University at Buffalo
The State University of New York

cse@buffalo

CSE115 / CSE503
Introduction to Computer Science I

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343 Davis Hall

alphonce@buffalo.edu

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*

ROADMAP

Last time

- Control structures (selection)
- Coding exercise

Today

- Coding exercises
- Control structures (repetition)

Coming up

- Collections

ANNOUNCEMENT

Registration closes this Sunday (10/23) @ 11:59PM

Reserve your spot as soon as possible!

REVIEW

boolean operators

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

boolean operators

binary operators have type boolean x boolean -> 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 boolean -> boolean

P	!P
true	false
false	true

relational operators

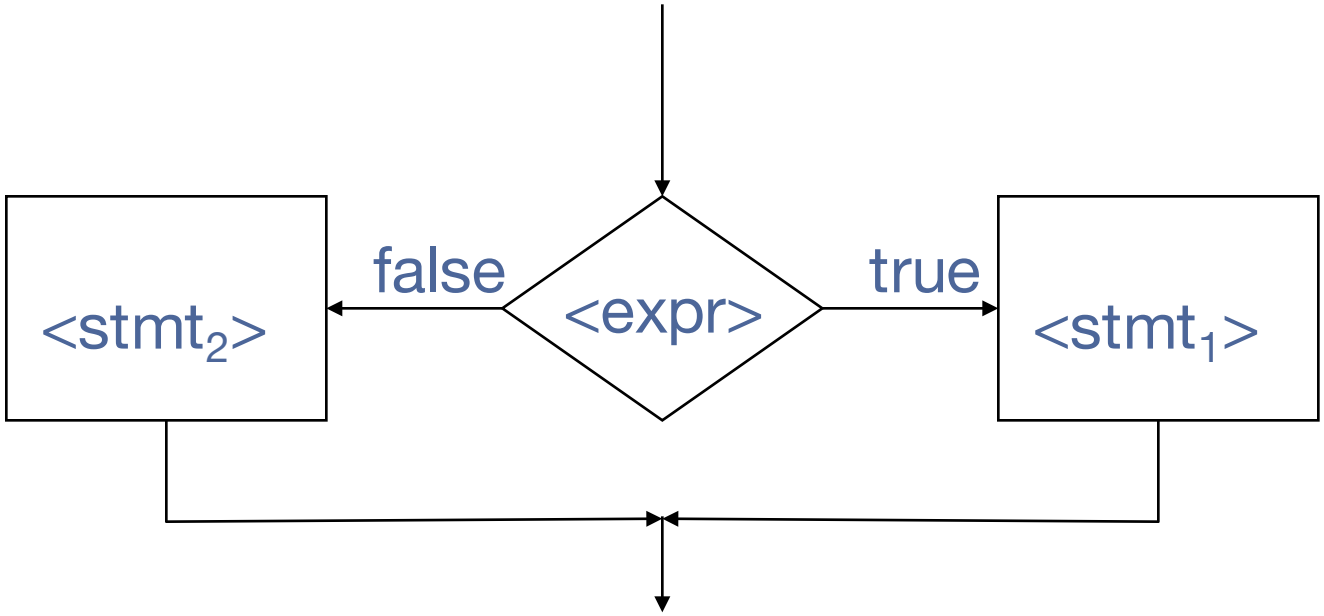
relational operators:

- less than: <
- less than or equal to: <=
- equal to: ==
- not equal to: !=
- greater than or equal to: >=
- greater than: >

relational operators: D × D → boolean, where D is a numeric primitive type (e.g. int, double)

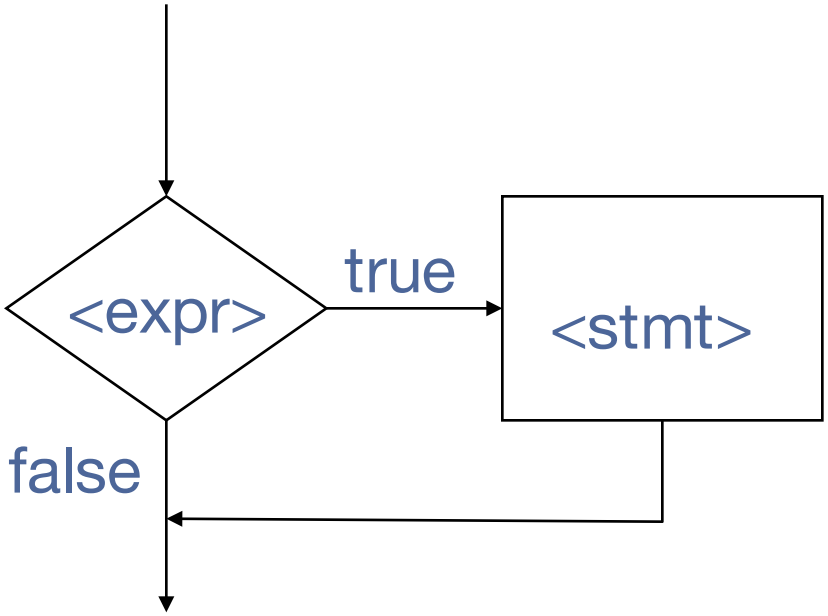
if-else statement

```
if ( <expr> ) <stmt1> else <stmt2>
```



