

CSE115 / CSE503

Introduction to Computer Science I

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Office hours:

Tuesday 10:00 AM – 12:00 PM*

Wednesday 4:00 PM – 5:00 PM

Friday 11:00 AM – 12:00 PM

OR request appointment via e-mail

**Tuesday adjustments: 11:00 AM – 1:00 PM on 10/11, 11/1 and 12/6*

Last time

Control structures (selection)

Coding exercise

Today

Coding exercises

Control structures (repetition)

Coming up

Collections

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■ ■ ■ 24-HR CODING COMPETITION ■ ■ ■

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(10/23)
@
11:59PM**

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REVIEW

boolean operators

the boolean type has two values, **true** and **false**

boolean operators

binary operators have type $\text{boolean} \times \text{boolean} \rightarrow \text{boolean}$

P	Q	P && Q
true	true	true
true	false	false
false	true	false
false	false	false

P	Q	P Q
true	true	true
true	false	true
false	true	true
false	false	false

unary operator has type $\text{boolean} \rightarrow \text{boolean}$

P	!P
true	false
false	true

relational operators

relational operators:

less than: <

less than or equal to: <=

equal to: ==

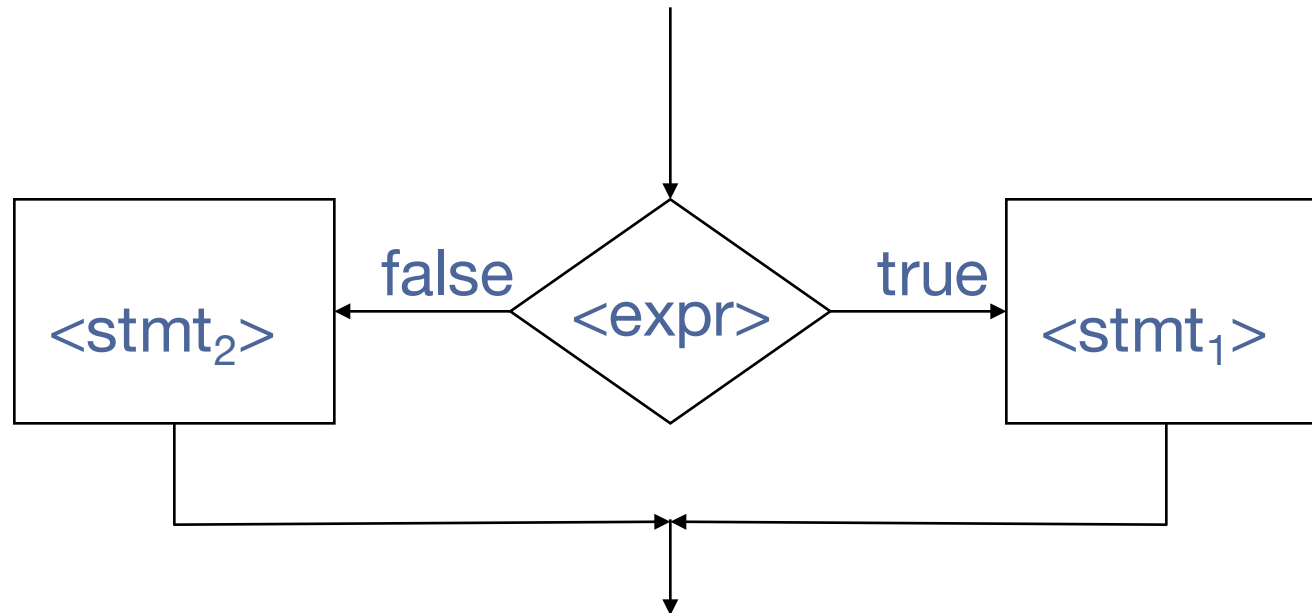
not equal to: !=

greater than or equal to: >=

greater than: >

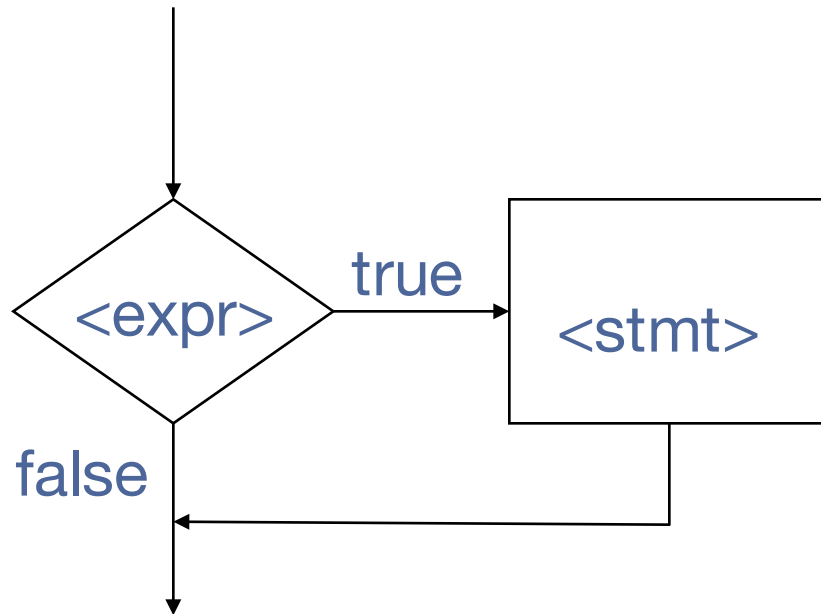
relational operators: $D \times D \rightarrow \text{boolean}$, where D is a numeric primitive type (e.g. int, double)

if (<expr>) <stmt₁> else <stmt₂>



if-else statement

```
if ( <expr> ) <stmt>
```



EXERCISE REVIEW

PAIR CODING EXERCISE

Define a class quiz.Question. In this class define a method named answer.

Define this method so that it returns true if its int argument is negative, and false otherwise.

Submit to Exercise-01 in Web-CAT – enter the usernames of everyone in your group!

Enter the usernames of any partners who are working with you on this assignment, separated by commas or whitespace. If you are working individually, leave this field blank.

Partners:

You have 8 minutes to complete this exercise.

Define a class **quiz**.Question. In this class define a method named answer.

