Expressions & Control Flow

CSE 120 Spring 2017

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Uber said to use "sophisticated" software to defraud drivers, passengers

Uber has devised a "clever and sophisticated" scheme in which it manipulates navigation data used to determine "upfront" rider fare prices while secretly short-changing the driver, according to a proposed class-action lawsuit against the ride-hailing app.

When a rider uses Uber's app to hail a ride, the fare the app immediately shows to the passenger is based on a slower and longer route compared to the one displayed to the driver. The software displays a quicker, shorter route for the driver. But the rider pays the higher fee, and the driver's commission is paid from the cheaper, faster route, according to the lawsuit.

- https://arstechnica.com/tech-policy/2017/04/uber-said-to-use-sophisticated-software-to-defraud-drivers-passengers/

Administrivia

- Assignments:
  - Events due Tuesday (4/11)
  - Animal Functions due Wednesday (4/12)
- Make sure to ask for help *before* deadlines
  - All assignments (except Reading Checks) due at 11:59pm
  - If posting code, make the post private; see Piazza Usage Guidelines
  - Check rubrics – incomplete assignments submitted on time still eligible for partial credit
- "Big Ideas" this week: Algorithms

Outline

- **Expressions & Operators**
- Conditionals
  - if-statement
- Loops
  - while-loop
  - for-loop

Expressions

- "An expression is a combination of one or more *values*, *constants*, *variables*, *operators*, and *functions* that the programming language interprets and computes to produce another value."
  - https://en.wikipedia.org/wiki/Expression_(computer_science)

- Expressions are *evaluated* and resulting value is used
  - Assignment: `x = x + 1;`
  - Assignment: `x_pos = min(x_pos + 3, 460);`
  - Argument: `ellipse(50+x, 50+y, 50, 50);`
  - Argument: `mouse(rowX+4*sp,rowY,rowC);`

Operators

- Built-in "functions" in Processing that use special symbols:
  - Multiplicative: * mult, / div, % modulus
  - Additive: + add, - sub
  - Relational: < less than, > greater than, <= less than or equal to, >= greater than or equal to
  - Equality: == equal to, != not equal to
  - Logical: && and, || or, ! not

- Operators can only be used with certain data types and return certain data types
  - Multiplicative/Additive: give numbers, get number
  - Relational: give numbers, get Boolean (true or false)
  - Logical: give Boolean, get Boolean
  - Equality: give same type, get Boolean

Operators

- Built-in "functions" in Processing that use special symbols:
  - Multiplicative: * / %
  - Additive: + -
  - Relational: < > <= >=
  - Equality: == !=
  - Logical: && || !

- In expressions, use parentheses for evaluation ordering and readability
  - e.g. `x + (y * z)` is the same as `x + y * z`, but easier to read

Modulus Operator: %

- x % y is read as "x mod y" and returns the remainder after y divides x
  - For short, we say "mod" instead of modulus

0 / 3 = 0 remainder 0
1 / 3 = 1 remainder 1

- Practice:
  - 0 % 3 is 0
  - 1 % 3 is 1
  - 2 % 3 is 2
  - 3 % 3 is 0
  - 4 % 3 is 1
  - 5 % 3 is 2
  - 6 % 3 is 0

Modulus Operator: %

- `x % y` is read as "x mod y" and returns the remainder after y divides x
  - For short, we say "mod" instead of modulus

- Example Uses:
  - Parity: Number `n` is even if `n%2 == 0`
  - Leap Year: Year `year` is a leap year if `year%4 == 0`
  - Chinese Zodiac: `year1` and `year2` are the same animal if `year1%12 == year2%12`

Modulus Example in Processing

- Use mod to "wrap around"
  - Replace min/max function to "connect" edges of drawing canvas

- `x_pos = min(x_pos + 3, 460);`
- `x_pos = (x_pos + 3) % 460;`

Control Flow

- The order in which instructions are executed
- We typically say that a program is executed in sequence from top to bottom, but that's not always the case:
  - Function calls and `return` calls
  - Conditional/branching statements
  - Loops
- Curly braces `{}` are used to group statements
  - Help parse control flow
  - Remember to use indentation!

```
void draw() {
    //statements go here
}
```

indent →

Outline

- Expressions & Operators
- **Conditionals**
  - **if-statement**
- Loops
  - while-loop
  - for-loop

