



# CS 113 – Computer Science I

## Lecture 06 – Booleans & Conditionals

Thursday 02/08/2024

# Announcements

- HW01 due tonight

# Agenda

Review

If statements

else if statements

String Comparison

# Review

lab3 string methods

# If Statements

# Exercise: IsEven

Write a program `IsEven` which asks the user for an integer and prints whether it is even or not

```
$ java IsEven  
Enter an integer: 4  
4 is even!
```

```
$ java IsEven  
Enter an integer: -1  
-1 is odd!
```

```
$ java IsEven  
Enter an integer: 0  
0 is even!
```

## Exercise 2: Print the index of a vowel

`numVowel('a')` prints 0

`numVowel('e')` prints 1

`numVowel('i')` prints 2

....

# else if statements

Can we make this cleaner?

## NOTES:

- Conditions evaluated in order
- First true condition executes
- Only **one** of the conditions can execute!
- the final else statement is optional



# Example: Height.java

- Consider a program (called Height.java) that determines if a user can ride a rollercoaster.
- ask the user for height in inches.
- If height is taller than 5 feet, print “taller than 5 feet”
- If the height is taller than 4 feet, print “taller than 4 feet”
- If the height is taller than 3 feet, print “taller than 3 feet”
- If they are under 3 feet, print that they are not tall enough to ride

# Exercise: Height.java

```
class CheckHeight2 {  
    public static void main(String[] args) {  
        System.out.print("Enter a height (inches): ");  
        int h = Integer.parseInt(System.console().readLine());  
  
        if (h > 36) {  
            println("Taller than 3 ft");  
        }  
        else if (h > 60) {  
            println("Taller than 5 ft");  
        }  
        else if (h > 48) {  
            println("Taller than 4 ft");  
        }  
        else {  
            println("Too small for this ride");  
        }  
    }  
}
```

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# switch statements

Another way to write control flow

```
switch (expr) {  
    case value1:  
        // code to be executed if expr == value1  
        break;  
    case value2:  
        // code to be executed if expr == value2  
        break;  
    // additional cases as needed  
    default:  
        // code to be executed if none of the cases match  
}
```

# switch statements

rewrite `numVowel` with a `switch` statement

If you don't include the `break`, execution will “fall through”

# Exercise: Blackjack

Write a program `Blackjack.java` **with a switch statement** that generates a random value between 2 and 21

- If the value is 21, print the value and “Blackjack” to the console
- If the value is between 17 and 20, print the value and “Stand” to the console
- If the value is less than 17, print the value and “Hit me!” to the console

# String Comparison

# Comparing strings

- In Java, you cannot directly compare strings using `==`
- Instead, use **compareTo**
  - The `compareTo()` method compares two strings *lexicographically*.
  - It returns a **negative integer, zero, or a positive integer** depending on whether the first string is lexicographically **less than, equal to, or greater** than the second.
- Javadocs: <https://docs.oracle.com/javase/7/docs/api/java/lang/String.html>

# Comparing Strings

order:

- special characters
- 0-9
- A-Z
- a-z

This is a simplification! check ascii chart