§3.1-3.3: IF Statements and Boolean Expressions



23 Sep 2005 CMPT14x Dr. Sean Ho Trinity Western University *Reminders:*

1) journals in folder 2) Two homeworks by lab section

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Chapter 3: Program Structure

Five basic program structure/flow abstractions:

- Sequence (;)
- Selection (IF-THEN-ELSE)
- Repetition/loops (WHILE, REPEAT)
- Composition (subroutines)
- Parallelism

This chapter mostly covers the first three program structure abstractions

Today we'll cover sequences and selection



Statement sequences

A sequence of statements is executed in order:

- Successive statements are not executed until the preceding statement is completed
 WriteString ("Running ReallySlowFunction...");
 WriteLn;
 - ReallySlowFunction;
 - WriteString (" ...done!");
 - WriteLn;

Semicolons separate statements

Not needed after last statement:

WriteLn END HelloWorld.





over and not executed



Example using IF-THEN-END

IF numApples > 12 THEN WriteString("Okay, that's waay too many apples!"); WriteLn END; WriteString("Let's eat some apples!"); WriteLn

Observe indentation, semicolon usage



Branching: IF-THEN-ELSE-END IF condition condition THEN statement sequence THEN ELSE sequence sequence ELSE statement sequence **END**

Only one of the two statement sequences is executed



Example using IF-THEN-ELSE-END

IF numFriends > 0
 THEN
 applesPerFriend := numApples / numFriends;
 ELSE
 WriteString("Awww, you need some friends!");
 END;

Would the division work if numFriends = 0?
Will this code generate an error if numFriends=0?





A note on indenting preferences

For purposes of this class, please stick to the book's indenting convention

But be aware that different people have different personal preferences

Sean's personal indenting style:

IF condition THEN

statement sequence

ELSIF condition THEN

statement sequence

ELSE

statement sequence

Boolean expressions

- The conditions in IF statements are Boolean expressions: evaluate to either TRUE or FALSE
- Relational operators:
 - equal),
 - < (less than), > (greater than),
 - = (less than or equal),
 - >= (greater than or equal),
 - or # (not equal)

Boolean operators (connectives):

• AND (&), OR, NOT (~)

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Precedence rules

In order from highest precedence (first in evaluation) to lowest (last in evaluation):

- NOT (~)
- *, /, DIV, MOD, REM, AND (&)
- +, -, OR
- =, <, >, <=, >=, <> (#)

Within the same level, evaluation is done left to right:

- (2 < 3) & (3 * 2 + 4 = 18) OR NOT (5 # 6)
 - TRUE & (6 + 4 = 18) OR NOT TRUE
 - TRUE & (10 = 18) OR FALSE
 - TRUE & FALSE OR FALSE
 - FALSE OR FALSE

FALSE

Shortcut operators

The boolean operators AND and OR are shortcut operators:

The second argument is not even evaluated if not necessary:

enoughApplesToGoAround :=

(numFriends > 0) AND (numApples / numFriends > 2);
 If numFriends is 0, this does not generate a divide-by-zero error



Review of today (3.1–3.3)

Statement sequences; use of semicolon (;)
Forms of the IF statement:

IF – THEN – END
IF – THEN – ELSE – END
IF – THEN – ELSIF – THEN – ELSE – END

Boolean expressions:

=, <, >, <=, >=, <> (#)
AND (&), OR, NOT (~)
Precedence
Shortcut semantics

TODO items

Lab2 due next MTW: §3.14 # (38 / 45)
Choose either #38 or #45
Short writeup okay
Quiz ch3 on Mon: may include material not yet covered in lecture – read the text!
Reading: through §3.8 for Mon