If-Statements

- Sometimes you don't want to execute *every* instruction
  - Situationally-dependent

- Conditionals give the programmer the ability to make decisions
  - The next instruction executed depends on a specified *condition*
    - The condition must evaluate to a `boolean` (*i.e.* `true` or `false`)
    - Sometimes referred to as "branching"
  - This generally lines up well with natural language intuition

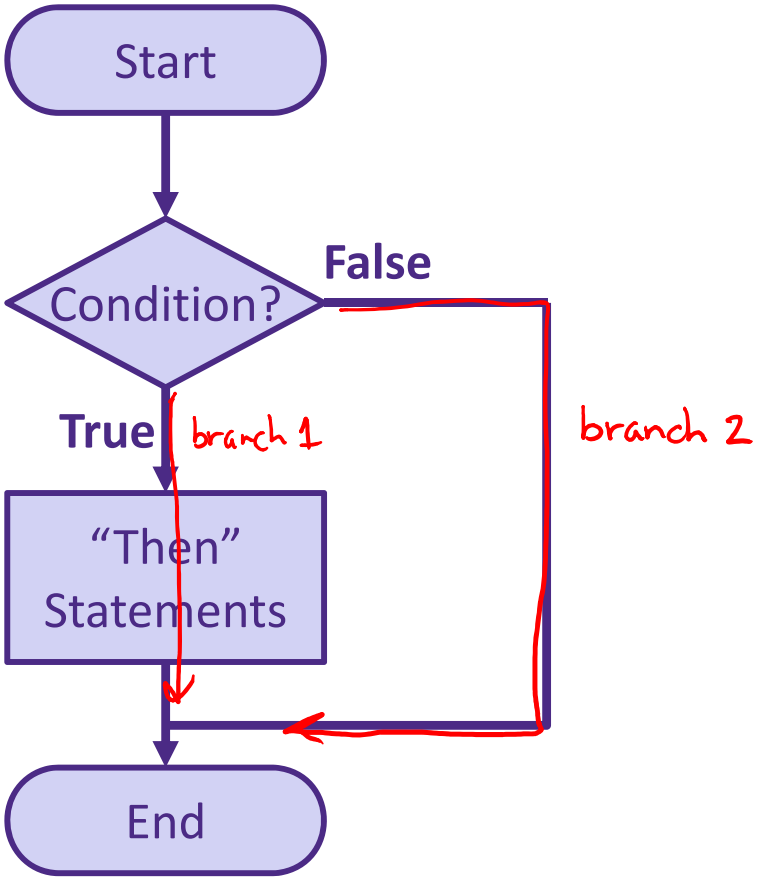
If-Statements

- Basic form:

```
if(condition) {
    // "then"
    // statements
}
```

branch 1

branch 2



- Example conditions:
  - Variable: `if( done == true )` (boolean)
  - Variable: `if( done )` (equivalent)
  - Expression: `if( x_pos > 460 )`
  - Expression: `if( x_pos > 100 && y_pos > 100 )`

