# Methods, Boolean Expressions, & Control Structures

CS 99 – Summer 2000 Michael Clarkson Lecture 3

#### Administration

- · No class tomorrow
- Lab 2 due Wednesday (on floppy)
- Lab 3 posted this afternoon, due Thursday
- · Instruct accounts

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# Agenda

- Finish discussing methods
- Boolean expressions
- Control structures

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#### Method Calls

- Method Call Walkthrough
- · Online at course website

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## **Boolean Expressions**

- Named for George Boole (1815-1864)
- Boolean algebra ~ Propositional logic
  - All variables have a value of either true or false
- Java has boolean available as a primitive type
- Java also has several operators that can be applied to boolean variables and values

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## **Boolean Operators**

- AND
  - a AND b is true exactly when both a and b are

true

- Truth table:

- Java: &&

- Math: ∧

false	false	false
false	true	false
true	false	false
true	true	true

a AND b

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# **Boolean Operators [2]**

- OR
  - a OR b is true exactly when a is true, b is true, or both are true
  - Truth table:
  - Java: ||
  - Math: V

a	b	a OR b
false	false	false
false	true	true
true	false	true
true	true	true

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# Boolean Operators [3]

- NOT
  - NOT a is the opposite of a
  - Truth table:
  - Java: !
  - Math: ¬

a	NOT a
false	true
true	false

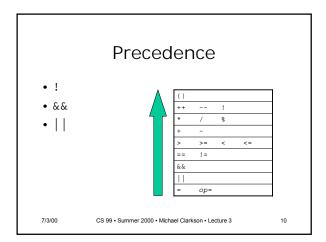
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# **Logical Operators**

&&	AND
	OR
!	NOT
&=,  =	AND assignment, OR assignment

Operands and resulting values are boolean

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## **Control Structures**

- Two things missing:
  - Ability to make a choice to execute one piece of code or another
  - Ability to execute a piece of code an unknown number of times
- Conditional statements (selection, alternation)
- Repetition statements (loops)

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#### Selection Statements

- Express a choice between two different pieces of code to execute
- Example:

if user entered "quit" terminate program otherwise process input

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# Repetition Statements

- Allow code to be repeated until something is true or false
- Example:

```
do
    display menu
    get choice
until choice is "quit"
```

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