

Switch Statement

The switch statement is a more convenient way to write multiple if-then-else statements. Alternative statements are listed with a switch label in front of each. A switch label is either a case label or the word default. A case label is the word case followed by a *constant integral expression* (Strings are allowed if using Java version 7). An integral expression called the switch expression is used to match one of the values on the case labels. The statement associated with the value that is matched is the statement that is executed. Execution then continues sequentially from the matched label until the end of the Switch statement is encountered or a break statement is encountered.

The format for switch is:

```
switch (integral_expression)
{
    case const_expr1 :
        statement1;          // Exec if expr1 true
        statement2;
        ...
        break;
    case const_expr2:
        statement101;        // Exec if expr2 true
        statement102;
        ...
        break;
    case const_expr3:
        ...
        break;
    . . .
    default:
        statement555;        // Exec if all above false
        ...                  // no break needed
}
```

Remember, the statement following switch() must evaluate to an integral expression. This means you can't use switch on more complex data types. It will work with int, char, and long.

Also remember that what follows the case must be a constant integral value, not a variable! BUT starting with Java 7 (which came out in July, 2011 and most of you should have) this changed and you are able to add Strings as the expression in the switch statement.

Here is an example:

```
char grade;
// Some code here that somehow assigns a value to grade
// e.g. read it in from the scanner or grade = 'A';
switch (grade)
{
    case 'A' : System.out.println("Great work!");
               break;
    case 'B' : System.out.println("Good work!");
               break;
    case 'C' : System.out.println("Satisfactory work!");
               break;
    case 'D' :
    case 'F' : System.out.println("Unsatisfactory work.");
               System.out.println("See your instructor.");
               break;
    default  : System.out.println(grade + " is not legal");
               break;
}
```

grade is the switch expression; the letters beside the statements make up the case labels. The value in grade is compared with the value in each case label. When a match is found, the corresponding statement is executed. If the value of the switch expression does not match a value in any case label, the default label is matched by default. Because execution continues after a match until break is encountered, both 'D' and 'F' send the same message to the screen.

Random Numbers

It is often useful to generate random numbers to produce simulations or games (or homework problems :) One way to generate these numbers in Java is to use the Random class.

The random function takes no arguments and returns a value of type double that is a pseudo-random number between 0 and 1. What is a pseudo-random number? It is a number that is not truly random, but appears random. That is, every number between 0 and 1 has an equal chance (or probability) of being chosen each time random() is called. (In reality, this is not the case, but it is close).

Here is a very simple pseudorandom number generator to compute the i th random #:

$$R_i = (R_{i-1} * 7) \% 11$$

Initially, we set the “seed”, $R_0 = 1$. Then our first “random” number is $7 \% 11$ or 7. Our second “random” number is then $(7*7)\%11$ or 5. Our third “random” number is then $(5*7)\%11$ or 3. Our fourth “random” number is then $(3*7)\%11$ or 10. ..etc.

As you can see, the values we get seem random, but are really not. This is why they are called pseudorandom. We can get slightly more random results by making the initial seed some variable number, for example, derived from the time of day or something. This particular function would not be a very good pseudorandom number generator because it would repeat numbers rather quickly.

To use the Random class we first have to import it just like we imported the Scanner class:

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

Next we have to create an object of type Random that can generate the random numbers for us. This follows the same pattern as creating a Scanner object to read from the keyboard.

```
Random randomGenerator = new Random();
```

Similarly, just as you created only one Scanner object to read in all of your keyboard inputs, in general you should create only one Random object to generate all of your random numbers. In particular, older versions of Java used the computer's clock to seed the random number generator. This meant that two Random objects created within the same millisecond would generate the same sequence of numbers. Newer versions of Java don't have this limitation, but normally only one instance of a Random object is needed.

To generate a random integer in the range of all possible integers use:

```
int r = randomGenerator.nextInt();
```

To generate a random integer in the range from 0 to $n-1$ use:

```
int r = randomGenerator.nextInt(n);
```

If you want a random number in a different range then you can scale the number by adding an offset. For example, to generate a random number that is 4, 5, or 6 use:

```
int r = randomGenerator.nextInt(3) + 4;
```

This generates a number that is 0, 1, or 2 and then adds 4 to get a number that is 4, 5, or 6.

To generate a random double use:

```
double r = randomGenerator.nextDouble();
```

This returns a number that is greater than or equal to 0.0 but less than 1.0.