number; cond 1; AND; cond 2

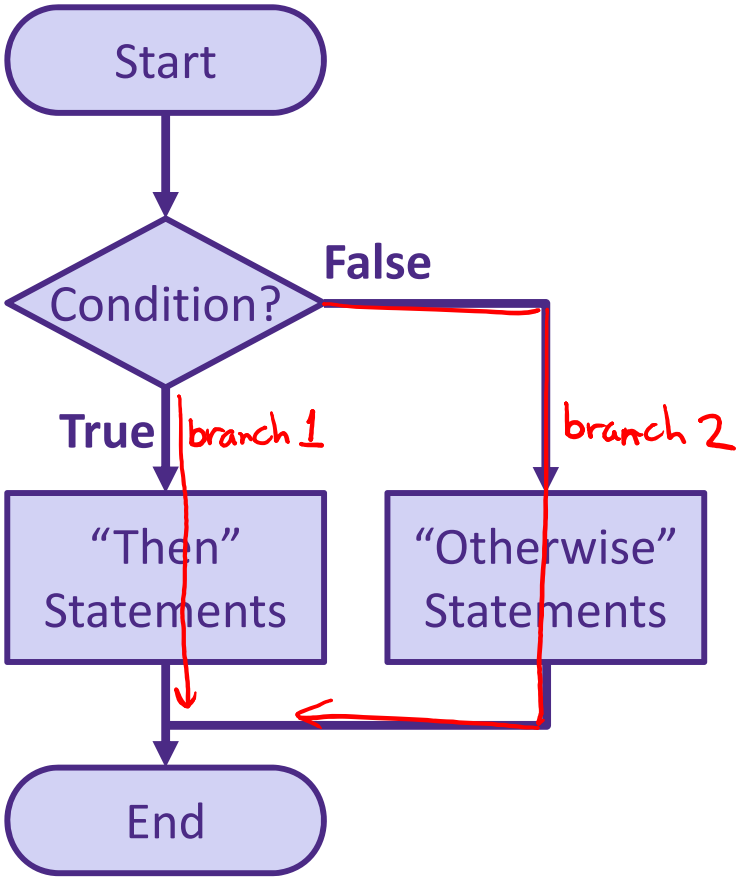
If-Statements

- With `else` clause:

```
if(condition) {
    // "then"
    // statements
} else {
    // "otherwise"
    // statements
}
```

branch 1

branch 2

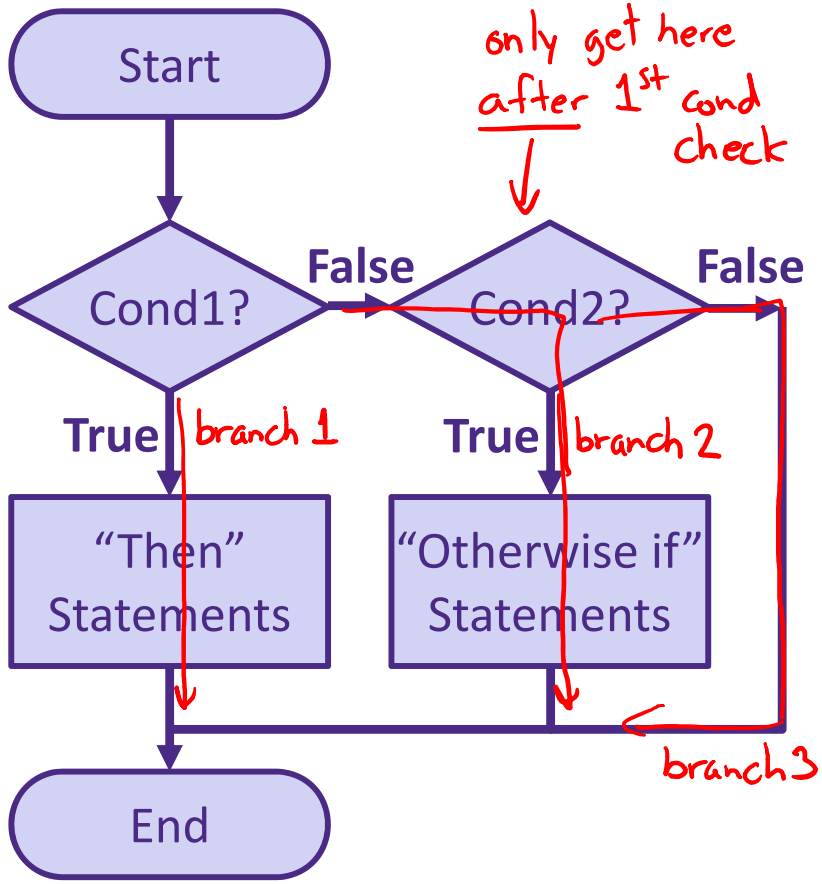


If-Statements

- With `else if` clause:

```
if(cond1) {
    // "then"
    // statements
} else if(cond2) {
    // "otherwise if"
    // statements
}
```

