

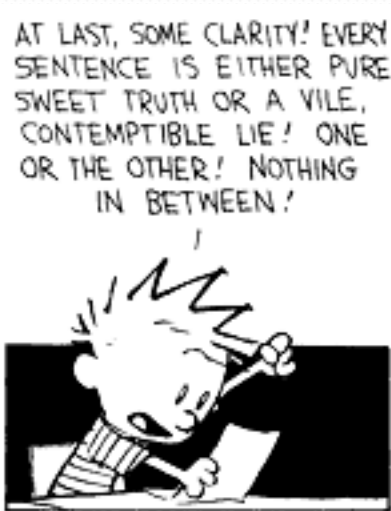
# CSE 142, Spring 2013

Chapter 5  
Lecture 5-3: Boolean Logic

**reading: 5.3, 5.4**



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# Random question

- Write a program that plays an adding game.
  - Ask user to solve random adding problems with 2-5 numbers.
  - The user gets 1 point for a correct answer, 0 for incorrect.
  - The program stops after 3 incorrect answers.

$$4 + 10 + 3 + 10 = \underline{27}$$

$$9 + 2 = \underline{11}$$

$$8 + 6 + 7 + 9 = \underline{25}$$

Wrong! The answer was 30

$$5 + 9 = \underline{13}$$

Wrong! The answer was 14

$$4 + 9 + 9 = \underline{22}$$

$$3 + 1 + 7 + 2 = \underline{13}$$

$$4 + 2 + 10 + 9 + 7 = \underline{42}$$

Wrong! The answer was 32

You earned 4 total points

# Random answer

```
// Asks the user to do adding problems and scores them.
import java.util.*;

public class AddingGame {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);
        Random rand = new Random();

        // play until user gets 3 wrong
        int points = 0;
        int wrong = 0;
        while (wrong < 3) {
            int result = play(console, rand);    // play one game
            if (result == 0) {
                wrong++;
            } else {
                points++;
            }
        }

        System.out.println("You earned " + points + " total points.");
    }
}
```

# Random answer 2

...

```
// Builds one addition problem and presents it to the user.
// Returns 1 point if you get it right, 0 if wrong.
public static int play(Scanner console, Random rand) {
    // print the operands being added, and sum them
    int operands = rand.nextInt(4) + 2;
    int sum = rand.nextInt(10) + 1;
    System.out.print(sum);

    for (int i = 2; i <= operands; i++) {
        int n = rand.nextInt(10) + 1;
        sum += n;
        System.out.print(" + " + n);
    }
    System.out.print(" = ");

    // read user's guess and report whether it was correct
    int guess = console.nextInt();
    if (guess == sum) {
        return 1;
    } else {
        System.out.println("Wrong! The answer was " + total);
        return 0;
    }
}
}
```

# Type boolean

- **boolean**: A logical type whose values are `true` and `false`.
  - A logical **test** is actually a `boolean` expression.
  - Like other types, it is legal to:
    - create a `boolean` variable
    - pass a `boolean` value as a parameter
    - return a `boolean` value from methods
    - call a method that returns a `boolean` and use it as a test

```
boolean minor      = age < 21;
boolean isProf     = name.contains("Prof");
boolean lovesCSE   = true;

// allow only CSE-loving students over 21
if (minor || isProf || !lovesCSE) {
    System.out.println("Can't enter the club!");
}
```

# Using boolean

- Why is type `boolean` useful?
  - Can capture a complex logical test result and use it later
  - Can write a method that does a complex test and returns it
  - Makes code more readable
  - Can pass around the result of a logical test (as param/return)

```
boolean goodAge      = age >= 12 && age < 29;
boolean goodHeight  = height >= 78 && height < 84;
boolean rich        = salary >= 100000.0;

if ((goodAge && goodHeight) || rich) {
    System.out.println("Okay, let's go out!");
} else {
    System.out.println("It's not you, it's me...");
}
```

# "Boolean Zen", part 1

- Students new to `boolean` often test if a result is `true`:

```
if (isPrime(57) == true) {    // bad
    ...
}
```

- But this is unnecessary and redundant. Preferred:

```
if (isPrime(57)) {        // good
    ...
}
```

- A similar pattern can be used for a `false` test:

```
if (isPrime(57) == false) {    // bad
if (!isPrime(57)) {          // good
```



# "Boolean Zen", part 2

- Methods that return `boolean` often have an `if/else` that returns `true` or `false`:

```
public static boolean bothOdd(int n1, int n2) {  
    if (n1 % 2 != 0 && n2 % 2 != 0) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

- But the code above is unnecessarily verbose.

# Solution w/ boolean variable

- We could store the result of the logical test.

```
public static boolean bothOdd(int n1, int n2) {  
    boolean test = (n1 % 2 != 0 && n2 % 2 != 0);  
    if (test) {    // test == true  
        return true;  
    } else {      // test == false  
        return false;  
    }  
}
```

- Notice: Whatever `test` is, we want to return that.
  - If `test` is `true`, we want to return `true`.
  - If `test` is `false`, we want to return `false`.

# Solution w/ "Boolean Zen"

- Observation: The `if/else` is unnecessary.
  - The variable `test` stores a `boolean` value; its value is exactly what you want to return. So return that!

```
public static boolean bothOdd(int n1, int n2) {  
    boolean test = (n1 % 2 != 0 && n2 % 2 != 0);  
    return test;  
}
```

- An even shorter version:
  - We don't even need the variable `test`. We can just perform the test and return its result in one step.

