Computer Science & Engineering 155E
Computer Science I: Systems Engineering Focus

Lecture 04 - Conditionals

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- Control Structure
- Conditions
- `if` statements

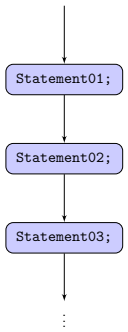
Control Structure

- **Control structures**:
  - Control the flow of execution in a program or function.
  - Enable you to combine individual instructions into a single logical unit with one entry point (i.e. `int main(void) {`) and one exit point (`return 0; }`).
- Three kinds of structures to control execution flow:
  - Sequence,
  - Selection, and
  - Repetition.

Sequential Flow

Compound statement:

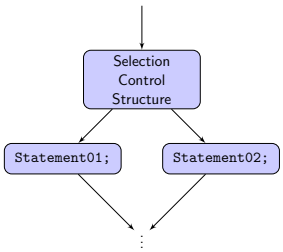
- Written as a group of statements
- Bracketed by { and }
- Used to specify sequential flow
- All statements are unconditionally executed
- Unconditionally executed
- Order is important



Selection Flow

Selection control structure:

- Evaluates criteria to determine which alternative "path" to follow.
- A *control structure* determines which statement(s) to execute
- Statements are mutually exclusive



Selection Flow – Conditions

Definition

A *condition* is an expression that is either `true` or `false`.

A program chooses alternative paths of computation by testing one or more conditions.

- (ConditionEval == 1) $\rightarrow$ `true`,
- (ConditionEval == 0) $\rightarrow$ `false`.
- The resting heart rate is a good indicator of health
- `if` resting_heart_rate $<$ 75 *then* you are in good health.
  - if resting heart rate is 80, ConditionEval is `false`.
  - if resting heart rate is 50, ConditionEval is `true`.
  - if resting heart rate is 75, what is ConditionEval?

Relational and Equality Operators

Operator	Meaning	Type
<	less than	relational
>	greater than	relational
<=	less than or equal to	relational
>=	greater than or equal to	relational
==	equal to	equality
!=	*not* equal to	equality

Table: Relational and Equality Operators in C

Relational and Equality Operators

Conditions come in four forms:

- `variable` *relational-operator* `variable`
- Example: `if(numberOfStudents > numberOfSeats)`
- `variable` *relational-operator* `CONSTANT`
- Example: `if(numberOfStudents < 5)`
- `variable` *equality-operator* `variable`
- Example: `if(numberOfStudents == numberOfSeats)`
- `variable` *equality-operator* `CONSTANT`
- Example: `if(averageGrade == 75.0)`

What about more than one condition? (Example: $0 \leq x \leq 10$)

Logical Operators

Logical Operators: Operators that can combine conditions to make more complicated selection statements.

C Syntax	Meaning
&&	logical AND
||	logical OR
!	logical NOT (*negation*)

Table: Logical Operators in C

Logical Operators

Logical Expressions - expressions that involve conditional statement(s) and logical operator(s).

Examples:

- `(x >= 0 && x <=10)`
- `(temperature > 90.0 && humidity > 0.90)`
- `!(x >= 0 && x <=10)`

What about the following: Are we going to go or not?

`(go || !go)`

Tautologies & Contradictions

- A *tautology* is a logical expression that is *always* true
  - Any non-zero constant (`1`, `1.5`, `8`, etc.)
  - An expression that, when simplified, always ends up being true
  - `(go || !go)` is always true
- A *contradiction* is a logical expression that is *always* false
  - The zero constant (`0`)
  - An expression that, when simplified, always ends up being false
  - `(go && !go)` is always false

Distributivity

- The logical NOT can be *distributed* over a logical expression just as multiplication can be over an algebraic expression.
- $a(b + c) = ab + ac$
- When distributing the logical NOT, AND and OR are reversed!
- Example:
- `!(x >= 0 && x <=10)`
- `(!(x >= 0) || !(x <=10))`
- `((x < 0) || (x > 10))`

Best to simplify logical expressions as much as possible, but more important to keep code readable.

