The ‘while’ Statement

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ComS 207: Programming I (in Java)
Iowa State University, FALL 2006
Instructor: Alexander Stoytchev

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Midterm Results

- **Average: 86.1**
- **Median: 97**
- **Standard Deviation: 24.18**
- **Maximum: 127 (out of 130)**

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Top Scores

- **Han Lee 127**
- **Lex Flagel 125**
- **Mohd Nasrudin 125**
- **Seung Song 124**
- **Ogewu Agbese 123**
- **Kirk Tuxhorn 122**

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HW4 Questions?

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HW 5 is out

- **Due next Friday**

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Quick review of last lecture

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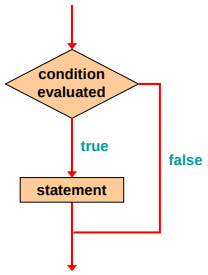
Logic of an if statement



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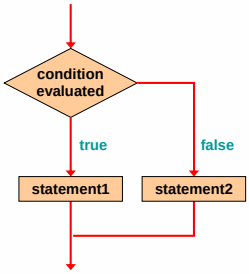
Logic of an if-else statement



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The switch Statement

- The general syntax of a `switch` statement is:

`switch` and `case` are reserved words

```
switch ( expression )
{
   case value1 :
      statement-list1
   case value2 :
      statement-list2
   case value3 :
      statement-list3
   case  ...

}
```

If *expression* matches *value2*, control jumps to here

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The switch Statement

- An example of a switch statement:

```
switch (option)
{
   case 'A':
      aCount++;
      break;
   case 'B':
      bCount++;
      break;
   case 'C':
      cCount++;
      break;
}
```

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Block Statements

- In an `if-else` statement, the `if` portion, or the `else` portion, or both, could be block statements

```
if (total > MAX)
{
   System.out.println ("Error!!");
   errorCount++;
}
else
{
   System.out.println ("Total: " + total);
   current = total*2;
}
```

- See Guessing.java (page 216)

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Other Stuff from Section 5.3

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Comparing Data

- When comparing data using boolean expressions, it's important to understand the nuances of certain data types
- Let's examine some key situations:
  - Comparing floating point values for equality
  - Comparing characters
  - Comparing strings (alphabetical order)
  - Comparing object vs. comparing object references

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Comparing Float Values

- You should rarely use the equality operator (==) when comparing two floating point values (`float` or `double`)
- Two floating point values are equal only if their underlying binary representations match exactly
- Computations often result in slight differences that may be irrelevant
- In many situations, you might consider two floating point numbers to be "close enough" even if they aren't exactly equal

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Comparing Float Values

- To determine the equality of two floats, you may want to use the following technique:

```
if (Math.abs(f1 - f2) < TOLERANCE)
   System.out.println ("Essentially equal");
```

- If the difference between the two floating point values is less than the tolerance, they are considered to be equal
- The tolerance could be set to any appropriate level, such as 0.000001

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Comparing Characters

- As we've discussed, Java character data is based on the Unicode character set
- Unicode establishes a particular numeric value for each character, and therefore an ordering
- We can use relational operators on character data based on this ordering
- For example, the character `'+'` is less than the character `'J'` because it comes before it in the Unicode character set
- Appendix C provides an overview of Unicode

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Comparing Characters

- In Unicode, the digit characters (0-9) are contiguous and in order
- Likewise, the uppercase letters (A-Z) and lowercase letters (a-z) are contiguous and in order

Characters	Unicode Values
0 – 9	48 through 57
A – Z	65 through 90
a – z	97 through 122

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Comparing Strings

- Remember that in Java a character string is an object
- The `equals` method can be called with strings to determine if two strings contain exactly the same characters in the same order
- The `equals` method returns a boolean result

```
if (name1.equals(name2))
   System.out.println ("Same name");
```

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Comparing Strings

- We cannot use the relational operators to compare strings
- The `String` class contains a method called `compareTo` to determine if one string comes before another
- A call to `name1.compareTo(name2)`
  - returns zero if `name1` and `name2` are equal (contain the same characters)
  - returns a negative value if `name1` is less than `name2`
  - returns a positive value if `name1` is greater than `name2`