if statement

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



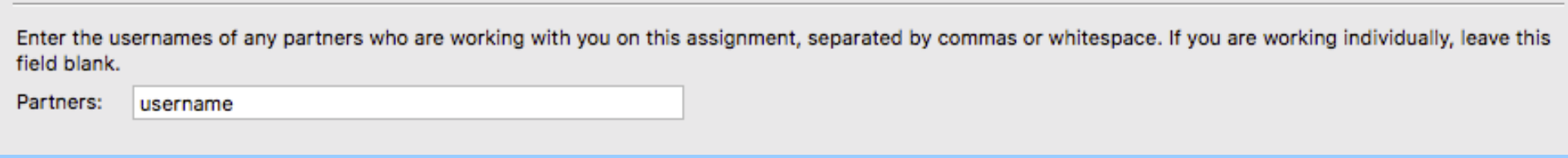
EXERCISE REVIEW

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!



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;
```

Exercise-01

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 {









}
```

Exercise-01

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(      ) {









    }

}
```

Exercise-01

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(      ) {









    }

}
```

Exercise-01

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) {









    }

}
```

Exercise-01

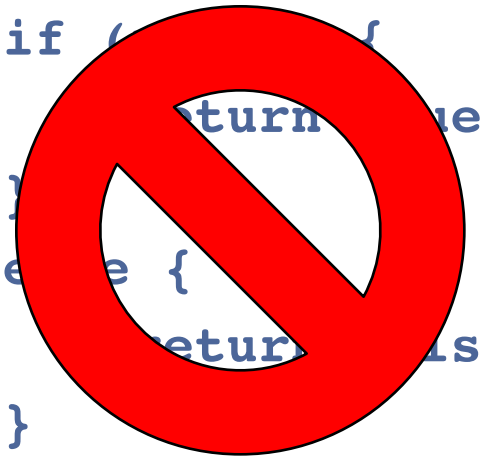
Define a class quiz.Question. In this class define a method named answer.

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 (
            turn  ue;
        }
        e  e {
            etur  lse;
        }
    }

}
```



Exercise-01

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

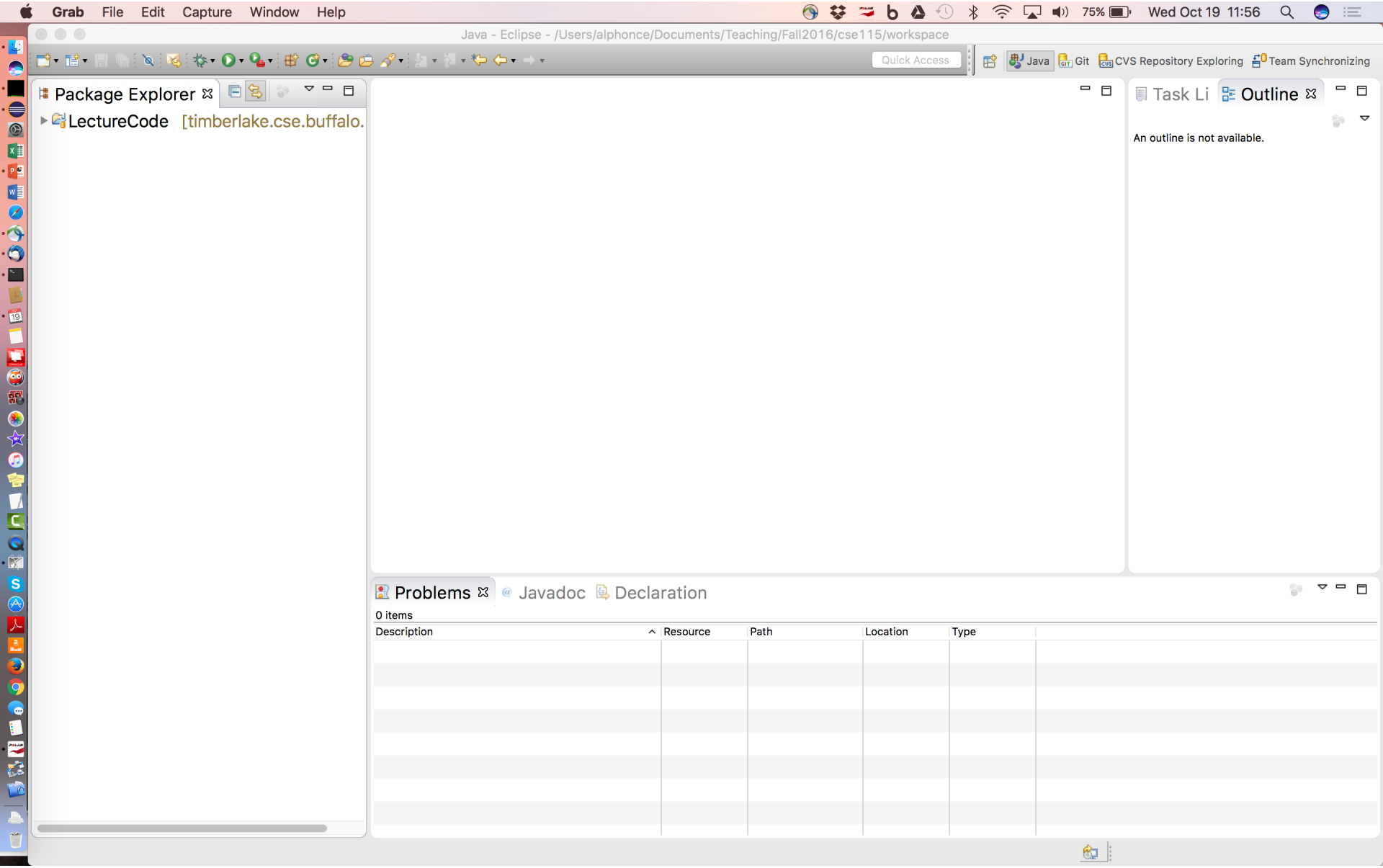
Define this method so that it returns true if its int argument is negative, and false otherwise.