Here is a sample program that simulates flipping a coin 5 times, where 0 is tails and 1 is heads:

```

import java.util.Random;

public class CoinFlipDemo
{
    public static void main(String[] args)
    {
        Random randomGenerator = new Random();
        int coinFlip;

        System.out.print("Flip number 1: ");
        coinFlip = randomGenerator.nextInt(2);
        if (coinFlip == 1)
            System.out.println("Heads");
        else
            System.out.println("Tails");

        System.out.print("Flip number 2: ");
        coinFlip = randomGenerator.nextInt(2);
        if (coinFlip == 1)
            System.out.println("Heads");
        else
            System.out.println("Tails");

        System.out.print("Flip number 3: ");
        coinFlip = randomGenerator.nextInt(2);
        if (coinFlip == 1)
            System.out.println("Heads");
        else
            System.out.println("Tails");
    }
}

```

Example Problem: Monty Hall Game Show Problem

You are a contestant on a game show and have won a shot at the grand prize. Before you are three doors. Behind one door is \$1,000,000 in cash. Behind the other two doors is the consolation prize of a box of rice-a-roni. The location of the prizes have been randomly selected. You want the cash. The game show host asks you to select a door, and you randomly pick one. However, before revealing the contents behind your door, the game show host reveals one of the other doors that contains rice-a-roni. At this point, the game show host asks if you would like to stick with your original choice or switch your choice to the remaining door. What choice should you make to optimize your chances of winning the grand prize, or does it matter?

Write a program to play the game show. Allow the user to input 1, 2, or 3 to select a door and then have the computer generate random numbers to play the game and output what we win.

Repetition, Looping

Last time we looked at how to use if-then statements to control the flow of a program. In this section we will look at different ways to repeat blocks of statements. Such repetitions are called loops and are a powerful way to perform some task over and over again that would typically be too much work to do by hand. There are several ways to construct loops. We will examine the while and for loop constructs here.

While Loop

The while loop allows you to direct the computer to execute the statement in the body of the loop as long as the expression within the parentheses evaluates to true. The format for the while loop is:

```
while (boolean_expression)
{
    statement1;
    ...
    statement N;
}
```

As long as the Boolean expression evaluates to true, statements 1 through N will continue to be executed. Generally one of these statements will eventually make the Boolean expression become false, and the loop will exit. Here is an example that prints the numbers from 1 to 10:

```
int x=1;

while (x<=10)
{
    System.out.println(x);
    x++;           // Same as x=x+1
}
```

If we wanted to print out 1,000,000 numbers we could easily do so by changing the loop! Without the while loop, we would need 1,000,000 different print statements, certainly an unpleasant task for a programmer.

Here is a better version of our coin flip program that uses a while loop:

```
import java.util.Random;

public class CoinFlipDemo
{
    public static void main(String[] args)
    {
        Random randomGenerator = new Random();
        int counter = 1;

        while (counter <= 5)           // 5 flips
        {
            System.out.print("Flip number " + counter + ": ");
            int coinFlip = randomGenerator.nextInt(2);
            if (coinFlip == 1)
                System.out.println("Heads");
            else
                System.out.println("Tails");
            counter++;
        }
    }
}
```

There are two types of while loops that we can construct. The first is a *count-based* loop, like the one we just used above. The loop continues, incrementing a counter each time, until the counter reaches some maximum number. The second is an event-based loop, where the loop continues indefinitely until some event happens that makes the loop stop. Here is an example of an event-based loop:

```
Scanner keyboard = new Scanner(System.in);
String s;
int sum=0, x=0;
while (x!=-9999) {
    System.out.println("Enter an integer:");
    x = keyboard.nextInt( );
    if (x != -9999)
    {
        sum = sum + x;
    }
}
System.out.println("The sum of the numbers you entered is "
+ sum);
```

This loop will input a number and add it to sum as long as the number entered is not –9999. Once –9999 is entered, the loop will exit and the sum will be printed. This is an event-based loop because the loop does not terminate until some event happens – in this case, the special value of –9999 is entered. This value is called a *sentinel* because it signals the end of input. Note that it becomes possible to enter the sentinel value as data, so we have to make sure we check for this if we don't want it to be added to the sum.

What is wrong with the following code? Hint: It results in what is called an infinite loop.

```
int x=1, y=1;

while (x<=10)
{
    System.out.println(y);
    y++;
}
```

Exercise: Write a program that outputs all 99 stanzas of the “99 bottles of beer on the wall” song.

