

• Conditional statements – *if*• Boolean expressions • Comparisons (<, <=, >, >=, !=, ==) • Boolean operators (and, or, not - &&, ||, !) • Class invariants (c) 2001-4, University of Washington G-2

withdraw Method for BankAccount

/** Withdraw the requested amount from this BankAccount */
public void withdraw(double amount) {
 balance = balance - amount;

· Critique: is this good/bad/incomplete?

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Class Invariants

- In many cases, the state of an object must obey some rules to have a sensible value
 - For a BankAccount, some rules might be: that balance >= 0.0 always that the account must have a non-empty name
- These rules are examples of *invariants*
 - Things that must always be true, if the program is operating correctly
 - Invariants concerning the state of objects are called $\underline{\text{class}}$ $\underline{\text{invariants}}$

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More About Invariants

- · Invariants are not syntax rules of Java
- · Advice:
- · Write down invariants as comments
- When you implement methods, double check that you never violate the invariants
- · Very powerful bug prevention technique
- Java 1.4 has a special statement to help check invariants
 - · assert (to be discussed at another time)

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A Better withdraw Method

- Specification
 - /** Withdraw requested amount from this BankAccount provided that the
 - * balance is at least as large as the amount requested. Otherwise do nothing */ public void withdraw(double amount) {...
 - · Comment in the spec. changes, but not the Java (yet)
- · We want to say (in Java) something like

"if the amount is less than or equal to the balance, withdraw the amount"

- · Java solution: if statement
- · Or "conditional" statement

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withdraw Method Implementation

```
/^{**} Withdraw requested amount from this BankAccount provided that the
```

* balance is at least as large as the amount requested. Otherwise do nothing */ public void withdraw(double amount) {

if (amount <= balance) {
 balance = balance - amount;
}</pre>

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If Statement Syntax

```
    Syntax
```

```
if ( condition) {
    list of statements
    }

or
    if ( condition) {
        list1 of statements
    } else {
        list2 of statements
```

- condition must be a Boolean expression one that is either true or false
- list of statements may contain any Java statements, including if(!)

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```
If Statement: Meaning of Each Form
   if (condition) {
                                            · Meaning of first form
       list of statements
                                               · Evaluate condition
                                                 If the condition is true, execute the list of statements
                                               • If it is false, do nothing (skip
                                             · Meaning of second form
   if ( condition ) {
                                               · Evaluate condition
       list1 of statements
                                               · If the condition is true, execute the
   } else {
                                                  first list of statements and skip the
       list2 of statements
                                                 second one
                                               • If the condition is false, skip the first
                                                 list of statements and execute the
                                                  second one
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                                                                                  G-9
```

```
Better withdraw Method

Instead of silently doing nothing if amount is too large, return a Boolean result to indicate if the withdraw succeeded.

Note that this is a change in the specification!

"Withdraw requested amount from this BankAccount and return true, provided that the balance is at least as large as the amount requested. Otherwise return false "/

public boolean withdraw(double amount) {

...

}
```

```
Boolean Expressions

• Boolean constants

true
false

• Simple relations on numbers also give boolean values

> >= < <= != ==

• All are binary operators

• Note use of == for equality comparison (not!!! single =)

• Examples

x > y

x'2.5 - 17.0 <= 0.0

balance >= amount
```

Boolean Operators

- Make complex boolean expressions from simpler boolean expressions
- · && means "and"
 - · true if both expressions are true, false otherwise

x > 10 && x <= 100

• Can only compare two things at a time; can't do 10 < x <= 100

- · II means "or
 - true if either expression is true, false only if both are false
- •! means "not"
 - · true if expression is false

! (x < y)

// means same thing as x >= y

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Practice With Boolean Expressions

- Suppose x is 10 and y is two. What is the value of each expression?
- x < 9
- x == y 8
- x >= 0
- · y == 0 || x != 3
- · y != x && x > y
- !(x < y)

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Exercise

· Recall that the statement

System.out.println("Hi there!");

will write a message (in this case, "Hi there!")

- Exercise 1: assume that we have a double variable called temperature holding the outside temperature.
 Write the message "Too Hot!" if the temperature is above 80.
- Exercise 2: use the variable *temperature* as above, but this time write "Too Hot!" if the temperature is above 80, "Too Cold!" if it is below 60, and "Just Right" if it is in between.

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Solution to Exercise 1

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| Solution to Exercise 2 | |
|------------------------|--|
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| | |
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