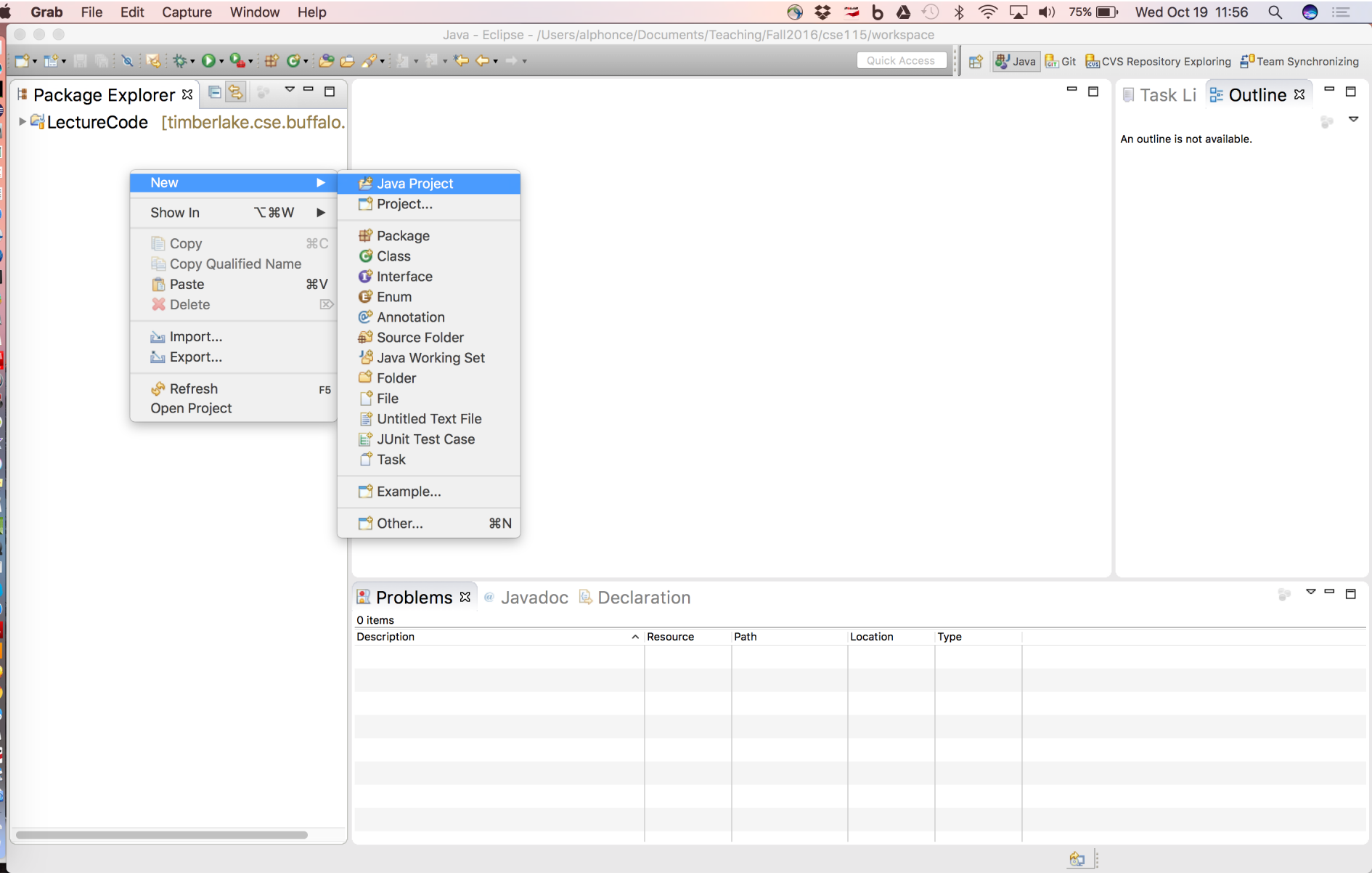
```
package quiz;

public class Question {

    public boolean answer(int x) {
        return x < 0;
    }

}
```