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Comparing Strings

```
if (name1.compareTo(name2) < 0)
   System.out.println (name1 + "comes first");
else
   if (name1.compareTo(name2) == 0)
      System.out.println ("Same name");
   else
      System.out.println (name2 + "comes first");
```

- Because comparing characters and strings is based on a character set, it is called a *lexicographic ordering*

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Lexicographic Ordering

- Lexicographic ordering is not strictly alphabetical when uppercase and lowercase characters are mixed
- For example, the string `"Great"` comes before the string `"fantastic"` because all of the uppercase letters come before all of the lowercase letters in Unicode
- Also, short strings come before longer strings with the same prefix (lexicographically)
- Therefore `"book"` comes before `"bookcase"`

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Comparing Objects

- The == operator can be applied to objects – it returns true if the two references are aliases of each other
- The `equals` method is defined for all objects, but unless we redefine it when we write a class, it has the same semantics as the == operator
- It has been redefined in the `String` class to compare the characters in the two strings
- When you write a class, you can redefine the `equals` method to return true under whatever conditions are appropriate

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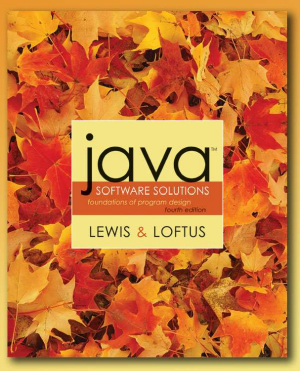
Chapter 5

Section 5.5



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Repetition Statements

- *Repetition statements* allow us to execute a statement multiple times
- Often they are referred to as *loops*
- Like conditional statements, they are controlled by boolean expressions
- Java has three kinds of repetition statements:
  - the *while loop*
  - the *do loop*
  - the *for loop*
- The programmer should choose the right kind of loop for the situation

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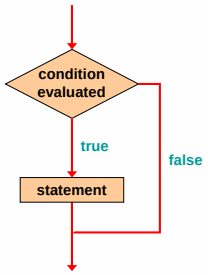
Logic of an if statement



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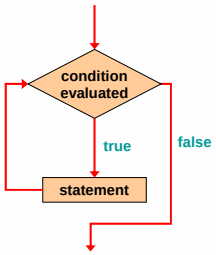
Logic of a while Loop



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The while Statement

- A *while statement* has the following syntax:

```
while ( condition )
   statement;
```

- If the `condition` is true, the `statement` is executed
- Then the condition is evaluated again, and if it is still true, the statement is executed again
- The statement is executed repeatedly until the condition becomes false

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The while Statement

- An example of a while statement:

```
int count = 1;
while (count <= 5)
{
   System.out.println (count);
   count++;
}
```

- If the condition of a `while` loop is false initially, the statement is never executed
- Therefore, the body of a `while` loop will execute zero or more times

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The while Statement

- Let's look at some examples of loop processing
- A loop can be used to maintain a *running sum*
- A *sentinel value* is a special input value that represents the end of input
- See Average.java (page 229)
- A loop can also be used for *input validation*, making a program more *robust*
- See WinPercentage.java (page 231)

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Example: Average.java (page 229)

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Example: WinPercentage.java (page 231)

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Infinite Loops

- The body of a `while` loop eventually must make the condition false
- If not, it is called an *infinite loop*, which will execute until the user interrupts the program
- This is a common logical error
- You should always double check the logic of a program to ensure that your loops will terminate normally

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Infinite Loops

- An example of an infinite loop:

```
int count = 1;
while (count <= 25)
{
   System.out.println (count);
   count = count - 1;
}
```

- This loop will continue executing until interrupted (Control-C) or until an underflow error occurs

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Nested Loops

- Similar to nested `if` statements, loops can be nested as well
- That is, the body of a loop can contain another loop
- For each iteration of the outer loop, the inner loop iterates completely
- See PalindromeTester.java (page 235)

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Nested Loops

- How many times will the string `"Here"` be printed?

```
count1 = 1;
while (count1 <= 10)
{
   count2 = 1;
   while (count2 <= 20)
   {
      System.out.println ("Here");
      count2++;
   }
   count1++;
}
```

10 * 20 = 200

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THE END

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