True and False

C Convention

- For convenience when writing we identify zero with `false` and one with `true`
- C does not recognize the words `true`, `false`
- C has no built-in *Boolean* type!
- Instead, zero is identified with `false`
- *Any* non-zero value is identified with `true`
- Example: `-1`, `0.01`, `386` are all `true`

Operator Tables

Logical And

The result of taking a logical And with two operands is true if and only if *both* operands are `true`. Otherwise it is `false`.

Operand A	Operand B	Result
0	0	0
0	1	0
1	0	0
1	1	1

Table: Logical And Operator

Operator Tables

Logical Or

The result of taking a logical Or with two operands is true if and only if *at least one* of the operands is `true`. Otherwise it is `false`.

Operand A	Operand B	Result
0	0	0
0	1	1
1	0	1
1	1	1

Table: Logical Or Operator

Operator Tables

Logical And

You can only apply a logical Not to a single operand. The result is that `true` gets flipped to `false` and vice versa.

Operand	Result
0	1
1	0

Operator Precedence

Recall the order of precedence for operators (Table 1, inside cover).

Precedence	Operator	Associativity
High	`!`	right
	`+` `-` (unary)	
	`*` `/` `%`	left-to-right
	`+` `-` (binary)	
	`<` `>` `<=` `>=` (unary)	
	`==` `!=` (unary)	
	`&&`	left-to-right
Low	`||`	left-to-right

Table: Order of Precedence for Operators

Short-Circuiting

- If the first operand of a logical Or is true the whole expression is true regardless of the second operand.
- Similar, if the first operand of a logical And is false, the whole expression is false regardless of the second operand.
  - `(true || anything)` is `true`
  - `(false && anything)` is `false`
- By convention, in either case C does not bother to evaluate the second operand.
- This is known as *short-circuiting*

Programming Tip

- Writing pseudocode will help you to write logical expressions in plain English.
- Translate the expressions into valid C syntax
- Be sure that the original and the translation are logically *equivalent*
- You can use a `int` type to store true/false:
  `int someBoolean = 0;`

Comparing Characters

- Recall that C uses *partially weak typing*
- C treats characters as integers in the range $[0, 255]$
- Thus, it makes sense that we can compare characters using relational and equality operators.
- Comparisons are based on the ASCII values (Appendix A)
- Example: `'a' < 'e'` is true since $97 < 101$

Comparing Characters

Exercise

What are the values of the following character comparisons?

1. `'B' <= 'A'`
2. `'Z' == 'z'`
3. `'A' < 'a'`
4. `'5' <= '7'`

Answer:

1. false since $66 > 65$
2. false since $90 \neq 122$
3. true since $65 < 97$
4. true since $53 \leq 55$

Comparing Characters

- ASCII stands for American Standard Code for Information Interchange
- The ASCII character set was designed to preserve alpha-numeric order
- Capital letters are less than lower-case letters
- Other neat characteristics that involve binary

The if Statement

- `if` Statement with Two Alternatives (If-Then-Else)
- `if` Statement with One Alternative
- A Comparison of One and Two Alternative `if` Statements
- Programming Style

If-Then-Else Statement

- Conditions are used to assign **boolean** (T,F) values to variables
- Example: `senior_citizen = (age >= 65)`
- 0 or 1 is assigned to `senior_citizen` depending on the value of `age`
- More often, conditions are used to make a choice between alternatives, through the `if` statement.
- If the condition is true, one statement is executed, otherwise, another statement is executed.

```
1 if (!senior_citizen)
2    printf("Your hamburger is $3.50\n");
3 else
4    printf("Your hamburger is $2.50\n");
```

if Statement with One Alternative

- It is not necessary to specify an alternative (`else` statement)
- An `if` statement can determine to execute a statement or not

```
1 if(senior_citizen)
2    price = price - 1.0;
```

Programming Tip

- Recall that division by zero is undefined (and dangerous)
- You can use an `if` statement to avoid such errors

```
1 if(x != 0)
2    product = product / x;
```

Program Style

- Statements following the `if` statements should be indented
- `else` statement is at the same indentation as the `if` statement
- Statements following the `else` statements should be indented