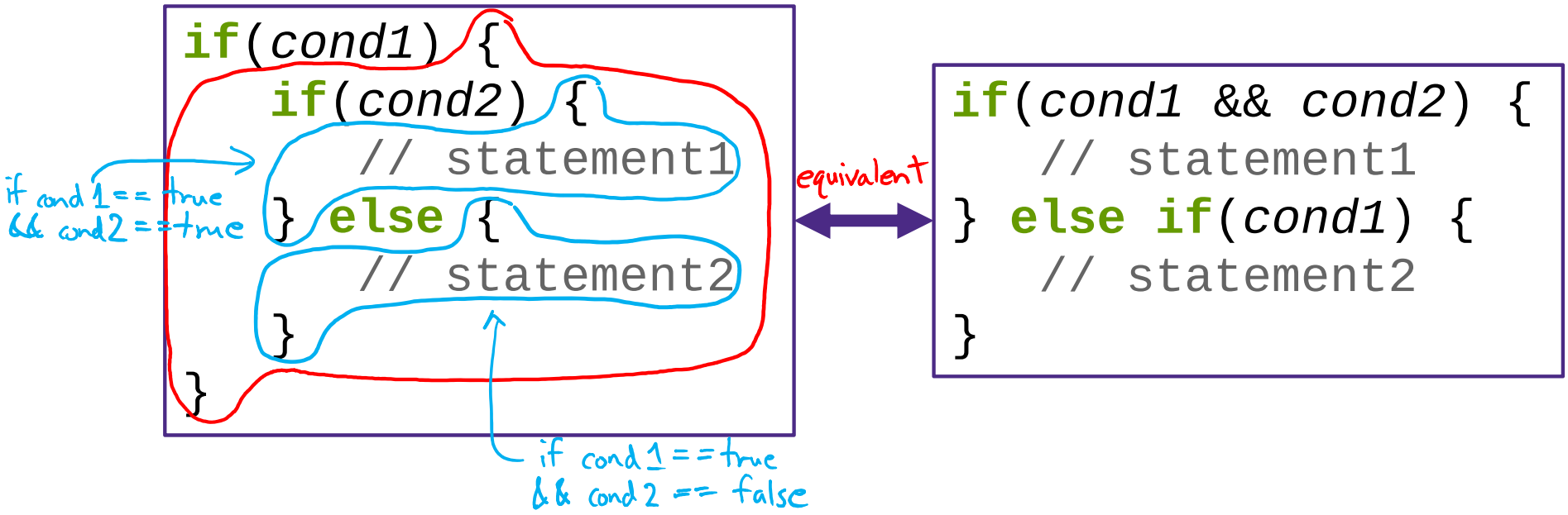
branch 1 → the "then" block
branch 2 → the "otherwise if" block
branch 3 → the fall-through when neither condition is true



If-Statements

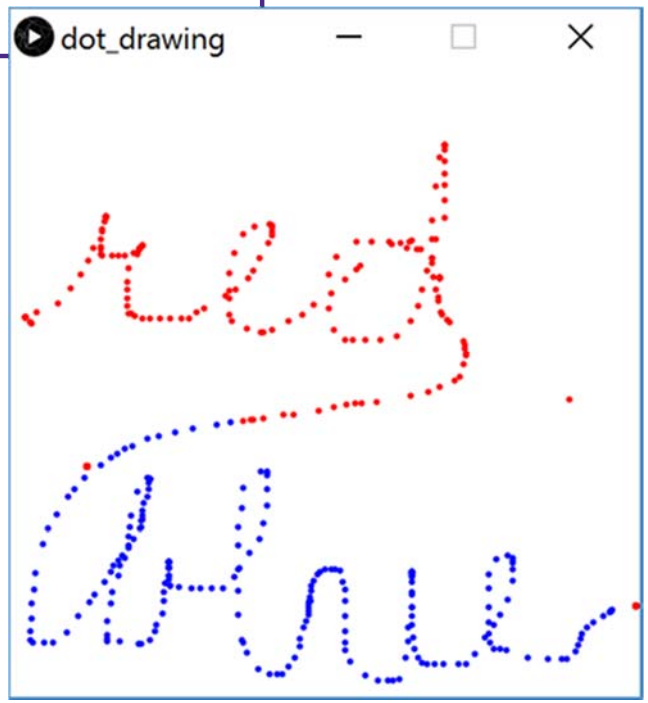
- Notice that conditionals *always* go from Start to End
  - Choose one of many *branches*
  - A conditional must have a single `if`, as many `else if` as desired, and at most one `else` ← "catch all"

