

# Expressions

GEEN163 Introduction to  
Computer Programming

*“Beauty without expression  
is boring.”*

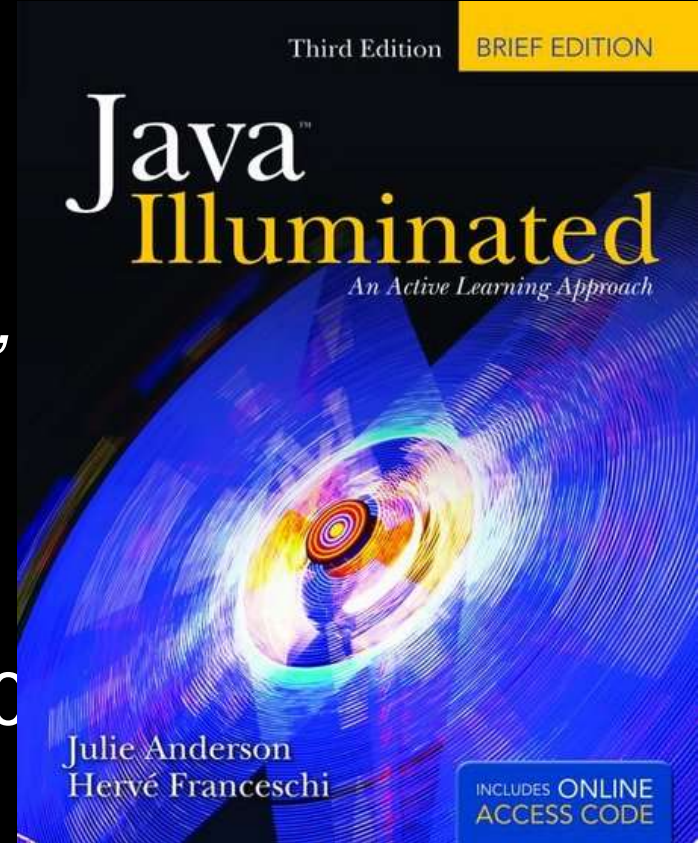
Ralph Waldo Emerson

# Textbook

*“Java Illuminated”, 3<sup>rd</sup> edition,  
Brief edition by Anderson and  
Franceschi,*

ISBN 9781284021301,  
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The full edition is compatible  
ISBN 9781449632014



Available at the Bookstore, from online  
bookstores and other students

# MyCodeLab

- Do 25 out of the 68 possible questions in sections 2.1 and 2.2 of MyCodeLab on the [www.turingscraft.com](http://www.turingscraft.com) website
- You will earn 4 points for each correct answer up to a maximum of 100 points
- You can retry incorrect answers
- Due by midnight on **Wednesday, January 22**

# Simple Data Types

- **int** – integer whole numbers
- **double** – numbers with decimal points
  
- **char** – single characters
- **boolean** – *true* or *false*

# A Not-So-Simple Data Type

- **String** – A string of characters.
- A **String** can contain any character on the keyboard (*and more*)
- **String** is a Java class. (*Note the first letter is capitalized.*) We will talk more about classes and complex data types later.

# Declaring Variables

- All variables must be declared before they are used in the program
- A variable is declared by writing the data type followed by the variable name
- More than one variable may be declared on the same line as the same type by separating the variable names by commas

# Example Declarations

```
double    interestRate;
```

```
int       numPenguins;
```

```
String    myName;
```

```
boolean   doit;
```

```
int       first, second;
```



# Which declaration is incorrect?

- A. `double dog;`
- B. `int cat`
- C. `String cow, bull;`
- D. `double dog2;`

# Which declaration is incorrect?

- A. double dog;
- B. int cat (*no semicolon*)
- C. String cow, bull;
- D. double dog2;

# Assigning Values

- You can set a variable to a value during execution by putting the name of variable, an equals sign followed by a value and semicolon

```
numPenguins = 6;
```

```
first = 3;
```

```
interestRate = 4.75;
```

- The type of the variable and the value must match.