Programming Tip

Pitfall: Do *not* end an `if` statement with a semi-colon:

```
1 if(price < 0);
2    printf("The product is free!\n");
```

- Syntactically correct, program will compile
- Essentially like `if(price<0){};`
- Will *not* give expected results
- The `if` statement expects an alternative: the semicolon ends the alternative
- Thus, `The product is free!` will be printed regardless of the value of `price`

if Statement with Compound Statements

- In previous slides, `if` and `else` statements have performed only one operation
- C always assumes that each `if` or `else` statement will be followed by one operation
- If more than one statement needs to be done for an `if` or `else`, we use `{}` to group a set of statements into one compound statement

if Statement with Compound Statements

```
1 if(pop_today > pop_yesterday)
2 {
3    growth = pop_today - pop_yesterday;
4    growth_pct = 100.0 * growth / pop_yesterday;
5    printf("Growth percentage = %.2f.\n", growth_pct);
6 }
```

Another Example

```
1  if (crash_test_rating_index <= MAX_SAFE_CTRI)
2  {
3     printf("Car #%d: safe\n", auto_id);
4     numOfSafeCars = numOfSafeCars + 1;
5  }
6  else
7  {
8     printf("Car #%d: unsafe\n", auto_id);
9     numOfUnsafeCars = numOfUnsafeCars + 1;
10 }
```

If you omit the braces, what happens?

Tracing an if Statement

- Verifying the correctness of a C statement before running the program
- Catching logical errors will save a lot of time in debugging.
- A *hand trace* or *desk check* is a step-by-step simulation of each step of the program, as well as how the values of the variables change at each step.

Nested if Statements and Multiple-Alternative Decisions

- No decisions: Sequential program
- One decision: `if-then` (One alternative)
  - `if(cond) statement;`
- Decision between two alternatives: `if-then-else` (Two alternative statements)
  - `if(cond) statement; else statement2;`
- Decisions between many alternatives
  - School level

Nested if Statements and Multiple-Alternative Decisions

```
1  if (x <= 0)
2      pre_school = pre_school + 1;
3  else
4      if (x <= 12)
5          public_school = public_school + 1;
6      else
7          univ = univ + 1;
```

Nested ifs vs. Sequence of ifs I

Beginning programmers sometime prefer to use a sequence of `if` statements

```
1  if(x <= 0)
2     pre_school = pre_school + 1;
3  if(x <= 12 && x > 0)
4     public_school = public_school + 1;
5  if(x > 12)
6     univ = univ + 1;
```

Nested ifs vs. Sequence of ifs II

- Not as readable: since the sequence does not clearly show that exactly one of the three assignment statements is executed for a particular x.
- Less efficient because all three of the conditions are always tested. In the nested `if` statement, only the first condition is tested when x is positive.
- Can lead to logical errors

Nested ifs vs. Sequence of ifs III

```
1 if(score >= 90)
2    grade = 'A';
3 if(score >= 80)
4    grade = 'B';
5 if(score >= 70)
6    grade = 'C';
```

What happens when `score = 95`?

if-else-if Statement

Better solution: the if-else-if statement

```
1  if ( condition_1 )
2     statement_1
3  else if ( condition_2 )
4     statement_2
5  .
6  .
7  else if ( condition_n )
8     statement_n
9  else
10    statement_e
```

Example

Range Elimination

We want to describe noise loudness measured in decibels with the effect of the noise. The following table shows the relationship between noise level and human perceptions of noises.

Loudness in Decibels (db)	Perception
50 or lower	quiet
51 - 70	intrusive
71 - 90	annoying
91 - 110	very annoying
above 110	uncomfortable

Table:

Example in C code

```
1  if ( loudness <= 50 )
2     printf("quiet");
3  else if ( loudness <= 70 )
4     printf("intrusive");
5  else if ( loudness <= 90 )
6     printf("annoying");
7  else if ( loudness <= 110 )
8     printf("very annoying");
9  else
10    printf("uncomfortable");
```

Multiple-Alternative if, Order of Conditions

- With if-else-if statements, one and *only* one statement is ever executed
- Moreover the *first* satisfied condition is the one that is executed
- The order of the conditions can affect the outcome
- The order of conditions also affect program efficiency
- The most common cases should be checked first (if known)
  - If loud noises are much more likely, it is more efficient to test first for noise levels above 110 db, then for levels between 91 and 110 db, and so on.