Define this method so that it returns true if its int argument is negative, and false otherwise.

package quiz;

Define a class quiz. **Question**. In this class define a method named answer.

Define this method so that it returns true if its int argument is negative, and false otherwise.

```
package quiz;
```

```
public class Question {
```

```
}
```

Define a class `quiz.Question`. In this class define a method named **answer**.

Define this method so that it returns true if its int argument is negative, and false otherwise.

```
package quiz;
```

```
public class Question {
```

```
    public          answer(          ) {
```

```
    }
```

```
}
```

Define a class `quiz.Question`. In this class define a method named `answer`.

Define this method so that it **returns true** if its `int` argument is negative, and **false** otherwise.

```
package quiz;
```

```
public class Question {
```

```
    public boolean answer(        ) {
```

```
    }
```

```
}
```

Define a class `quiz.Question`. In this class define a method named `answer`.

Define this method so that it returns `true` if its `int` argument is negative, and `false` otherwise.

```
package quiz;
```

```
public class Question {
```

```
    public boolean answer(int x) {
```

```
    }
```

```
}
```

Define a class `quiz.Question`. In this class define a method named `answer`.

Define this method so that it **returns true if its int argument is negative, and false otherwise.**

```
package quiz;
```

```
public class Question {
```

```
    public boolean answer(int x) {
```

```
        if (x < 0) {
```

```
            return true;
```

```
        }
```

```
    else {
```

```
        return false;
```

```
    }
```

```
}
```

```
}
```

Exercise-01

```
package quiz;
```

```
public class Question {
```

```
    public boolean answer(int x) {
```

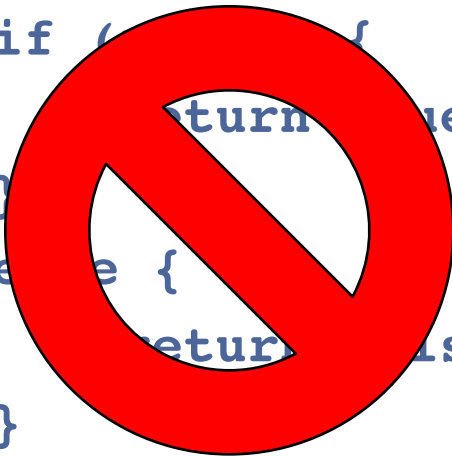
```
        if (x < 0) {  
            return true;
```

```
        }  
        else {  
            return false;
```

```
        }
```

```
    }
```

```
}
```



Define a class `quiz.Question`. In this class define a method named `answer`.