For example, the song will initially start as:

```
99 bottles of beer on the wall, 99 bottles of beer,
take one down, pass it around,
98 bottles of beer on the wall.
```

Write a loop so that we can output the entire song, starting from ninety-nine and counting down to zero.

Example: What is the output of this code?

```
int j=0, k=0, x=5;
while (j<x)
{
    System.out.print("*");
    j++;
}
System.out.println();          // Prints a newline
j=0;
while (j<x-2)
{
    System.out.print("*");
    k=0;
    while (k<x-2)
    {
        System.out.print(".");
        k++;
    }
    System.out.println("*");
    j++;
}
j=0;
while (j<x)
{
    System.out.print("*");
    j++;
}
System.out.println();
```

This last example illustrates the concept of nested loops. It is possible, and often desirable, to insert one loop inside another loop. When this is done, it is called a nested loop.

Do-While Loop

It turns out that we can do all of the looping we need with the while loop. However, there are a number of other looping constructs make it easier to write certain kinds of loops than others. Consider the do-while loop, which has the following format:

```
do {  
    statement1;  
    statement2;  
    ...  
    statement N;  
} while (Boolean_condition);
```

The do-while loop executes all of the statements as long as the Boolean condition is true. How is this different from the while-do loop? In the do-while loop, the computer **always** executes the body of the loop at least once before it checks the Boolean condition. In the while-do loop, the Boolean condition is checked **first**. If it is false, then the loop's body is never executed.

For example, we could rewrite the do-while loop using an if-statement and a while loop:

```
if (Boolean_condition) {  
    do {  
        statement1;  
        statement2;  
        ...  
        statement N;  
    } while (Boolean_condition);  
}
```

This would be equivalent to the while loop.

As an example, let's convert the while loop we wrote to input numbers into a do-while loop. In the original example, we had to add an if-statement to check for the sentinel value inside the loop (because we don't want to add -9999 to the sum). This can be rewritten using a do-while loop without requiring the if-statement:

```

Scanner keyboard = new Scanner(System.in);
String s;
int sum=0, x=0;
do
{
    sum = sum + x;
    System.out.println("Enter an integer:");
    x = keyboard.nextInt();
} while (x!=-9999);
System.out.println("The sum of the numbers you entered is "
+ sum);

```

Since the input comes at the end of the loop after the sum, we won't be adding in -9999. If the user types -9999, the loop will exit. Note that the first time through the loop, sum will get set to sum + x. However, by initializing x to zero, sum remains the same at 0, so if the first value typed is -9999, we will still get sum=0 in both cases.

Another place where a do-while loop is useful is to print menus and check for valid input:

```

int i;
Scanner keyboard = new Scanner(System.in);
String s;
System.out.println("Main Menu.  Enter 1 to perform task
one, or 2 to perform task two.");
do
{
    System.out.println("Enter choice:");
    i = keyboard.nextInt( );
} while ((i != 1) && (i !=2 ));

```

This loop will continue as long as the user types in something that is neither '1' nor '2'.

Exercise: What would happen if the loop was:

```

do {
    System.out.println("Enter choice:");
    i = keyboard.nextInt( );
} while ((i!=1) || (i!=2));

```

The For Loop

The for loop is a compact way to initialize variables, execute the body of a loop, and change the contents of variables. It consists of three expressions that are separated by semicolons and enclosed within parentheses:

```
for (expression1; expression2; expression3)
    statement;
```

Where, statement might include a { block } of statements:

```
for (expression1; expression2; expression3) {
    Statement;
    ...
}
```

All of the expression statements are optional!

Expression1 is used to set initial values, and can set multiple values separated by a comma.

Expression2 is the condition for the loop to continue (while this is true).

Expression3 contains any operations you'd like to do at the end of each iteration. Separate different instructions with a comma.

The for loop can be written in the following equivalent while-loop format:

```
expression1;
while (expression2) {
    statement; ...
    expression3;
}
```

Here are some typical uses of for-loops:

```
int sum, i, value;
Scanner keyboard = new Scanner(System.in);
String s;
for (i=0, sum=0; i<10; i++) {
    System.out.println("Enter an integer:");
    value = keyboard.nextInt();
    sum = sum + value;
}
```

This snippet loops from 0 to 9 and keeps a sum of values input by the user and saved in the variable sum.