# Not All Are Equal

- The equals sign is used to set a variable to a value. It does not mean equal in the mathematical sense.

```
int  cat, dog;
```

```
cat = 3;
```

```
dog = 5;
```

```
cat = dog;    // cat has the value 5
```

- An old computer language used the arrow character to indicate assignment.

```
cat ← 3;   dog ← 5;   cat ← dog ; // not Java
```

# Sequential Execution

- Java programs are executed sequentially one line at a time

```
int cat, dog;
```

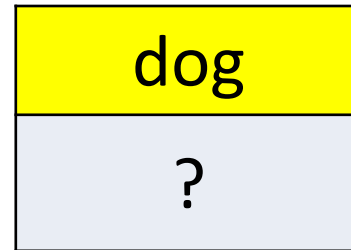
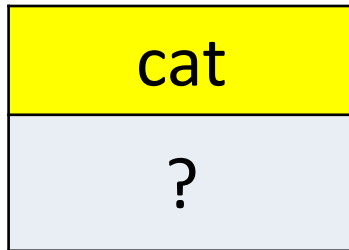
```
dog = 5;
```

```
cat = dog; // cat has the value 5
```

```
dog = 7;
```

- cat still has the value 5 while dog now has the value 7

# Moving Data



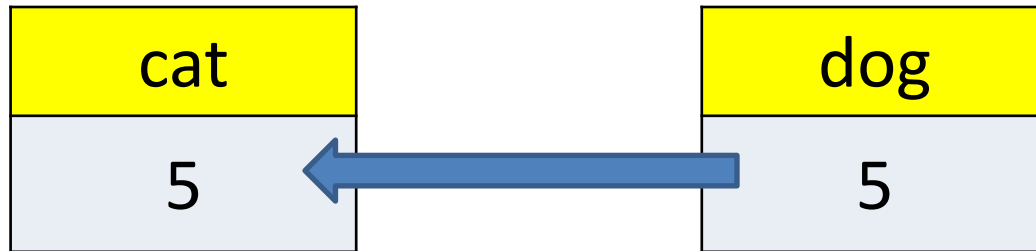
- When you first create a variable, it has an undefined value

# Moving Data



```
dog = 5;
```

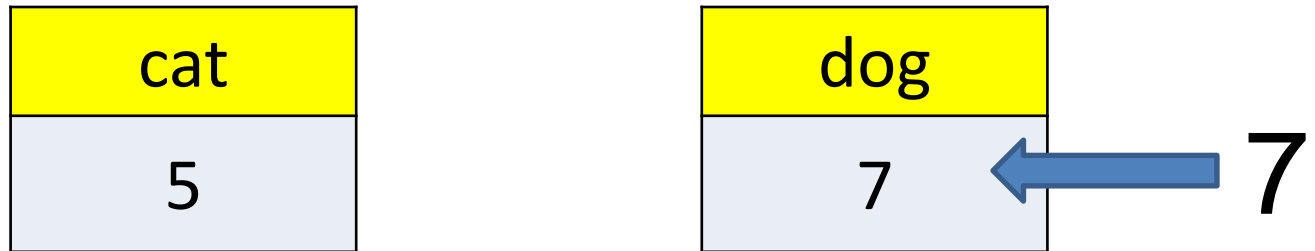
# Moving Data



```
cat = dog;
```



# Moving Data



```
dog = 7;
```

# Equations in Java

- A Java expression or equation is a valid arrangement of variables, constants, and operators.
- In Java each expression is written on the line with normal keyboard characters
- the value of the expression  
 $9.0 * 4.0$  is  $36.0$

# Operators can be

binary involving 2 operands  $2 + 3$

unary involving 1 operand  $- 3$

ternary involving 3 operands *later*

# Some Java Arithmetic Operators

$12 + 3$	addition
$12 - 3$	subtraction
$12 * 3$	multiplication
$12 / 3$	division
$12 \% 3$	modulus or remainder
$-12$	negative
$+12$	positive ( <i>pointless, do not use</i> )