Code Exercise

Exercise

The Department of Defense would like a program that identifies **singles males** *between the* **ages of 18 and 26**, *inclusive. Design a logical expression that captures this.*

Answer

```
1 /* Print a message if all criteria are met.*/
2 if ( marital_status == 'S' )
3    if ( gender == 'M' )
4       if ( age >= 18 && age <= 26 )
5          printf("All criteria are met.\n");
```

Can this be improved?

Better Solution

```
1 if ( maritial_status == 'S' &&
2      gender == 'M' &&
3      age >= 18 &&
4      age <= 26 )
5    printf("All criteria are met.\n");
```

Switch

- The `switch` statement is similar to a multiple-alternative `if` statement, but can be used only for type `char` or type `int` expressions.
- Useful when the selection depends on the value of a single variable (called the *controlling variable*)
- Expressions in the `switch` statement must cover all possible values of the controlling variable.
  - Each viable expression → `case` statement
  - All other values → *fall-through* (`default:`) statement.

Switch Example

```
1  #include <stdio.h>
2  int main(void) {
3      char class;
4      scanf("%c",&class);
5
6      switch (class) {
7      case 'B':
8      case 'b':
9          printf("Battleship\n");
10         break;
11     case 'C':
12     case 'c':
13         printf("Cruiser\n");
14         break;
15     default:
16         printf("Unknown ship class%c\n", class);
17     }
18     return 0;
19 }
```

Common Errors

- You *cannot* use a **string** such as `"Cruiser"` or `"Frigate"` as a case label.
- The omission of the `break` statement at the end of an alternative causes the execution to "fall through" into the next alternative.
- Forgetting the closing brace of the `switch` statement body.

Nested if versus switch

- A nested `if` is more general then a `switch` statement
  - `if`: Can check any number of any data type variables vs. one value for `int` or `char` data type.
- `if`: Can use a range of values, such as < 100
- `switch`: More readable
- `switch`: Can not compare strings or `double` types
- `switch`: Can not handle a range of values in one case label
- Use the switch whenever there are ten or fewer case labels
- Use the default label whenever possible

Common Programming Errors I

- `(0 <= x <= 4)` is **always** `true`
  - Associativity: first `0 <= x` is evaluated (true or false)
  - Thus, it evaluates to either `1` or and `0`
  - In either case, both are less than 4
  - Thus the entire expression is true *regardless* of the value of `x`
- `if(x = 10)` is **always** true: the assignment operator is evaluated and `x` is given a value of 10, which is true

Common Programming Errors II

- Don't forget to parenthesize the condition.
- Don't forget the opening and closing brackets, `{ }` if they are needed.
- When doing nested `if` statement, try to select conditions so that you can use the range-elimination multiple-alternative format.
- C matches each `else` with the closest unmatched `if`, so be careful so that you get the correct pairings of `if` and `else` statements.

Common Programming Errors III

- In `switch` statements, make sure the controlling expression and case labels are of the same permitted type.
- Remember to include the `default` case for `switch` statements.
- Don't forget the opening and closing brackets, `{ }` for the `switch` statement.
- Don't forget the `break` statement.

Conditionals: Review I

```
1  if (x == 0)
2     statement_T;
3
4  if (x == 0)
5     statement_T;
6  else
7     statement_F;
8
9  if (x == 0) {
10    statements_T;
11 }
12
13
```

Conditionals: Review II

```
14
15 if (x == 0) {
16    statements_T
17 }
18 else {
19    statements_F
20 }
21
22
```

Conditionals: Review III

```
23
24 if (x >= 0)
25    if (x == 0)
26       statement_TT
27    else
28       statement_TF
29 else
30    statement_F
31
32
```

Conditionals: Review IV

```
33
34 switch (x) { case 1:
35       true if x == 1 statement
36       break;
37 case 2:
38       true if x == 2 statement
39       break;
40 default:
41       always true
42 }
```

Questions?