- Can nest and combine in interesting ways:



Processing Demo: Drawing Dots

```
14 void draw() {
15   if(mousePressed) {
16     fill(0, 0, 255);    // blue if mouse is pressed
17   } else {
18     fill(255, 0, 0);    // red otherwise
19   }
20   ellipse(mouseX, mouseY, 5, 5);  // draw circle
21 }
```



Outline

- Expressions & Operators
- Conditionals
  - if-statement
- **Loops**
  - **while-loop**
  - **for-loop**

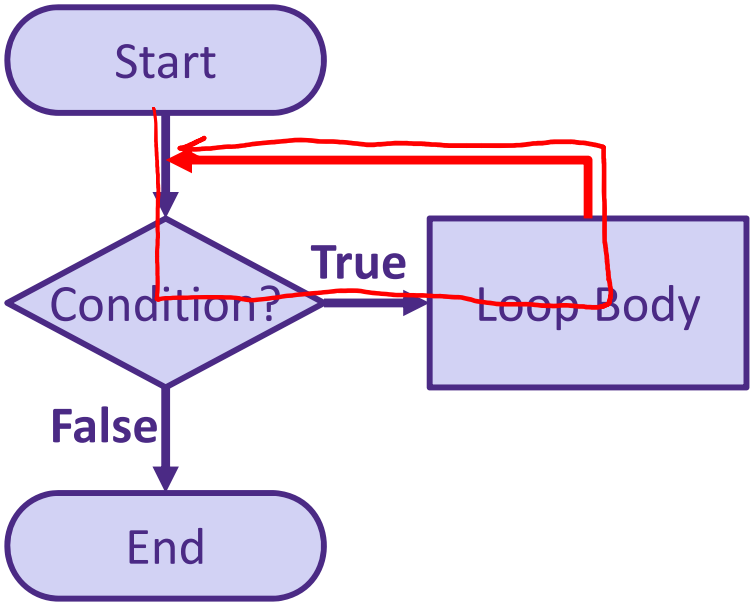
Looping

- Sometimes we want to do the same (or similar) things over and over again
  - Looping saves us time from writing out all of the instructions
- Loops control a sequence of *repetitions*

While-Loop

- Basic form:

```
while(condition) {
    // loop
    // body
}
```



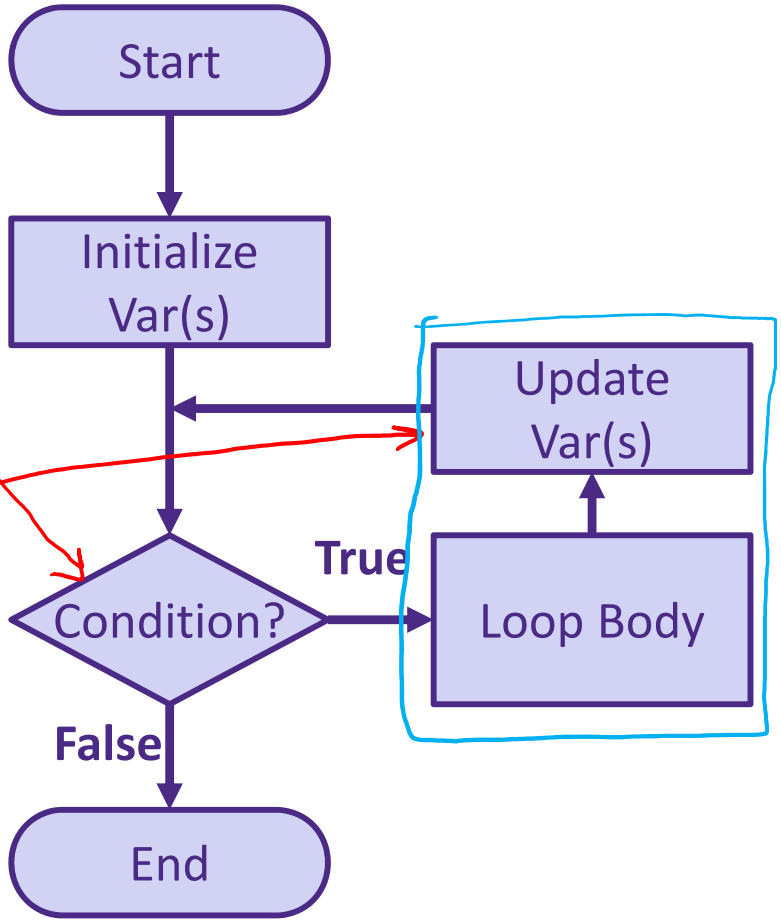
- Repeat loop body until condition is `false`
  - Must make sure to update conditional variable(s) in loop body, otherwise you cause an infinite loop