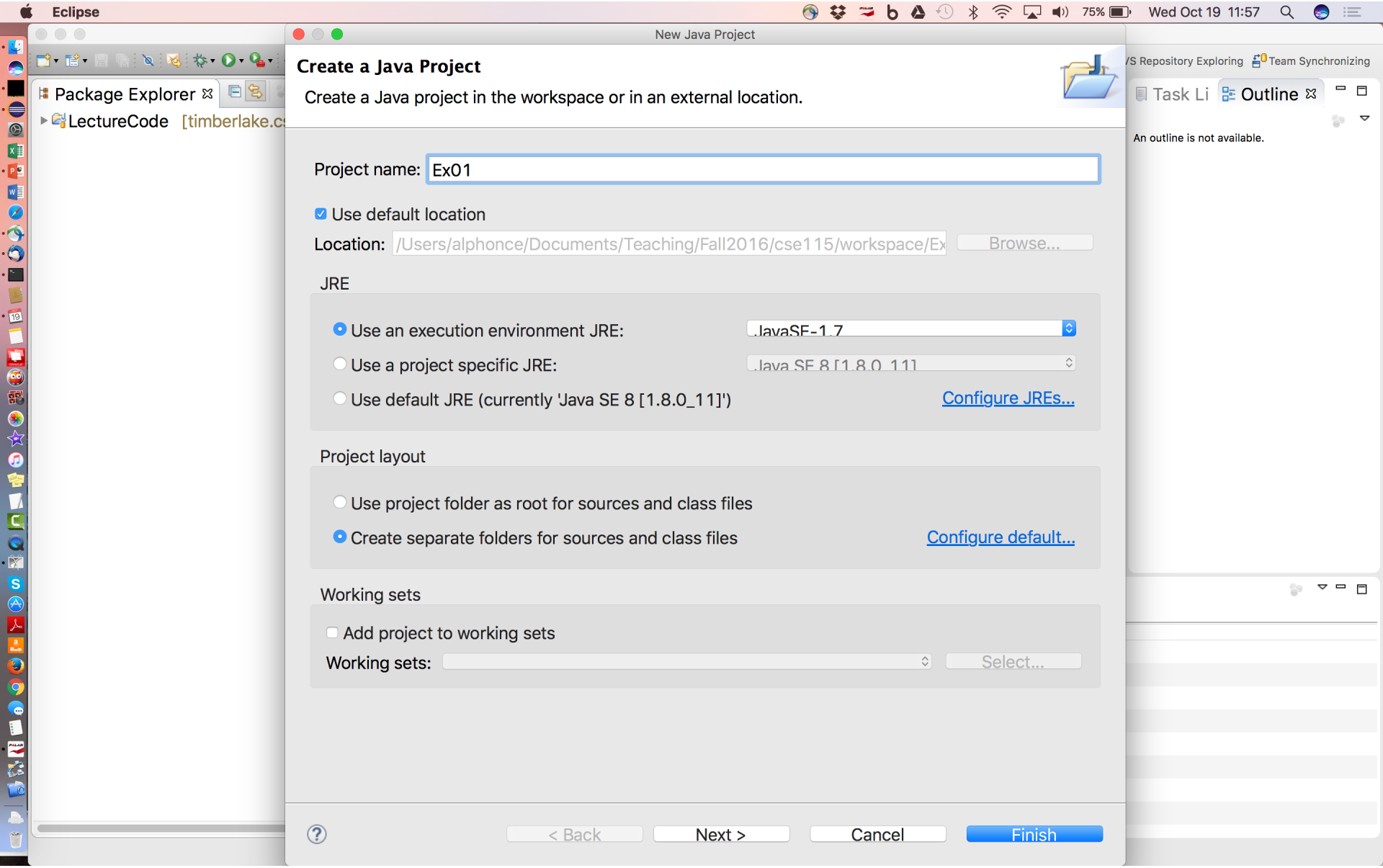
MOVING ON

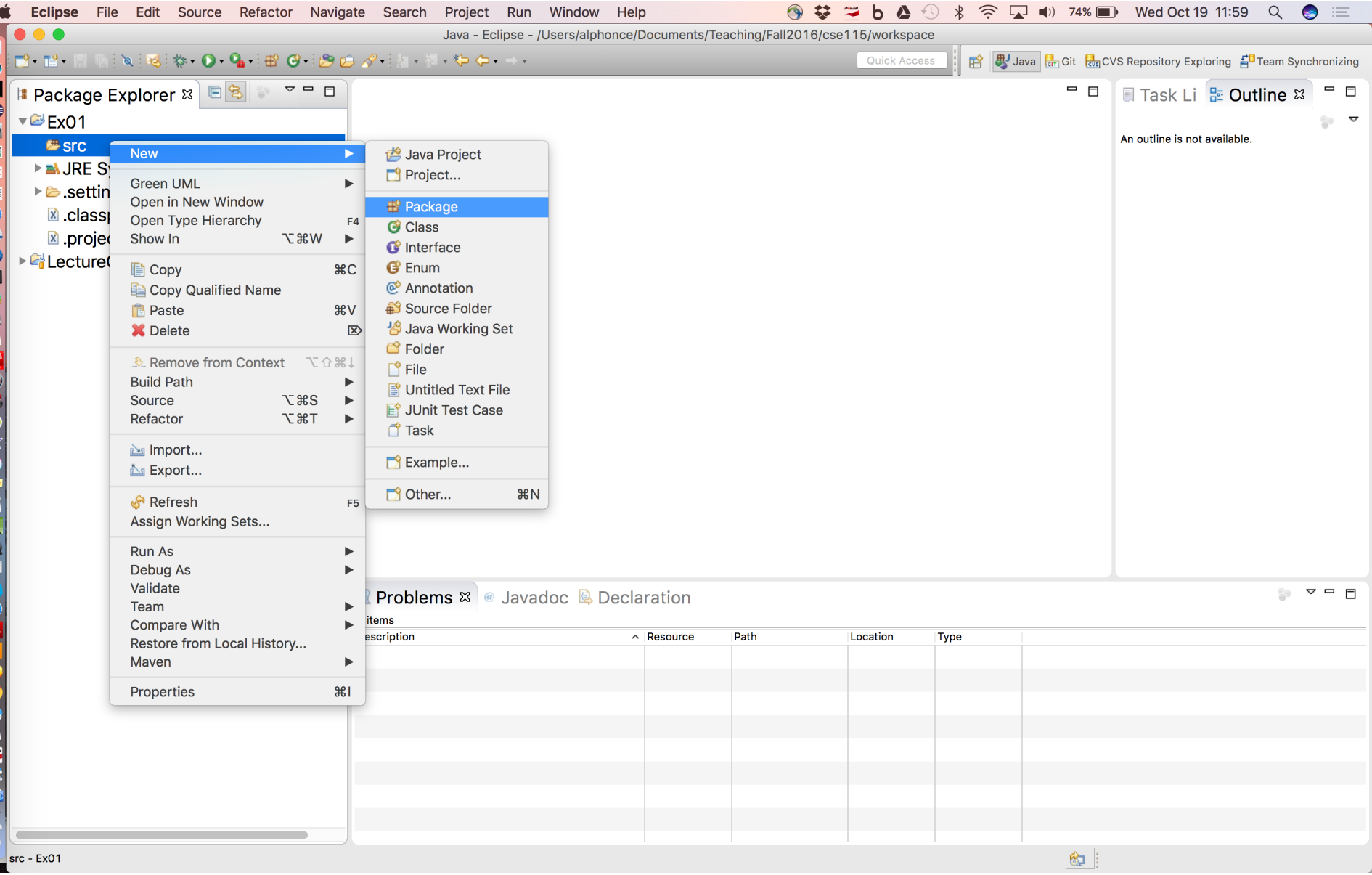
