

## Control Structures

## Boolean Expressions

- ... evaluate to type boolean: true or false
- relational operators: < > >= <= == !=
  - operands can have many types, return boolean
- boolean operators: ! (not) & && (and) | || (or)
- &, | vs &&, ||:
  - &&, || are “lazy”: only evaluate the right operand if necessary.
  - &, | are “active”: always evaluate the right operand.
- Functions can also return boolean.

## The if Statement

- syntax:
  - <cond statement> ::= if ( <bool expr> ) <statement>
  - <cond statement> ::= if ( <bool expr> ) <statement>  
else <statement>
- the body of the conditional is a single statement.
  - ... but curly braces can be used to make a “compound statement”
    - <statement> ::= { <statement>; <statement>; ... }
  - This applies anywhere a statement can be written.

## Example

```
class ConditionalExample {
    public static void main(String[] args) {
        int value = 6;

        if ( value == 6 ) {
            System.out.println("equal");
        } else if ( value < 6 ) {
            System.out.println("less");
        } else {
            System.out.println("more");
        }
    }
}
```

## Compound Statements

- There isn't really an “else if” in Java.
  - The else applies to the single statement after it.
  - ... which happens to be an if.
- So, it's really:

```
if ( value == 6 ) { ...
} else {
    if ( value < 6 ) { ...
    } else { ...
    }
}
```

## Compound Statements

- This is also legal:

```
if ( value == 6 )
    System.out.println( ... );
```
- same as:

```
if ( value == 6 ) {
    System.out.println( ... );
}
```
- The {} turn a single statement into a single (compound) statement.
- Only omit the braces if it's obvious.



## Others

- The `switch` statement
  - used to give alternatives for many different values of an expression
- The iterator version of `for`
  - loops for each element of an object with an iterator
  - like the Python `for` loop
  - new in Java 5.0.

## User Input

- traditionally ugly in Java
  - new in Java 5.0: the `Scanner` class
- Create a scanner object with input from console
  - ... then use methods that retrieve the next value of the appropriate type.
- For older versions, see the `BeardcatScanner` package that implements enough of `Scanner` for us.

## Example

```
import java.util.Scanner;

class ScannerExample {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int i = sc.nextInt();
        double d = sc.nextDouble();

        System.out.print("First value: ");
        System.out.println(i);
        System.out.print("Second value: ");
        System.out.println(d);
    }
}
```