- `draw()` is basically a `while(true)` loop

While-Loop

- More general form:

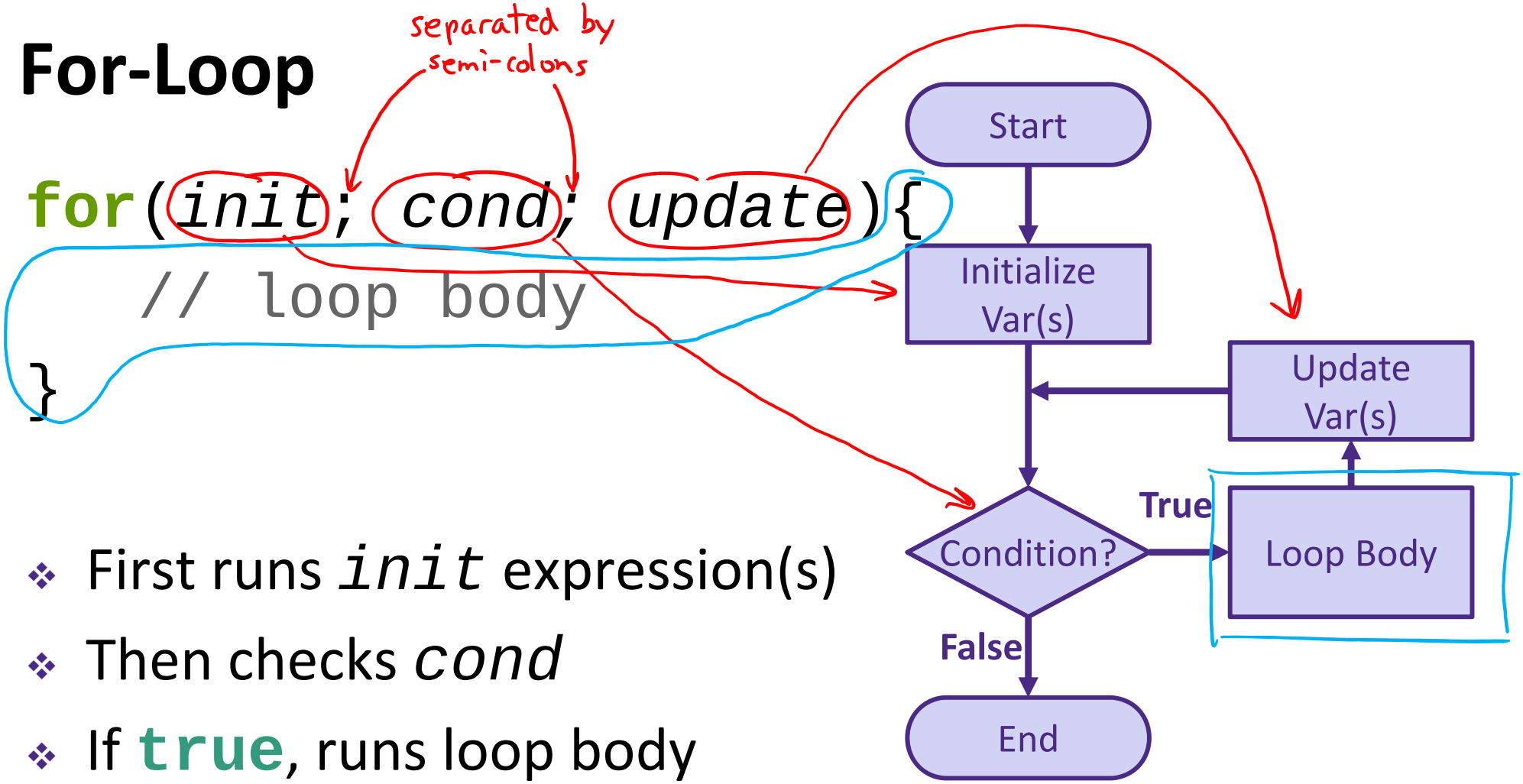
```
// init cond var(s)
while(condition) {
    // loop body
    // update var(s)
}
```