# Example Java Expressions

```
int cow, dog, goat, cat;
```

```
cow = 2;
```

```
dog = 4;
```

```
goat = 7;
```

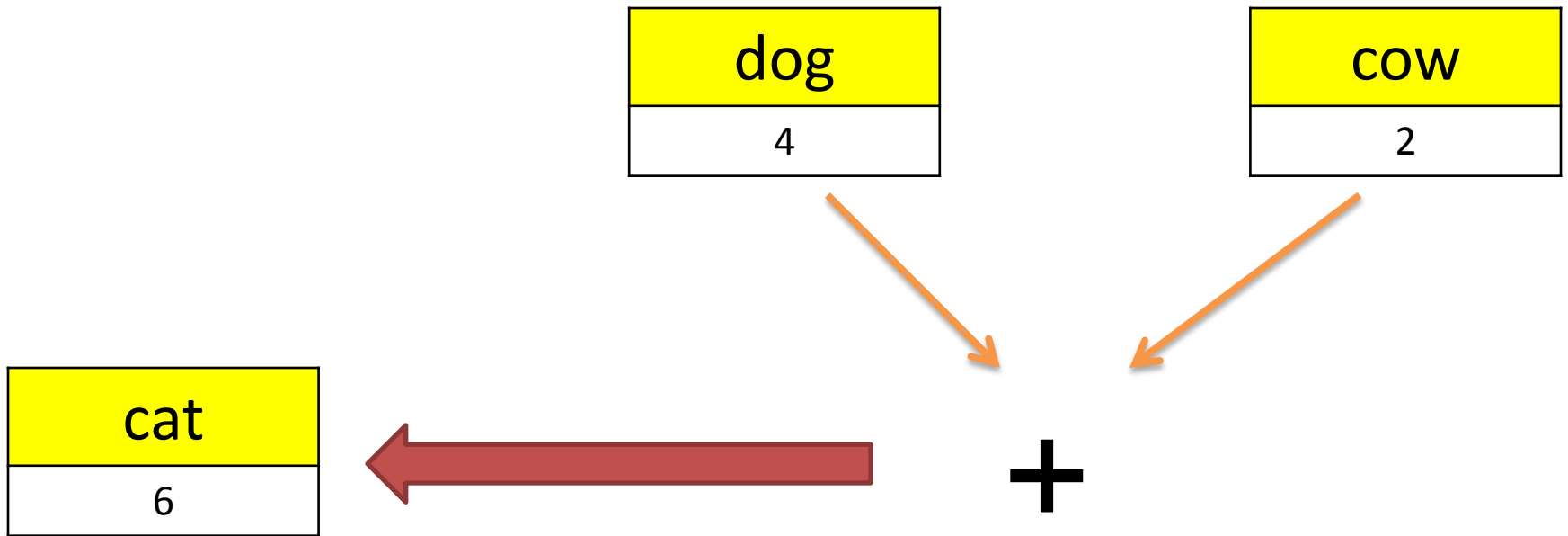
```
cat = cow + 3;           // cat is 5
```

```
cat = cow + dog;        // cat is 6
```

```
cat = dog / cow + goat; // cat is 9
```

```
cat = cow * goat - dog; // cat is 10
```

# Execution of an Equation



`cat = cow + dog;`

# What is goat?

```
int cat;  
int goat, dog;  
cat = 3;  
dog = 5;  
goat = dog * cat;
```

- A. 3
- B. 5
- C. 15
- D. "goat"

# Honor's Contract

- Please see your instructor if you are in the University Honor's program



# Modulus Operator

- the modulus operator % can only be used with integer type operands and **always has an integer type result**
- its result is the integer type **remainder** of an integer division

## EXAMPLE

11 % 4 has value 3 because

$$\begin{array}{r} \mathbf{R = 3} \\ \hline 4 \ ) \ 11 \end{array}$$

# Integer Division

- Integers can only hold whole numbers
- If division results in a fractional part, the fraction is dropped and the result is just the whole number.