PAIR CODING EXERCISE PREP

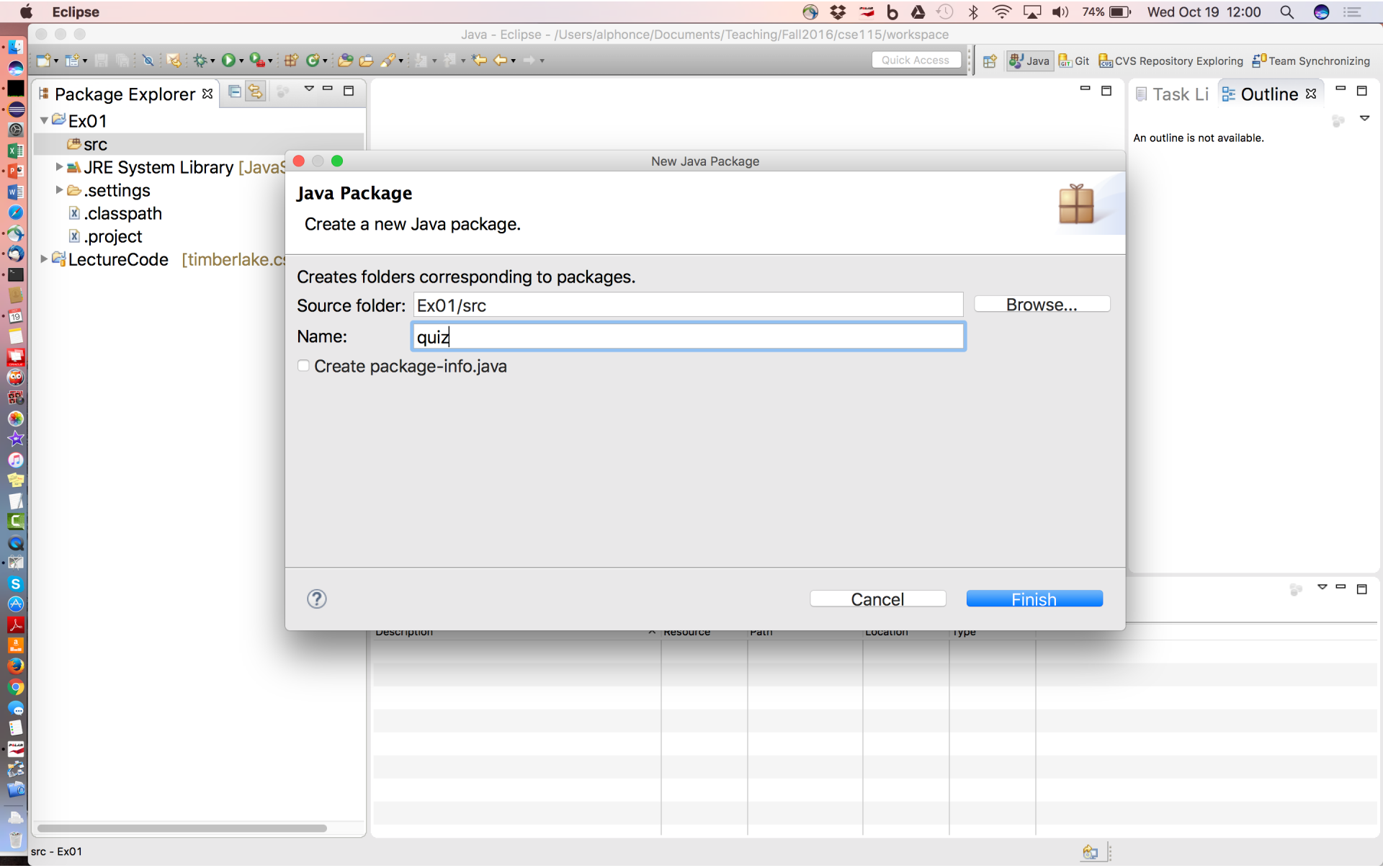
REMINDER OF HOW