
Statements

- Variable declaration

```
type variable;
```

- Assignment

```
variable = expression;
```

- Conditionals

```
if (cond) { statements; }
```

and

```
if (cond) { stmts1; } else { stmts2; }
```

- Loops

```
while (cond) { statements; }
```

- Method invocation (aka method call)

```
objectreference.methodname(parameters);
```

or

```
classname .methodname (parameters);
```

Statements

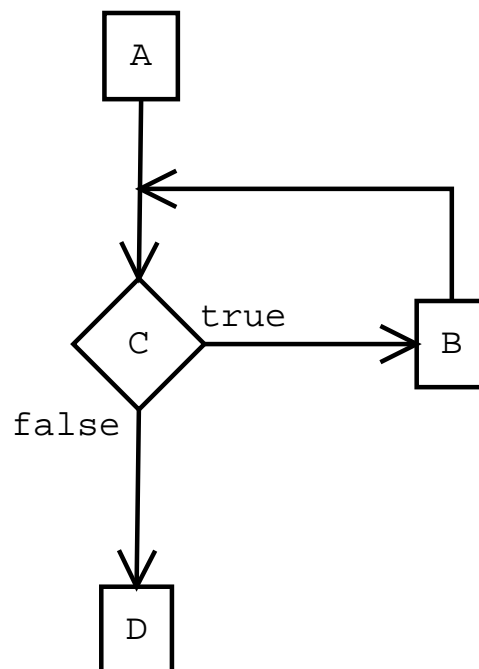
- The role of statements

Statement	Role
Assignment	to change the value of a variable
Conditionals	to make decisions
Method calls	to send a message to an object, to ask an object to perform an action
Static method calls	to execute a procedure
Loops	to repeat some action(s) several times

Loops

```
A;  
while (C) {  
    B;  
}  
D
```

- Control flow diagram:



Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
-	-

(This table shows the values of the variables just before the statement in red is executed)

Printed:

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
1	-

Printed:

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
1	1

Printed:

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
1	1

Printed:

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
1	1

Printed:

1

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
1	3

Printed:

1

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
2	3

Printed:

1

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
2	3

Printed:

1

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
2	3

Printed:

1
3

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
2	5

Printed:

1
3

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
3	5

Printed:

1
3

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
3	5

Printed:

1
3

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
3	5

Printed:

1
3
5

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
3	7

Printed:

1
3
5

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
4	7

Printed:

1
3
5

Loops

```
int counter, number;
counter = 1;
number = 1;
while (counter <= 3) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
System.out.println("Done");
```

counter	number
4	7

Printed:

1

3

5

Done

Loops

- `while` is *not* the same as `if`

```
int maximum = scanner.nextInt();
int counter = 1;
int number = 1;
while (counter <= maximum) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
```

Loops

- `while` is *not* the same as `if`

```
int maximum = scanner.nextInt();
int counter = 1;
int number = 1;
if (counter <= maximum) {
    System.out.println(number);
    number = number + 2;
    counter++;
}
```

- The `while` statement executes a statement or list of statements *repeatedly*, until its condition becomes false
- The `if` statement executes a statement or list of statements *once*, and only if its condition is true

Loops

- A loop may not terminate

```
int maximum = scanner.nextInt();
int counter = 1;
int number = 1;
while (counter <= maximum) {
    System.out.println(number);
    number = number + 2;
}
```

- A loop will not terminate if its condition is always true
- The condition of a loop will remain true if its variables never change

Counting occurrences

- Problem: count the number of times that the letter 'e' occurs in a given string.

Counting occurrences

- Problem: count the number of times that the letter 'e' occurs in a given string.
- Analysis:
 - Input: a string s
 - Output: a positive integer n , equal to the number of times 'e' appears in s
 - Assumptions: s is all lowercase

Counting occurrences

- Design:
 - General idea: traverse s from left to right, and each time an 'e' is found, increment a counter.
 - Algorithm:
 1. Set *counter* to 0
 2. Set *index* to 0
 3. While $index < \text{length of } s$, repeat:
 - (a) Let c be the character at position *index* of s
 - (b) If c is 'e', increment the *counter* by 1
 - (c) Increment the *index* by 1

Counting occurrences

```
String s;  
int counter, index;  
char c;  
s = scanner.nextLine();  
counter = 0;  
index = 0;  
while (index < s.length())  
{  
    c = s.charAt(index);  
    if (c == 'e')  
    {  
        counter++;  
    }  
    index++;  
}
```

Abstraction

- The above algorithm does not change if instead of 'e', we count the occurrences of any letter x.

```
char x;
String s;
int counter, index;
char c;
s = scanner.nextLine();
x = scanner.nextChar();
counter = 0;
index = 0;
while (index < s.length())
{
    c = s.charAt(index);
    if (c == x)
    {
        counter++;
    }
    index++;
}
```

-
- This works for any value of x and any value of s

Sum

- Problem: compute the sum of the first n positive integers for a given positive integer n
- Analysis:
 - Input: n
 - Output: $\sum_{i=1}^n i = 1 + 2 + 3 + \dots + (n - 1) + n$
 - Assumptions: $n \in \mathbb{N}$
- Design:
 1. Set total to 0
 2. Set i to 1
 3. While $i \leq n$, repeat:
 - (a) Set total to total + i
 - (b) Set i to $i+1$