- This occurs so commonly that we create a separate syntax for it!

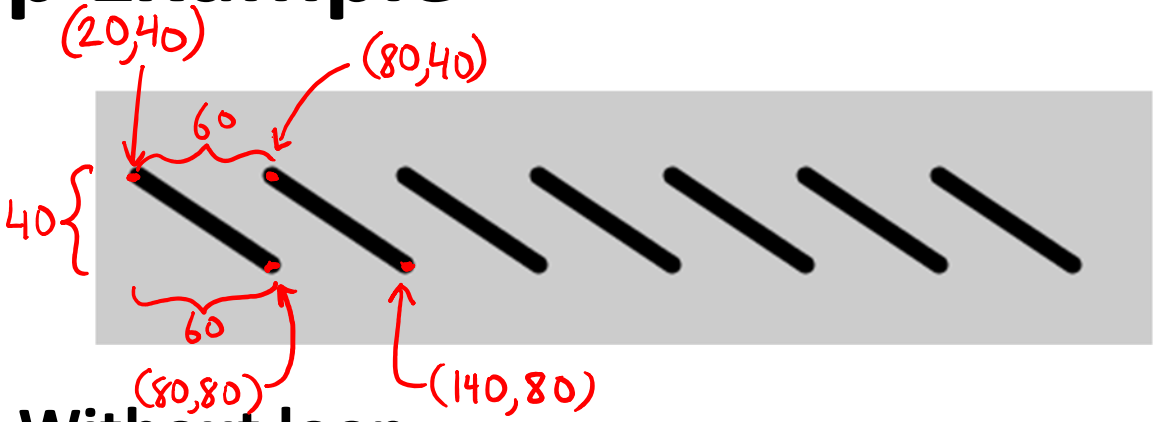
For-Loop

```
for(init; cond; update){
    // loop body
}
```



- First runs *init* expression(s)
- Then checks *cond*
- If **true**, runs loop body followed by update statement(s)

For-Loop Example



Without loop:

```
line(20, 40, 80, 80);
line(80, 40, 140, 80);
line(140, 40, 200, 80);
line(200, 40, 260, 80);
line(260, 40, 320, 80);
line(320, 40, 380, 80);
line(380, 40, 440, 80);
```

+60 +60 +60 +60

always 40 always 80

With loop:

```
for(int i = 20; i < 400; i = i + 60) {
  line(i, 40, i + 60, 80);
}
```

init cond update

stops once i=440

20 20
80 80

Understanding the For-Loop

initialization

```
4 for(int i = 20; i < 400; i = i + 60) {
5   line(i, 40, i + 60, 80);
6 }
```

- Choice of variable name(s) is not critical
  - Represent the value(s) that vary between different executions of the loop body
  - Think of as temporary variable(s)