Define this method so that it **returns true if its int argument is negative, and false otherwise.**

```
package quiz;
```

```
public class Question {
```

```
    public boolean answer(int x) {
```

```
        return x < 0;
```

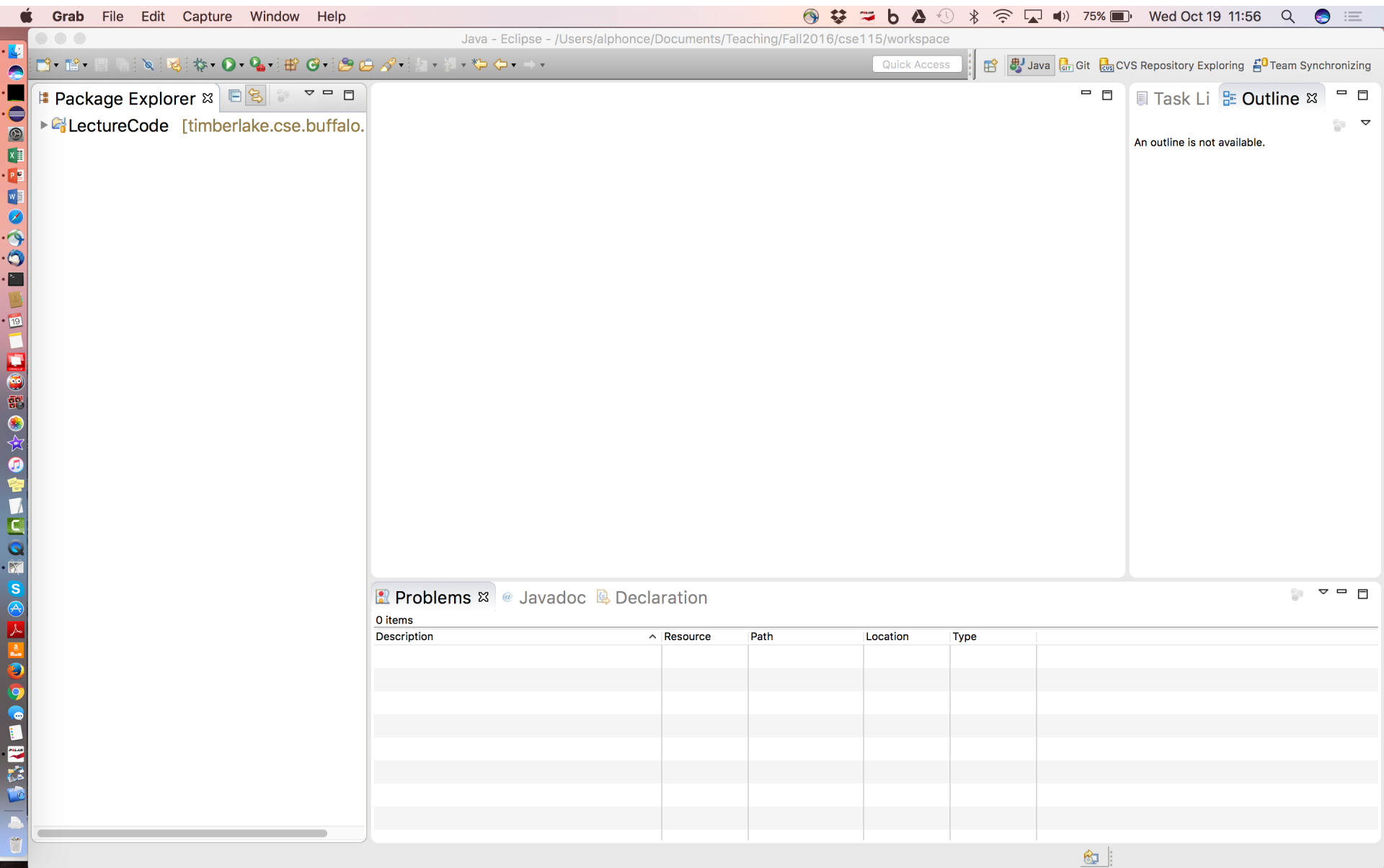