```
public static boolean bothOdd(int n1, int n2) {  
    return (n1 % 2 != 0 && n2 % 2 != 0);  
}
```

# "Boolean Zen" template

- Replace

```
public static boolean name(parameters) {  
    if (test) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

- with

```
public static boolean name(parameters) {  
    return test;  
}
```

# Improved isPrime method

- The following version utilizes Boolean Zen:

```
public static boolean isPrime(int n) {  
    int factors = 0;  
    for (int i = 1; i <= n; i++) {  
        if (n % i == 0) {  
            factors++;  
        }  
    }  
    return factors == 2;    // if n has 2 factors -> true  
}
```

# De Morgan's Law

- **De Morgan's Law:** Rules used to negate boolean tests.
  - Useful when you want the opposite of an existing test.

Original Expression	Negated Expression	Alternative
<code>a &amp;&amp; b</code>	<code>!a    !b</code>	<code>!(a &amp;&amp; b)</code>
<code>a    b</code>	<code>!a &amp;&amp; !b</code>	<code>!(a    b)</code>

- Example:

Original Code	Negated Code
<pre>if (x == 7 &amp;&amp; y &gt; 3) {     ... }</pre>	<pre>if (x != 7    y &lt;= 3) {     ... }</pre>

# Boolean practice questions

- Write a method named `isVowel` that returns whether a `String` is a vowel (a, e, i, o, or u), case-insensitively.
  - `isVowel("q")` returns `false`
  - `isVowel("A")` returns `true`
  - `isVowel("e")` returns `true`
- Change the above method into an `isNonVowel` that returns whether a `String` is any character except a vowel.
  - `isNonVowel("q")` returns `true`
  - `isNonVowel("A")` returns `false`
  - `isNonVowel("e")` returns `false`

# Boolean practice answers

```
// Enlightened version. I have seen the true way (and false way)  
public static boolean isVowel(String s) {  
    return s.equalsIgnoreCase("a") || s.equalsIgnoreCase("e") ||  
        s.equalsIgnoreCase("i") || s.equalsIgnoreCase("o") ||  
        s.equalsIgnoreCase("u");  
}
```

```
// Enlightened "Boolean Zen" version  
public static boolean isNonVowel(String s) {  
    return !s.equalsIgnoreCase("a") && !s.equalsIgnoreCase("e") &&  
        !s.equalsIgnoreCase("i") && !s.equalsIgnoreCase("o") &&  
        !s.equalsIgnoreCase("u");  
  
    // or, return !isVowel(s);  
}
```



# When to return?

- Methods with loops and return values can be tricky.
  - When and where should the method return its result?
- Write a method `seven` that accepts a `Random` parameter and uses it to draw up to ten lotto numbers from 1-30.
  - If any of the numbers is a lucky 7, the method should stop and return `true`. If none of the ten are 7 it should return `false`.
  - The method should print each number as it is drawn.

15 29 18 29 11 3 30 17 19 22

(first call)

29 5 29 4 7

(second call)

# Flawed solution

```
// Draws 10 lotto numbers; returns true if one is 7.
public static boolean seven(Random rand) {
    for (int i = 1; i <= 10; i++) {
        int num = rand.nextInt(30) + 1;
        System.out.print(num + " ");

        if (num == 7) {
            return true;
        } else {
            return false;
        }
    }
}
```

- The method always returns immediately after the first draw.
- This is wrong if that draw isn't a 7; we need to keep drawing.

# Returning at the right time

```
// Draws 10 lotto numbers; returns true if one is 7.
public static boolean seven(Random rand) {
    for (int i = 1; i <= 10; i++) {
        int num = rand.nextInt(30) + 1;
        System.out.print(num + " ");

        if (num == 7) { // found lucky 7; can exit now
            return true;
        }
    }

    return false; // if we get here, there was no 7
}
```

- Returns `true` immediately if 7 is found.
- If 7 isn't found, the loop continues drawing lotto numbers.
- If all ten aren't 7, the loop ends and we return `false`.

# while loop question

- Write a method `digitSum` that accepts an integer parameter and returns the sum of its digits.
  - Assume that the number is non-negative.
  - Example: `digitSum(29107)` returns `2+9+1+0+7` or `19`
  - Hint: Use the `%` operator to extract a digit from a number.

# while loop answer

```
public static int digitSum(int n) {  
    n = Math.abs(n);           // handle negatives  
  
    int sum = 0;  
    while (n > 0) {  
        sum = sum + (n % 10); // add last digit  
        n = n / 10;          // remove last digit  
    }  
  
    return sum;  
}
```

# Boolean return questions

- `hasAnOddDigit` : returns true if any digit of an integer is odd.
  - `hasAnOddDigit(4822116)` returns true
  - `hasAnOddDigit(2448)` returns false
- `allDigitsOdd` : returns true if every digit of an integer is odd.
  - `allDigitsOdd(135319)` returns true
  - `allDigitsOdd(9174529)` returns false
- `isAllVowels` : returns true if every char in a String is a vowel.
  - `isAllVowels("eIeIo")` returns true
  - `isAllVowels("oink")` returns false
  - These problems are available in our Practice-It! system under **5.x**.

# Boolean return answers

```
public static boolean hasAnOddDigit(int n) {
    while (n != 0) {
        if (n % 2 != 0) {    // check whether last digit is odd
            return true;
        }
        n = n / 10;
    }
    return false;
}

public static boolean allDigitsOdd(int n) {
    while (n != 0) {
        if (n % 2 == 0) {    // check whether last digit is even
            return false;
        }
        n = n / 10;
    }
    return true;
}

public static boolean isAllVowels(String s) {
    for (int i = 0; i < s.length(); i++) {
        String letter = s.substring(i, i + 1);
        if (!isVowel(letter)) {
            return false;
        }
    }
    return true;
}
```