

## Chapter 3: Decisions and Loops

Programming with Alice and Java  
First Edition

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## Objectives

- Make decisions using an **If/Else** statement.
- Base decisions on conditions that use equality, relational operators, and Boolean functions.
- Use logical operators to create complex conditions.
- Nest **If/Else** statements and loops.
- Execute a set of statements repeatedly using **While** and **Loop** statements.
- Use a loop control variable to tailor loop processing.

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## The **If/Else** Statement

- Control statements allow you to control the flow of a program's logic.
- Control statements are based on the result of a condition.
- The condition produces a Boolean (true or false) value, which determines which statements are executed next.
- An **If/Else** statement determines which of two sets of statements are executed.

The default structure of an **If/Else** statement

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## Using the **If/Else** Statement

The choose true condition of the **If/Else** statement returns a true or false result determined randomly

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## Using the **If/Else** Statement (continued)

There can be as many statements as needed in either section of **If/Else**

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## The Equality and Relational Operators

- The following six *equality and relational operators* can be used to compare numeric data.

Operator	Condition	Result
<code>=</code>	<code>if A = B</code>	True if A is equal to B and false otherwise.
<code>!=</code>	<code>if A != B</code>	True if A is not equal to B and false otherwise.
<code>&lt;</code>	<code>if A &lt; B</code>	True if A is less than B and false otherwise.
<code>&gt;</code>	<code>if A &gt; B</code>	True if A is greater than B and false otherwise.
<code>&lt;=</code>	<code>if A &lt;= B</code>	True if A is less than or equal to B and false otherwise.
<code>&gt;=</code>	<code>if A &gt;= B</code>	True if A is greater than or equal to B and false otherwise.

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## Nested If/Else Statements



- A statement inside an **If/Else** statement could itself be an **If/Else** statement – *nested If statement*.



This If/Else is nested within Else section

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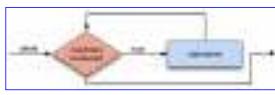
## Repetition – The While Statement

- Repetition statements* allow the programmer to repeat one or more statements a number of times.
- Another term for repetition statement is *loop*.
- There are two repetition statements in Alice:
  - the **While** statement;
  - the **Loop** statement.
- A **While** statement is based on a Boolean condition, and repeatedly executes the statement it contains (body of the *loop*) as long as its condition remains true.

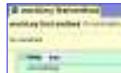
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## More about the While Statement



The default form of a **While** statement



- The condition of a **While** loop is used to decide if its statements should be executed yet again, and may be evaluated many times.
- The condition in a **If/Else** statement is evaluated once.
- An *infinite loop* is a loop whose condition never becomes false, and this loop never ends.

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## Using the While Statement



This is an example of infinite loop that contains the statements that cause the shark to swim in a circle



The **While** loop body

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## Using the While Statement (continued)



A logical operator

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## The Logical Operators

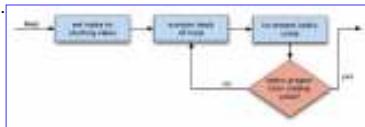
Operator	Truth Table		Description
not a	a true false	not a false true	True if a is false, and false if a is true
both a and b	a true true false false	b true false true false	a and b true false false true
either a or b, or both	a true true false false	b true false true false	a or b true true true false

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## The Loop Statement

- The **Loop** statement allows you to control the exact number of repetitions.
- After dragging a new **Loop** statement into a method, the number of repetitions needs to be specified.
- The **Loop** statement uses a condition that tests the value of an integer variable—the *loop control variable (index)*—and terminates when this value reaches a specified end value.



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## Using the Loop Statement



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## Nested Repetition Statements

- Repetition statements can be nested – the body of a loop can contain another loop.
- Each iteration of the outer loop causes complete execution of the inner loop



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## Nested Repetition Example



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## Summary

- Statements that control the flow of a program are based on Boolean conditions (they are either true or false).
- An **If/Else** statement determines which of two sets of statements are executed.
- The **Else** portion of an **If/Else** statement can be left empty.
- Equality and relational operators produce Boolean results.
- An **If/Else** statement can be part of another **If/Else** statement.
- A **While** loop executes its statements until its condition becomes false.
- An infinite loop is a loop whose condition never becomes false.
- Logical operators allow you to construct complex conditions for decisions and loops.
- A **Loop** statement executes the loop body a specific number of times.
- The alternate version of the **Loop** statement provides explicit access to the loop control variable
- When loops are nested, the inner loop executes all of its iterations for each iteration of the outer loop.

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