```
    }
```

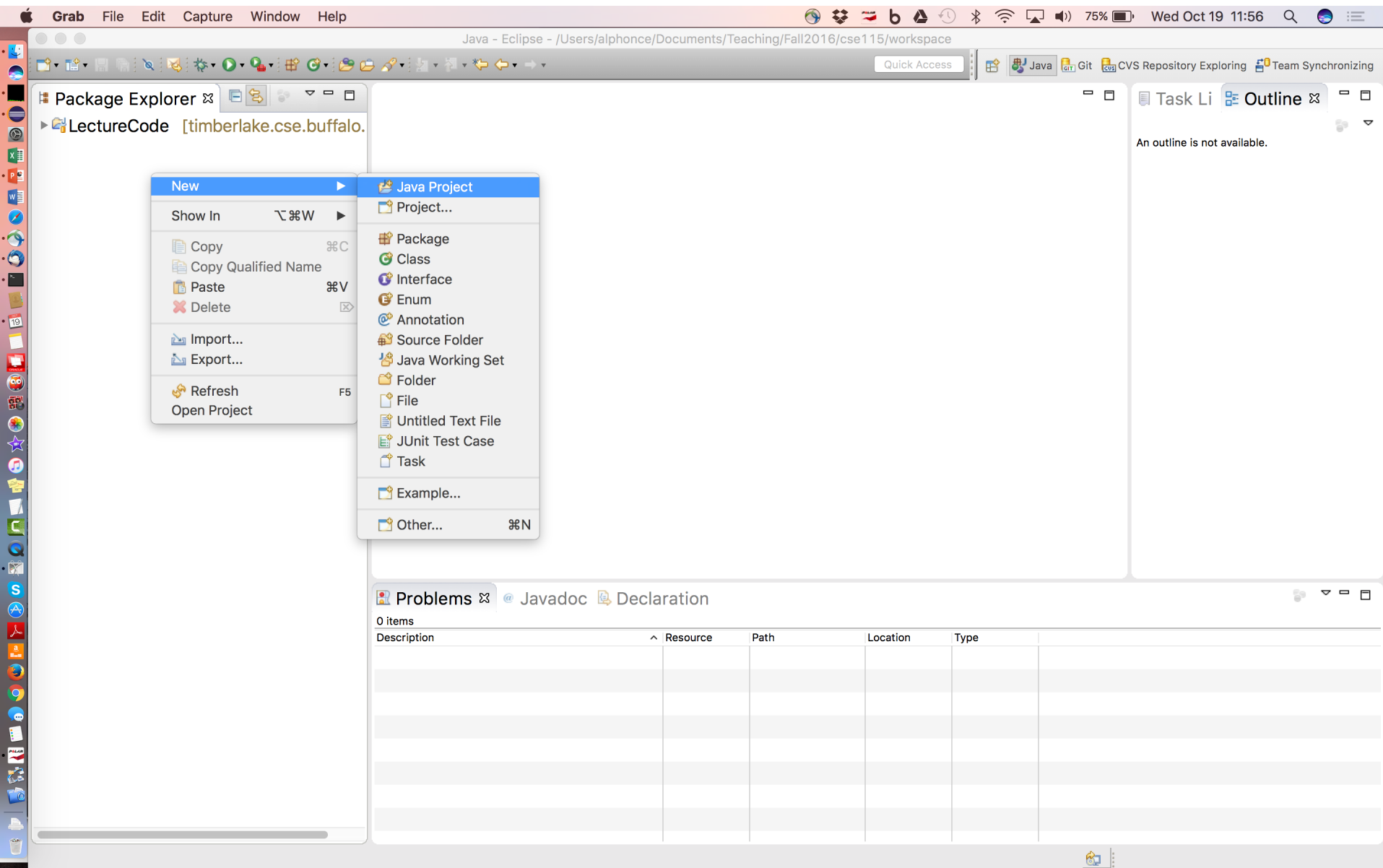
```
}
```

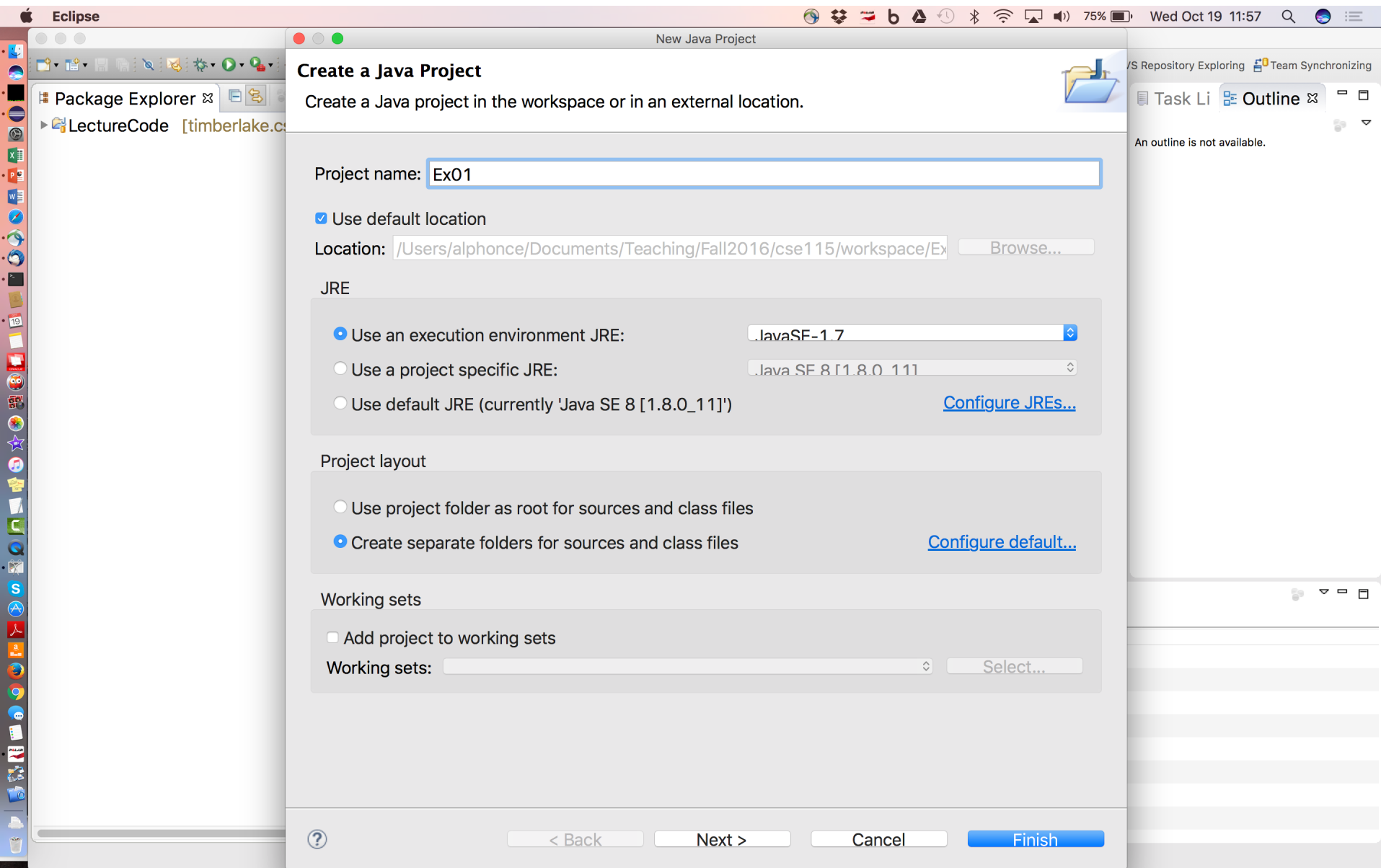
MOVING ON

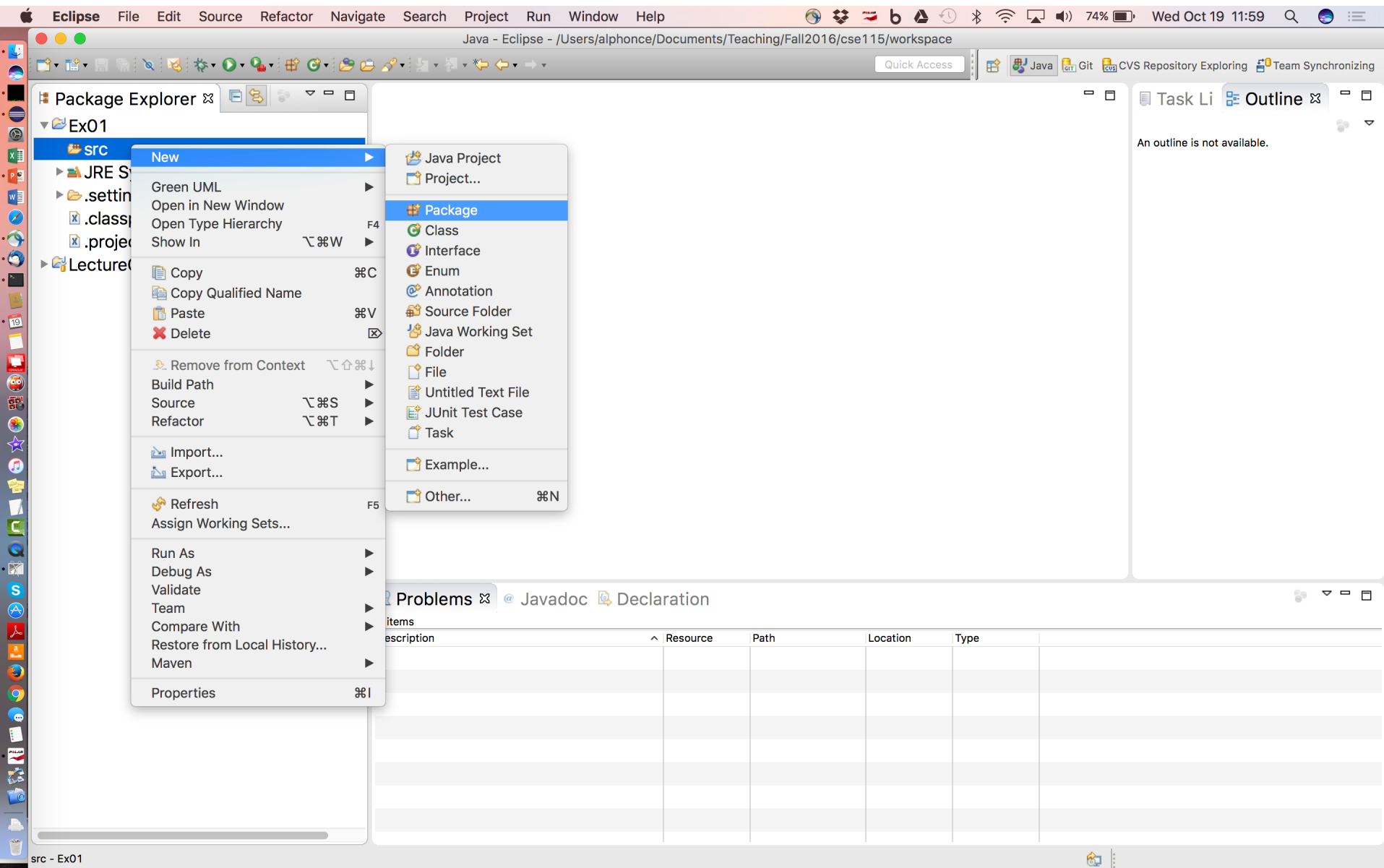
PAIR CODING EXERCISE PREP

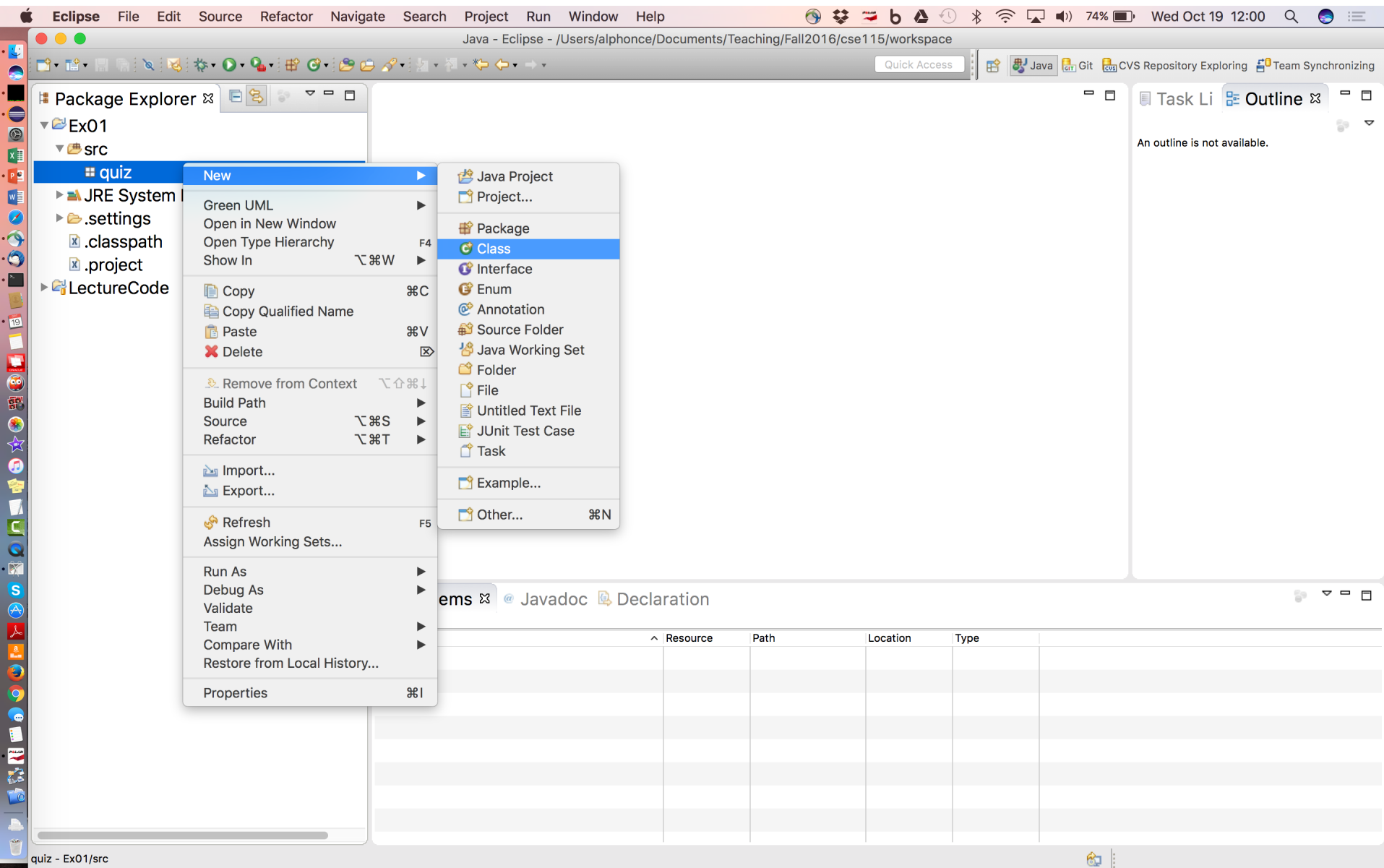
**REMINDER OF HOW TO
SET UP PROJECT AND