Sum

```
int n, i, total;
n = scanner.nextInt();
i = 0;
total = 0;
while (i <= n)
{
    total = total + i;
    i = i + 1;
}
System.out.println(total);
```

Product

```
int n, i, total;
n = scanner.nextInt();
i = 0;
total = 0;
while (i <= n)
{
    total = total + n;
    i = i + 1;
}
System.out.println(total);
```

This computes

$$\sum_{i=1}^n n = n^2$$

Factorial

- Problem: compute the product of the first n positive integers for a given positive integer n , i.e. the *factorial* of n
- Analysis:
 - Input: n
 - Output: $n! = \prod_{i=1}^n i = 1 \cdot 2 \cdot 3 \cdot \dots \cdot (n - 1) \cdot n$
 - Assumptions: $n \in \mathbb{N}$
- Design:
 1. Set total to 0
 2. Set i to 1
 3. While $i \leq n$, repeat:
 - (a) Set total to total \times i
 - (b) Set i to $i+1$

Factorial

```
int n, i, total;
n = scanner.nextInt();
i = 1;
total = 1;
while (i <= n)
{
    total = total * i;
    i = i + 1;
}
System.out.println(total);
```

Guessing game

```
import java.util.Scanner;
import java.util.Random;

public class GuessingGame
{
    public static void main(String[] args)
    {
        int die, guess, points, game;
        final int ROUNDS = 10;
        Random generator;
        Scanner scanner;

        generator = new Random();
        scanner = new Scanner(System.in);

        points = 0;
        game = 1;
        while (game <= ROUNDS)
        {
            System.out.print("What is your guess? ");
            guess = scanner.nextInt();
```

```
    die = generator.nextInt(6) + 1;
    if (guess == die)
    {
        points++;
    }
    game++;
}
System.out.println("You guessed "+points+" times");
}
```

Reverse

- Problem: Given any string, print the string in reverse.
- Analysis:
 - Information involved: a string w .
 - Input: w
 - Output: a string v which is the reverse of w
 - Definitions:
 - * The *reverse* of a word w is a word v which has the same characters as w , but in inverse order: the first letter of v is the last of w , the second letter of v is the second-to-last of w , etc.
 - Note: no restrictions on the string!

Design

The design for only strings of size 4:

1. Obtain the word w
2. Create a new word v , initially empty
3. Add the last character of w to the end of v
4. Add the third character of w to the end of v
5. Add the second character of w to the end of v
6. Add the first character of w to the end of v
7. Print v

Design

Generalise the design:

1. Create a new word v , initially empty
2. Add the last character of w to the end of v
3. Add the second to last character of w to the end of v
4. ...
5. Add the second character of w to the end of v
6. Add the first character of w to the end of v
7. Print v

Design

Generalise the design:

1. Create a new word v , initially empty
2. Traverse the string w from last character to first, adding the corresponding character at the end of v
3. Print v

Design

Generalise the design:

1. Create a new word v , initially empty
2. Set a variable $index$ to be the last index of w
3. While the $index$ is larger or equal to 0, repeat:
 - (a) Let c be the character at $index$, of the string w .
 - (b) Append c to v
 - (c) decrement $index$ by 1
4. Print v

Implementation

```
// This solution traverses w from right to left
String w, v;
int index;
char c;
w = scanner.nextLine();

v = "";
index = w.length() - 1;
while (index >= 0)
{
    c = w.charAt(index);
    v = v + c;
    index--;
}
```

Implementation

```
// This solution traverses w from left to right
String w, v;
int index;
char c;
w = scanner.nextLine();

v = "";
index = 0;
while (index <= w.length() - 1)
{
    c = w.charAt(index);
    v = "" + c + v;
    index++;
}
```

Prime numbers

- Problem: determine whether a given positive integer is prime or not

Prime numbers

- Analysis:
 - Input: an integer n
 - Output: a boolean: true if n is prime, false otherwise
 - Definitions:
 - * A *prime* number is a number which is divisible only by 1 and itself
 - * An integer a is *divisible* by b if there is an integer k such that $a = kb$
 - Assumptions: n is positive

Prime numbers

- Basic idea: try to find a factor of n (i.e. a number that divides n), between 1 and n . If such number exists, then n is not prime, otherwise it is prime.
1. Set *is_prime* to true
 2. Set i to be 2
 3. While $i < n$, repeat:
 - (a) if i divides n , then set *is_prime* to false
 - (b) increment i by 1
 4. Return the value of *is_prime*

Prime numbers

```
boolean is_prime = true;
int i = 2;
while (i < n)
{
    if (n % i == 0)
    {
        is_prime = false;
    }
    i++;
}
```

Prime numbers

```
boolean is_prime = true;
int i = 2;
while (i < n)
{
    if (n % i == 0)
    {
        is_prime = false;
        i = n;
    }
    i++;
}
```

Prime numbers

```
boolean is_prime = true;
int i = 2;
while (i < n)
{
    if (n % i == 0)
    {
        is_prime = false;
        break;
    }
    i++;
}
```

The end