TO SET UP PROJECT AND PACKAGE AND CLASS IN ECLIPSE

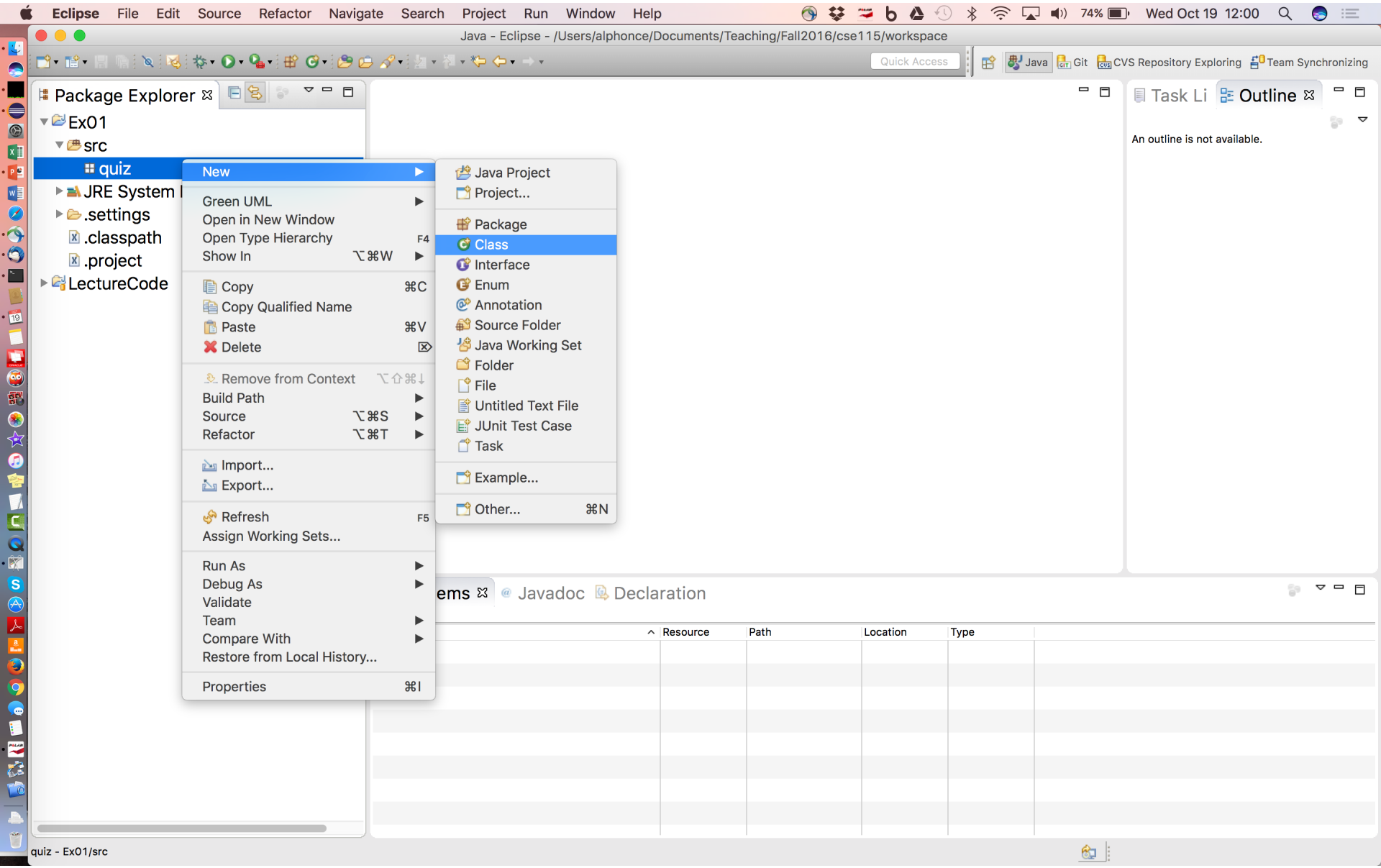


