
if (x == 0 || y / x <= 2) {
    /* print error */
}
else {
    /* do something */ }
```

51 of 66

## Short-Circuit Evaluation (2)

- Both *Logical operators*  $\&\&$  and  $\|\|$  evaluate from left to right.
- Short-Circuit Evaluation is not exploited: crash when  $x == 0$

```
if (y / x > 2 && x != 0) {
    /* do something */
}
else {
    /* print error */ }
```

- Short-Circuit Evaluation is not exploited: crash when  $x == 0$

```
if (y / x <= 2 || x == 0) {
    /* print error */
}
else {
    /* do something */ }
```

52 of 66

## Common Error 3: Missing Braces (1)



Confusingly, braces can be omitted if the block contains a **single** statement.

```
final double PI = 3.1415926;
Scanner input = new Scanner(System.in);
double radius = input.nextDouble();
if (radius >= 0)
    System.out.println("Area is " + radius * radius * PI);
```

In the above code, it is as if we wrote:

```
final double PI = 3.1415926;
Scanner input = new Scanner(System.in);
double radius = input.nextDouble();
if (radius >= 0) {
    System.out.println("Area is " + radius * radius * PI);
}
```

53 of 66

## Common Error 4: Misplaced Semicolon



Semicolon (;) in Java marks *the end of a statement* (e.g., assignment, if statement).

```
if (radius >= 0); {
    area = radius * radius * PI;
    System.out.println("Area is " + area);
}
```

This program will calculate and output the area even when the input radius is *negative*, why? Fix?

```
if (radius >= 0) {
    area = radius * radius * PI;
    System.out.println("Area is " + area);
}
```

55 of 66

## Common Error 3: Missing Braces (2)



Your program will *misbehave* when a block is supposed to execute **multiple statements**, but you forget to enclose them within braces.

```
final double PI = 3.1415926;
Scanner input = new Scanner(System.in);
double radius = input.nextDouble();
double area = 0;
if (radius >= 0)
    area = radius * radius * PI;
    System.out.println("Area is " + area);
```

This program will **mistakenly** print "Area is 0.0" when a *negative* number is input by the user, why? Fix?

```
if (radius >= 0) {
    area = radius * radius * PI;
    System.out.println("Area is " + area);
}
```

54 of 66

## Common Error 5: Variable Not Properly Re-Assigned



```
1 String graduateWith = "";
2 if (gpa >= 4.5) {
3     graduateWith = "High Distinction" ; }
4 else if (gpa >= 4) {
5     graduateWith = "Distinction"; }
6 else if (gpa >= 3.5) {
7     graduateWith = "Credit"; }
8 else if (gpa >= 2.5) {
9     graduateWith = "Pass"; }
```

The above program will award "" to *gpa* == 1.5. Why?

Possible Fix 1: Change the *initial value* in Line 1 to "Fail".

Possible Fix 2: Add an *else* branch after Line 9:

```
else { graduateWith = "fail" }
```

56 of 66

Compare this example with the example in slide 34

## Common Errors 6: Ambiguous else (1)



```
if (x >= 0)
    if (x > 100) {
        System.out.println("x is larger than 100");
    }
    else {
        System.out.println("x is negative");
    }
}
```

- When x is 20, this program considers it as negative. Why?  
∴ else clause matches the **most recent** unmatched if clause.  
∴ The above is as if we wrote:

```
if (x >= 0) {
    if (x > 100) {
        System.out.println("x is larger than 100");
    }
    else {
        System.out.println("x is negative");
    }
}
```

57 of 66

## Common Errors 6: Ambiguous else (2)



- Fix?  
Use pairs of curly braces ({} ) to force what you really mean to specify!

```
if (x >= 0) {
    if (x > 100) {
        System.out.println("x is larger than 100");
    }
}
else {
    System.out.println("x is negative");
}
```

58 of 66

## Common Pitfall 1: Updating Boolean Variable



```
boolean isEven;
if (number % 2 == 0) {
    isEven = true;
}
else {
    isEven = false;
}
```

**Correct**, but **simplifiable**: `boolean isEven = (number%2 == 0);`  
Similarly, how would you simply the following?

```
if (isEven == false) {
    System.out.println("Odd Number");
}
else {
    System.out.println("Even Number");
}
```

**Simplify** `isEven == false` to `!isEven`

59 of 66

## Beyond this lecture...



- Create a **console tester** in Eclipse.  
Try out the examples given in the slides.
- Solve the motivating example in **Slide 5**.
- Optional (but recommended): Videos 10 – 17** from W19 Java tutorial:  
[https://www.eecs.yorku.ca/~jackie/teaching/tutorials/index.html#java\\_from\\_scratch](https://www.eecs.yorku.ca/~jackie/teaching/tutorials/index.html#java_from_scratch)

60 of 66

## Index (1)

Learning Outcomes

Extra Practice?

Motivating Examples (1.1)

Motivating Examples (1.2)

Motivating Examples (2.1)

Motivating Examples (2.2)

The `boolean` Data Type

Syntax of `if` Statement

Semantics of `if` Statement (1.1)

Semantics of `if` Statement (1.2)

Semantics of `if` Statement: Case 1

61 of 66

## Index (2)

Semantics of `if` Statement: Case 2

Semantics of `if` Statement: Case 3

Semantics of `if` Statement: Case 4

Semantics of `if` Statement: Case 5

Logical Operators

Logical Operators: Negation

Logical Operators: Conjunction

Logical Operators: Disjunction

Logical Laws: Negation

Case Study: Error Handling of Input Radius (1)

Case Study: Error Handling of Input Radius (2)

62 of 66

## Index (3)

Logical Laws: DeMorgan for Conjunction

Logical Laws: DeMorgan for Disjunction

Example: DeMorgan for Conjunction

Example: DeMorgan for Disjunction

Operator Precedence

Operator Associativity

Two-Way `if` Statement without `else` Part

Primitive Statement vs. Compound Statement

Compound `if` Statement: Example

Multi-Way `if` Statement with `else` Part

Multi-Way `if` Statement without `else` Part

63 of 66

## Index (4)

One `if` Stmt vs. Multiple `if` Stmts (1)

One `if` Stmt vs. Multiple `if` Stmts (2)

One `if` Stmt vs. Multiple `if` Stmts (3)

Common Error 1: Independent `if` Statements with Overlapping Conditions

Overlapping Conditions: Exercise (1)

Overlapping Conditions: Exercise (2)

Overlapping Conditions: Exercise (3)

Scope of Variables (1)

Scope of Variables (2.1)

Scope of Variables (2.2)

64 of 66



## Index (5)



Scope of Variables (2.3)

Scope of Variables (2.4)

General vs. Specific Boolean Conditions (1)

General vs. Specific Boolean Conditions (2)

Common Error 2: `if-elseif` Statement with Most General Condition First (1)

Common Error 2: `if-elseif` Statement with Most General Condition First (2)

Short-Circuit Evaluation (1)

Short-Circuit Evaluation (2)

Common Error 3: Missing Braces (1)

65 of 66

## Index (6)



Common Error 3: Missing Braces (2)

Common Error 4: Misplaced Semicolon

Common Error 5:

Variable Not Properly Re-Assigned

Common Error 6: Ambiguous `else` (1)

Common Error 6: Ambiguous `else` (2)

Common Pitfall 1: Updating Boolean Variable

Beyond this lecture...

66 of 66