Computational Expression

Conditionals

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Computational Thinking: a problem solving process

- Decomposition
- Pattern Recognition
- Abstraction
- Algorithm Design
Algorithms

**Algorithm** is a procedure for solving a problem in terms of the *actions* to be executed and the *order* in which those actions are to be executed.
Algorithms

- **Algorithm** is a procedure for solving a problem in terms of the *actions* to be executed and the *order* in which those actions are to be executed.
We may need to be able to make decisions (selection) and repeat actions (looping) in our programs to allow for more complex programs.

Selection and looping are common to all programming languages. The way they implement these concepts, however, may differ from language to language.
Three Groups of Control Structures

1. **Sequential Structure**
   - It is just built into the language itself.
Control Structures

Three Groups of Control Structures

1. Sequential Structure
2. Selection Structures
   - **if** : single selection
   - **if/else** : double or multiple selection
   - **switch** : multiple selection

![Conditional (Decision) Diagram]
Control Structures

Three Groups of Control Structures

1. Sequential Structure
2. Selection Structures
3. Repetition Structure
   while
   do/while
   for

Loop (Iteration)
Control Structures

- Java programs are built from only these seven control structures:
  - three selection (if, if/else, switch)
  - three repetition (while, do/while, for)
- You implement computer algorithms by stringing sequences of these seven control structures together.
if/else

- **if** only has a “do it or don’t do it” mentality – if the assertion is true, you do the associated action, if it’s false, you skip it.
if/else

- **if** only has a “do it or don’t do it” mentality – if the assertion is true, you do the associated action, if it’s false, you skip it.

- The **if/else** structure gives more flexibility by providing something to do if the assertion is false – the “else” portion of the structure.

- **Nested if/else** structure strings together multiple if/else statements to handle a range of values.
Which of these code segments will determine a letter grade correctly based on a variable ‘grade’?

```java
if (grade < 60)
    System.out.println("F");
else if (grade >= 60)
    System.out.println("D");
else if (grade >= 70)
    System.out.println("C");
else if (grade >= 80)
    System.out.println("D");
else
    System.out.println("A");
```

```java
if (grade >= 90)
    System.out.println("A");
else if (grade >= 80)
    System.out.println("B");
else if (grade >= 70)
    System.out.println("C");
else if (grade >= 60)
    System.out.println("D");
else
    System.out.println("F");
```
What if you wanted to do more than one thing in an if or an if/else action?

Need to use braces (\{ and \}) to form a compound statement.
if and if/else tips to remember:

- They can be used to test ranges of values.
- In a nested if/else structure, an else always attempts to match up with the closest and most immediately unmatched preceding if statement.
- Always use compound statements with if/else structures to prevent problems down the road.
Logical Operators

- Using logical operators, we have a way to string multiple simple conditions together to help avoid/simplify nesting statements.
- These logical operators are based on the concept of Boolean logic or Boolean algebra.
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These logical operators are based on the concept of Boolean logic or Boolean algebra.

These are the three logical operators in Java:

1. `&&` (logical AND)
2. `||` (logical OR)
3. `!` (logical NOT, or negation)
### Logical **and** Truth Table

<table>
<thead>
<tr>
<th>expr1</th>
<th>expr2</th>
<th>expr1 &amp;&amp; expr2</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>false</td>
<td>true</td>
<td>false</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>true</td>
<td>true</td>
<td>true</td>
</tr>
</tbody>
</table>
Logical or Truth Table

| expr1 | expr2  | expr1 || expr2 |
|-------|--------|--------|----------|
| false | false  | false  |
| false | true   | true   |
| true  | false  | true   |
| true  | true   | true   |
Logical **not** Truth Table

<table>
<thead>
<tr>
<th>expr1</th>
<th>!expr1</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>true</td>
</tr>
<tr>
<td>true</td>
<td>false</td>
</tr>
</tbody>
</table>