PACKAGE AND CLASS
IN ECLIPSE**

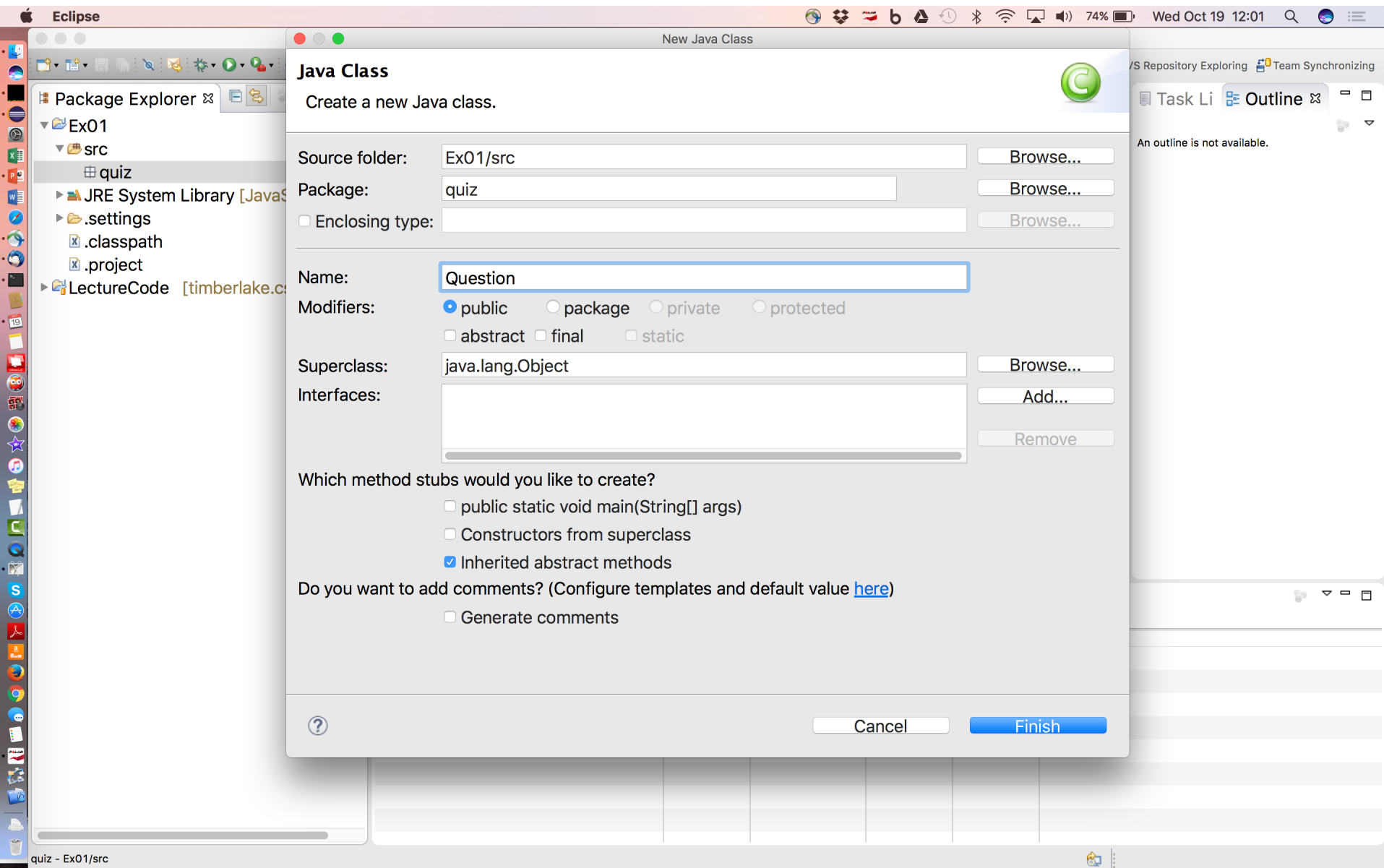












Grab File Edit Capture Window Help

Java - Ex01/src/quiz/Question.java - Eclipse - /Users/alphonse/Documents/Teaching/Fall2016/cse115/workspace

Quick Access Java Git CVS Repository Exploring Team Synchronizing

Package Explorer

- Ex01
 - src
 - quiz
 - Question.java
 - JRE System Library [JavaSE-1.7]
 - .settings
 - .classpath
 - .project
 - LectureCode [timberlake.cse.buffalo.]

Question.java

```
1 package quiz;
2
3 public class Question {
4
5 }
6
```

Task Li Outline

- quiz
 - Question

Problems Javadoc Declaration

0 items

Description	Resource	Path	Location	Type

Writable Smart Insert 1 : 1

PAIR CODING EXERCISE

Define a class `quiz.Question`. In this class define a method named `answer`.

Define this method so that it returns `"NEGATIVE"` if its `int` argument is negative, `"POSITIVE"` if its argument is positive, and `"ZERO"` otherwise.

Submit to Exercise-02 in Web-CAT – enter the usernames of everyone in your group!

You have 15 minutes to complete this exercise.