$8/2$  is 4       $7/3$  is 2

$1/2$  is 0       $-5/4$  is -1

# Example Java Expressions

```
int cow = 2, dog = 4, goat = 7, cat;
```

```
cat = goat % dog;           // cat is 3
```

```
cat = goat / dog;          // cat is 1
```

```
cat = dog * goat / cow;    // cat is 14
```

```
cat = cow / 3;             // cat is 0
```

# What is mouse?

```
int rat, gerbil, mouse;
```

```
mouse = 7;
```

```
rat = 6;
```

```
gerbil = 4;
```

```
mouse = rat / gerbil + 2;
```

A. 2

B. 3

C. 3.5

D. 6

E. 7



# White Space

- In Java you can put “white space” anywhere between operators and variables
- Whitespace can be blanks, tabs or new lines

```
dog=cat+cow-5.0;
```

```
dog = cat + cow - 5.0;
```

```
dog      =cat+      cow-5.0;
```

```
dog = cat +  
      cow - 5.0;
```

- You cannot put whitespace in names

```
dog = c a t + cow - 5 . 0;    // invalid
```

# Operator Priority

- When an expression has multiple operators the high priority operations are done first
- When operators are of equal priority, they are executed left to right
- High priority operators are: \* / %
- Lower priority operators are: + -
- Multiplication and division are done before addition and subtraction

# Example Java Expressions

```
double cow = 2, dog = 4, goat = 6, cat;
```

```
cat = goat / cow + dog;           // cat is 7.0
```

```
cat = dog + goat / cow;          // cat is 7.0
```

```
cat = cow + goat / cow + dog;    // cat is 9.0
```

# What is aardvark?

```
int cat = 5, dog = 3, aardvark = 7;  
aardvark = 1 + cat / dog;
```

- A. 2
- B. 2.666667
- C. 3
- D. 7



# What is aardvark?

```
int cat = 5, dog = 3, aardvark = 7;  
aardvark = 1 + cat / dog;
```

- A. 2                      cat / dog is 1
- B. 2.666667
- C. 3
- D. 7

# (Parentheses)

- Parentheses can be used to change the order in which an expression is evaluated
- Parts of an expression that are inside parentheses are done before outer parts
- If there is more than one parenthesized expression, they are evaluated left to right
- The most nested parenthesized expressions are done first

# Evaluating Expressions

$$2 * 3 + 1 \quad \text{equals } 7$$

$$1 + 2 * 3 \quad \text{equals } 7$$

$$(1 + 2) * 3 \quad \text{equals } 9$$

$$3 + 7 / 2 + 1 \quad \text{equals } 7$$

$$(3 + 7) / 2 + 1 \quad \text{equals } 6$$

$$(3 + 7) / (2 + 1) \quad \text{equals } 3$$

# What is aardvark?

```
int cat = 5, dog = 3, aardvark = 7;  
aardvark = (1 + cat) / dog;
```

A. 2

B. 2.666667

C. 3

D. 7

# What is aardvark?

```
int cat = 5, dog = 3, aardvark = 7;  
aardvark = (1 + cat) / dog;
```

A. 2

B. 2.666667

C. 3

D. 7

# Evaluating Expressions

**means**

$$\begin{aligned} & 7 * 10 - 5 \% 3 * 4 + 9 \\ & (7 * 10) - 5 \% 3 * 4 + 9 \\ & 70 - 5 \% 3 * 4 + 9 \\ & 70 - (5 \% 3) * 4 + 9 \\ & 70 - 2 * 4 + 9 \\ & 70 - (2 * 4) + 9 \\ & 70 - 8 + 9 \\ & (70 - 8) + 9 \\ & 62 + 9 \\ & 71 \end{aligned}$$

# Parentheses

- parentheses can be used to change the usual order
- parts in ( ) are evaluated first

• evaluate  $(5 * (11 - 9) + 3) * 2 + 9$

$$(5 * 2 + 3) * 2 + 9$$

$$(10 + 3) * 2 + 9$$

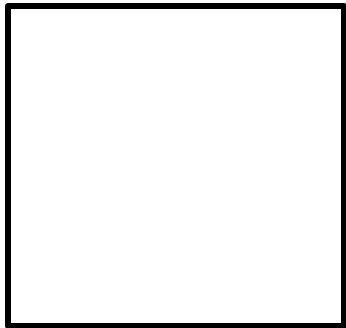
$$13 * 2 + 9$$

$$26 + 9$$

$$35$$

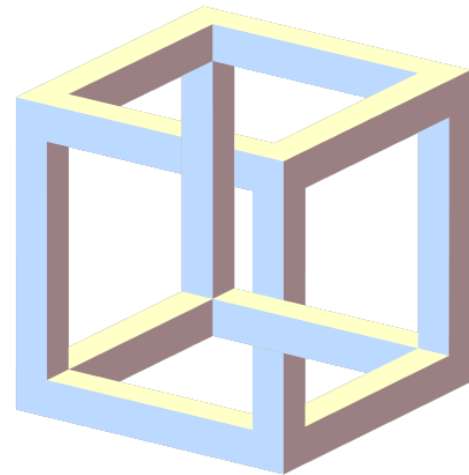
# Squares and Cubes

- Java has a method for raising a number to a power, such as  $x^n$
- If you are just squaring a number,  $x^2$  or cubing it,  $x^3$ , then it is easiest to just multiply the number by itself