We could do the same thing but count backwards from 10:

```
for (i=10, sum=0; i>0; i--) {  
    System.out.println("Enter an integer:");  
    value = keyboard.nextInt();  
    sum = sum + value;  
}
```

This loop ends when i=0.

Note that sometimes we can use a for loop to do work without any body at all!

```
for (i=2; i<=1000; i=i*2);
```

This snippet of code produces the first power of 2 larger than 1000. Note where the semicolon is placed to avoid any body at all. All the work is done in the loop heading.

However, normally when there is a semicolon at the end of the loop statement, it is a bug. Consider the following:

```
int product=1, num;  
for (num = 1; num <=5; num++);  
    product = product * num;  
System.out.println(num);
```

You might expect this to print out $5*4*3*2*1$, or 120. Instead, it prints out 6. Why? Because of the semicolon at the end of the for loop:

```
for (num = 1; num <=5; num++) ;
```

The semicolon terminates the loop, so there is no loop body executed for each iteration. Product is then set to $product * num$, which is now 6. To fix this bug, we should remove the semicolon from the for loop statement:

```
int product=1, num;  
for (num = 1; num <=5; num++)  
    product = product * num;  
System.out.println(num);
```

Here is an example showing that the expressions in the loop header are optional. The following is equivalent to the previous example:

```
i=10; sum=0;
for (;i>0;) {
    System.out.println("Enter an integer:");
    value = keyboard.nextInt();
    sum += value;
    i--;
}
```

This is equivalent to the previous example we did with the initialization and loop decrement all contained within the loop header.

Finally, consider the following:

```
for (;;) {
    System.out.println("hi");
}
```

This is equivalent to an infinite loop. We will print out “hi” forever until the user stops it by hitting control-c or stopping it from an IDE environment.

Break and Continue

Let’s expand on the basic while loop a bit by introducing the break and continue statements. Of these operations, break is the more commonly seen instruction. Both break and continue are statements that alter the flow of execution within a control structure. Break is used with the Switch statement, the While statement, the Do-While statement, and the For statement. (we will define the switch statement below.) Break interrupts the flow of control by immediately exiting while within these statements. In contrast, continue is used only with looping statements. It alters the flow of control by immediately terminating the current iteration. Note the difference between continue and break in a loop: continue skips to the next iteration of the loop, and break skips to the statement following the loop.

Break:

```
while (b) {
    first_statement; // executed first
    break;           // skips to outside loop
    skipped_statement;
}
next_statement;     // executed second
```

Continue:

```

while (b) {
    first_statement; // executed first
    continue;        // skips directly to end of the loop
    skipped_statement;
}
outside_statement; // executed when b becomes false

```

Break is extremely useful with the Switch statement but should be used with caution with looping statements. Good style dictates that loops have only one entry and one exit except under very unusual circumstances.

Here is an example of break:

```

int i=1;
while (true) {
    i *= 2;
    if (i>31) break;
}
System.out.println(i);

```

This loop would normally go forever, but thanks to the break condition it will stop when i=32.

Here is an example of continue:

```

int i=0, sum=0;
while (i<10) {
    i++;
    if ((i % 2)==0) continue;
    sum += i;
}
System.out.println("Sum of odd numbers is " + sum);

```

This only adds the odd numbers, because the continue statement skips the line “sum+=i” for even numbers. The output is then 25.

As you should be able to see, typically the break and continue statements can be avoided and replaced with an if-then-else statement to make it easier to follow the program’s execution. The only real excuse to use the continue statement is to avoid adding an extra if-statement to encapsulate your data (e.g., you might already have a lot of nested if-statements and you want to avoid another).

Exercise: Write a program that inputs from the user how many numbers she would like to enter. The program should then input that many numbers and computes the average of the numbers.

Exercise: Write a program that finds and prints all of the prime numbers between 3 and 100. A prime number is a number such that one and itself are the only numbers that evenly divide it (e.g., 3,5,7,11,13,17, ...)

Here is some pseudocode:

```
Loop from i=3 to 100
  Set flag = IsAPrime
  Loop from j=2 to i-1    (could we loop to a smaller number?)
    If i divided by j has no remainder
      Then j evenly divides into i and i is not a prime number
      Set flag = IsNotAPrime
  If flag still equals IsAPrime then
    Print i "is a prime number".
```