- Variable scope: variable `i` only exists *within this loop*

Understanding the For-Loop

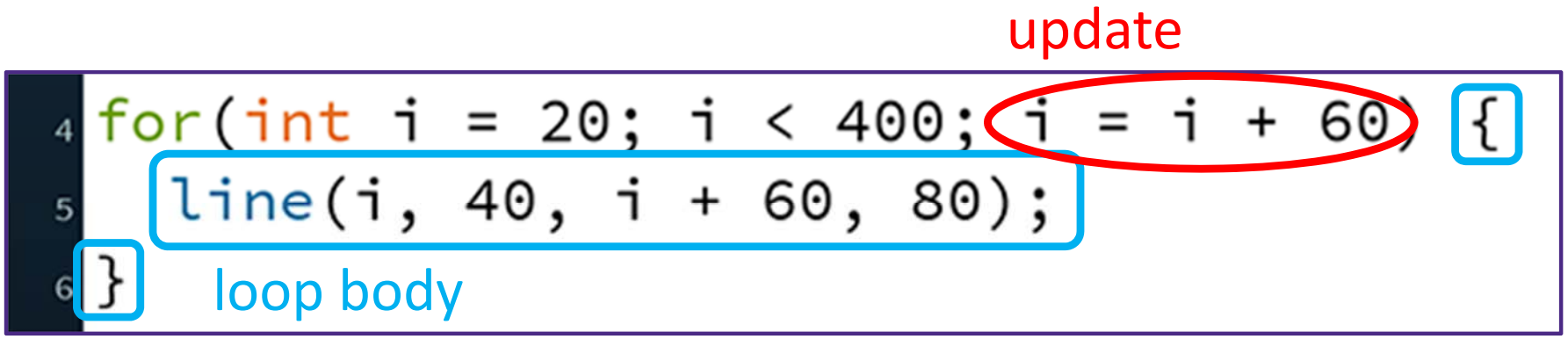
condition

```
4 for(int i = 20; i < 400; i = i + 60) {
5   line(i, 40, i + 60, 80);
6 }
```

- Condition evaluated *before* the loop body and must evaluate to `true` or `false`
  - Reminder:

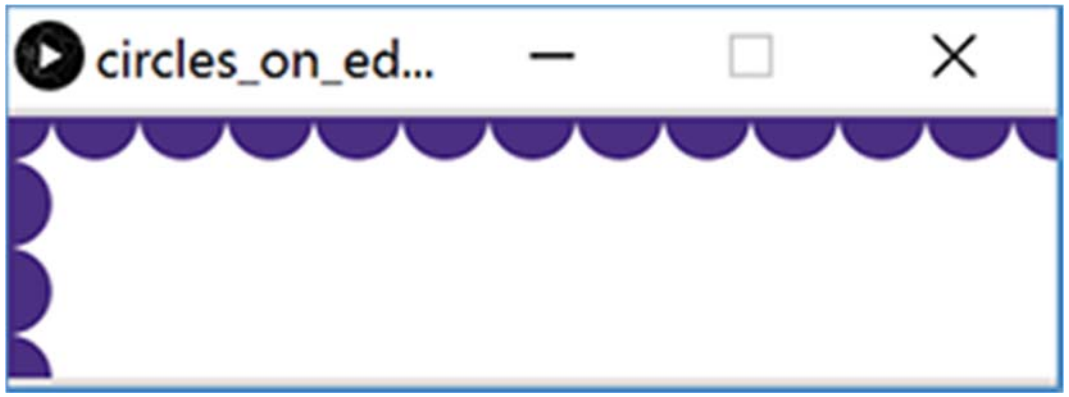
>	greater than
<	less than
>=	greater than or equal to
>=	less than or equal to
==	equal to
!=	not equal to

Understanding the For-Loop



- Update is an assignment that is executed *after* the loop body
- Loop body is enclosed by curly braces { } and should be *indented* for readability

Processing Demo: Circles on Canvas Edge




```
size(480, 120);
background(255);
noStroke();
fill(75, 47, 131);

// loop for circles along the top edge
for(int x = 0; x <= width; x = x + 40){
  ellipse(x, 0, 40, 40);
}

// loop for circles along the left edge
for(int y = 0; y <= height; y = y + 40){
  ellipse(0, y, 40, 40);
}
```