goat<sup>2</sup> *is* goat \* goat;

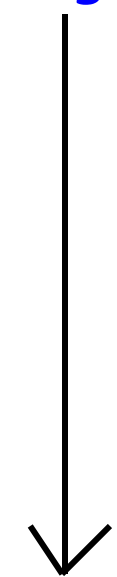
fish<sup>3</sup> *is* fish \* fish \* fish;





# Operator Priority

Precedence	Operator	Description
<i>Higher</i>	( )	Parenthesis
	-	unary Negative
	*	Multiplication
	/	Division
	%	Modulus (remainder)
	+	Addition
	-	Subtraction
<i>Lower</i>	=	Assignment



# Expression Evaluation

- Higher precedence determines which operator is applied first in an expression having several operators
- An expression is evaluated by performing the operations in precedence order
- Operations of equal precedence are performed left to right
- Expressions inside parenthesis are evaluated first

# Math to Java

$$cat = \frac{cow + dog}{goat}$$

```
cat = (cow + dog) / goat;
```

$$cat = \frac{cow * dog}{cat * goat}$$

```
cat = (cow * dog) / (cat * goat);
```

# Write the equation for Java

```
double cat = 1, dog = 2, cow = 3;
```

$$cat = \frac{10}{dog + cow}$$

# Write the equation for Java

```
double cat = 1, dog = 2, cow = 3;
```

$$cat = \frac{10}{dog + cow}$$

```
cat = 10.0 / (dog + cow); // 2
```

incorrect

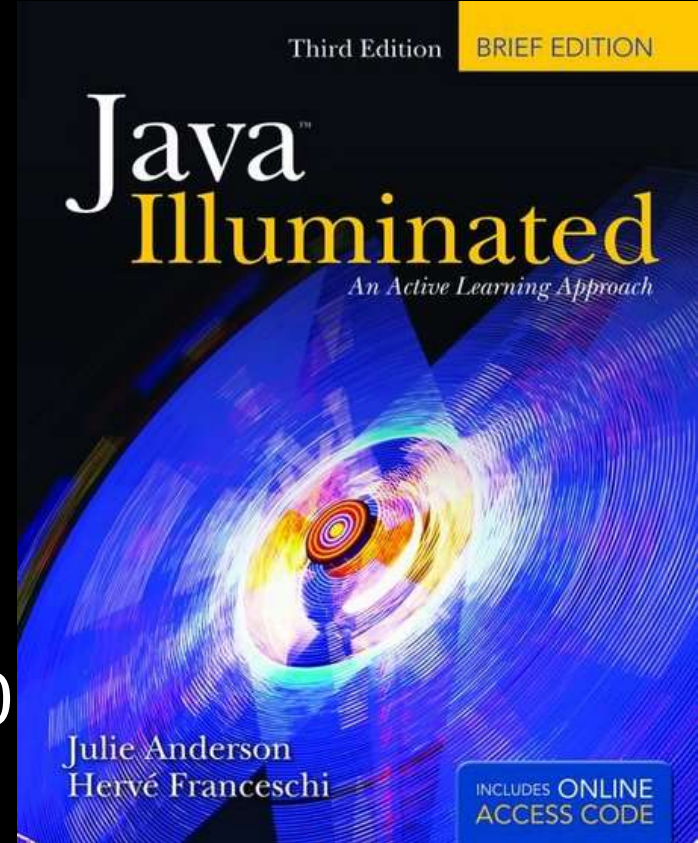
```
cat = 10.0 / dog + cow; // 5
```

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# MLK Holiday

There are no classes on  
Monday, January 20