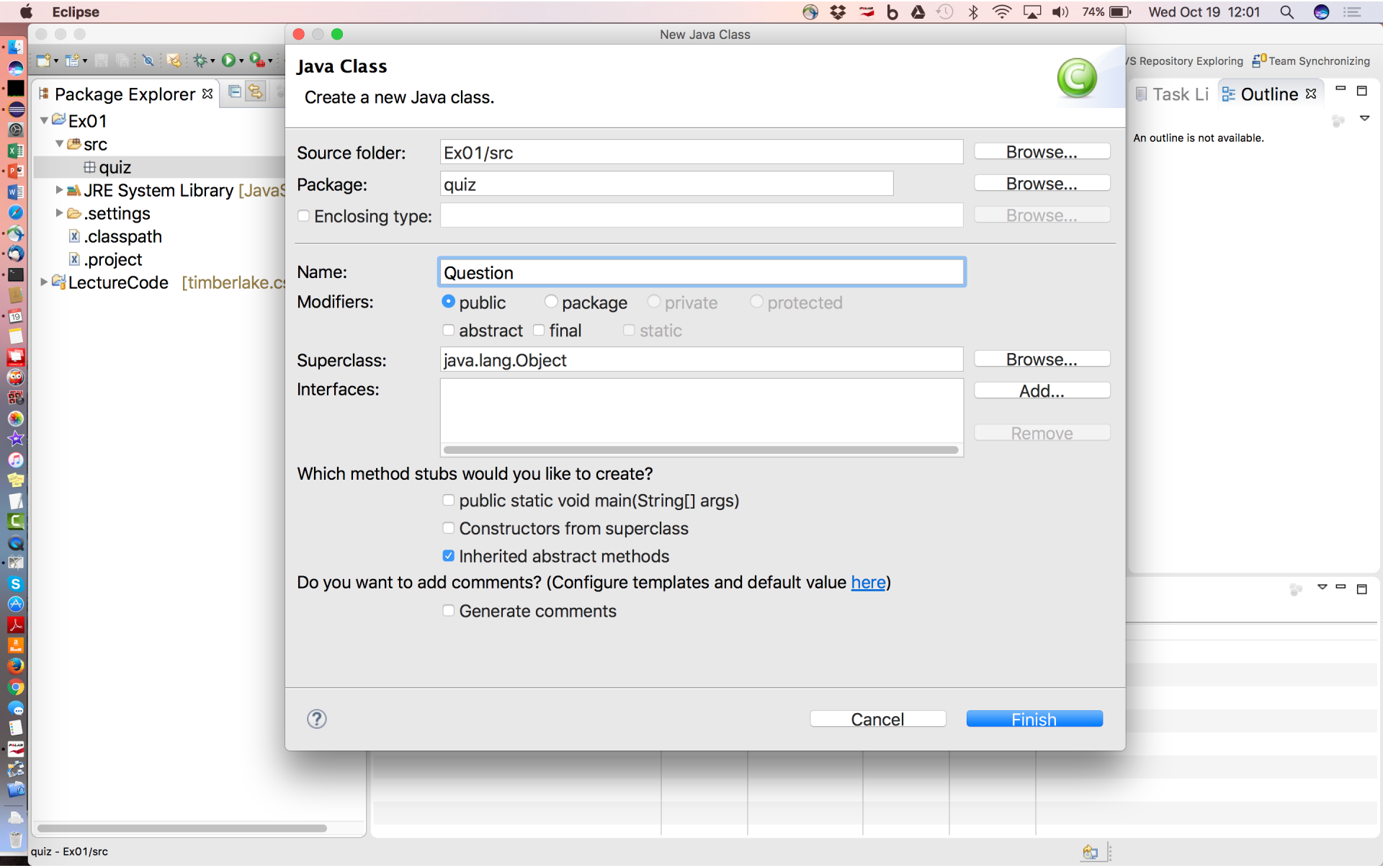


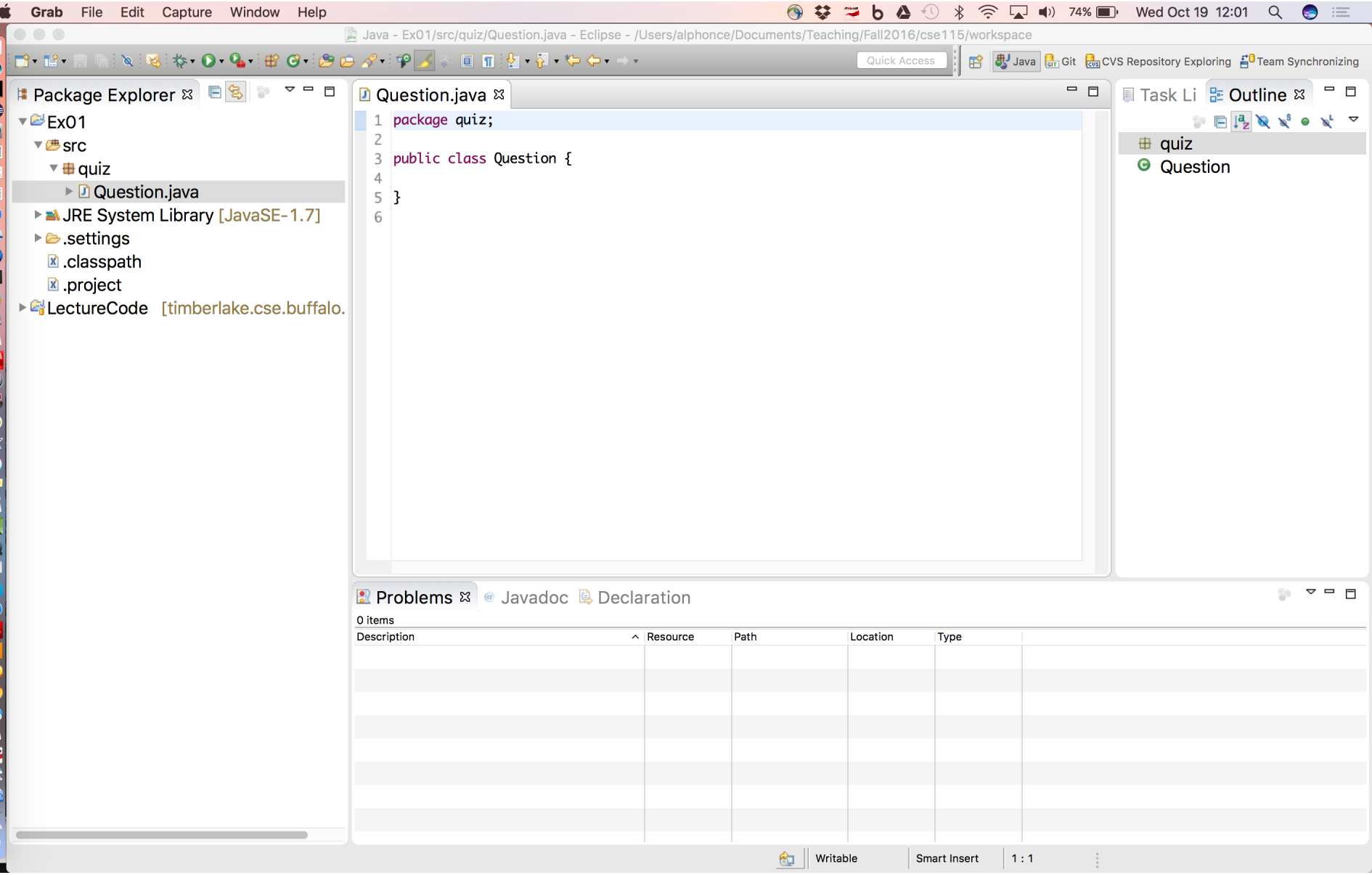












PAIR CODING EXERCISE

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.