

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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3-2

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.

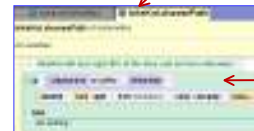
The default structure of an **If/Else** statement



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3-3

Using the If/Else Statement

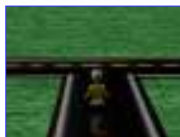


The **choose true condition** of the **If/Else** statement returns a true or false result determined randomly

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3-4

Using the If/Else Statement (continued)



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

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3-5

The Equality and Relational Operators

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

Operator	Example	Meaning
==	5 == 5	True if 5 is equal to 5; a test for equality.
<	5 < 10	True if 5 is less than 10; a test for less-than.
>	10 > 5	True if 10 is greater than 5; a test for greater-than.
<=	5 <= 5	True if 5 is less than or equal to 5; a test for less-than-or-equal-to.
>=	10 >= 10	True if 10 is greater than or equal to 10; a test for greater-than-or-equal-to.
!=	5 != 10	True if 5 is not equal to 10; a test for not-equal.

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3-6

Nested If/Else Statements



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

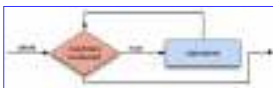
This **If/Else** is nested within **Else** section



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.

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.

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



Using the **While** Statement (continued)



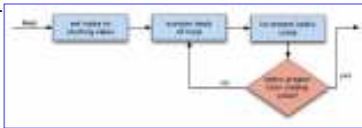
A logical operator

The Logical Operators

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

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.



Using the Loop Statement



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



Nested Repetition Example



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.