

1.00/1.001

Introduction to Computers and Engineering Problem Solving

# Recitation 2

## Iteration and Methods

Spring 2012

# Quick Exercise: Increment Operator

What is the value of a and b at the end of each code fragment?

```
int a = 1;  
int b = a + a++;
```

```
int a = 1;  
int b = a + ++a;
```

```
int a = 1;  
int b = a++ + a;
```

```
int a = 1;  
int b = a*++a;
```

```
int a = 1;  
int b = (a++ + 2)*a;
```

```
int a = 1;  
int b = a++ + a + a++;
```

# Iteration (Loops)

```
while (condition to continue)
{
    // repeat as long as condition = true
}
```

---

```
do
{
    // run once and repeat as long as condition = true
}
while (condition to continue);
```

---

```
for (initial statement, condition to continue, increment statement)
{
    // execute initial statement
    // repeat as long as condition = true
    // execute increment statement after each repetition
}
```

# while vs. do...while

```
double weight = 0;           // Declaration and Initialization
while (weight < 40) {
    String s = JOptionPane.showInputDialog("Enter Weight");
    weight = Double.parseDouble(s);
}
```

NO semicolon!

---

```
double weight;               // Declaration only
do {
    String s = JOptionPane.showInputDialog("Enter Weight");
    weight = Double.parseDouble(s);
}
while (weight < 40);
```

semicolon!

# while vs. for

**while** loops and **for** loops are often interchangeable.

What does the following loop do?

```
int i = 0;
while (i < 5) {
    System.out.print(i + " ");
    i++;
}
```

How would you do the same thing with a **for** loop?

# Common for loop errors

(Check these first if you get unexpected results)

Terminates immediately!

Empty statement!

```
for (int i = 0; i > 5; i++); {  
    System.out.println(i + " ");  
}
```

What does this code do?

Common errors in declaring **for** loops:

1) Incorrect termination statement

- Remember, the loop will only run as long as the termination is TRUE
- Make your termination statement to be true as long as you want the loop to run, not when you want it to stop

2) Semicolon after loop declaration

- The for loop and all loops exist inside brackets – brackets are a way of grouping bits of code for execution
- The semicolon terminates a line. Java will move to the next line and won't know to associate the for loop with what is in the brackets



# Nested Loops

What does the following double loop print?

```
int i = 0;
while (i < 3)
{
    i++;
    for (int j = 0; j <= i; j++)
    {
        System.out.println(10*i + j);
    }
}
```

Can you get rid of the some braces {} and keep the same output?



# Methods

What is a method?

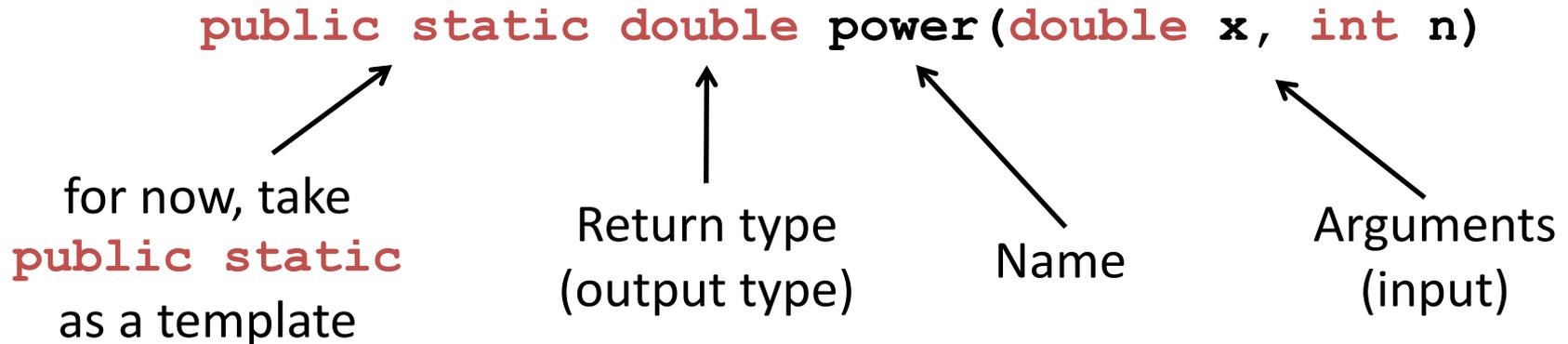
Where do you write methods?

How many methods per class?

How many `main()` method(s) per class?

# Method Signature

Example: a **power** method that raises any number **x** to an integer power **n**



- A method has a single return type: it can only return one "thing."
- If nothing is returned, the return type is **void**.
- The number of arguments is not limited.

# Exercise: Income Tax Calculator

Using the following tax brackets, write a method to compute the tax applicable to any income.

Income Bracket	Tax rate (%)
0 – 5,000	0
5,000 – 12,500	7
> 12,500	16

For example, if income = 13,000:

$$\text{tax} = 0.07 * (12,500 - 5,000) + 0.16 * (13,000 - 12,500)$$

Method signature?

# Exercise: Income Tax Calculator

```
public static double calcTax(double inc) {  
    if (inc < 5000)  
        return 0;  
    else if (inc < 12500)  
        return 0.07 * (inc - 5000);  
    else  
        return 0.07 * (12500 - 5000) + 0.16 * (inc - 12500);  
}
```

What if you use an **else if** instead of an **else** for the third case?

# Passing Arguments to Methods

Primitives are passed "by value".

```
public static void main(String[] args) {  
    double a = 2.0;  
    int b = 3;  
    double p = power(a, b);  
}  
  
public static double power(double x, int n) {  
    double result = 1.0;  
    while (n > 0) {  
        result *= x;  
        n--;  
    }  
    return result;  
}
```

The diagram illustrates the flow of arguments between the `main` and `power` methods. In the `main` method, the variable `a` holds the value 2.0 and the variable `b` holds the value 3. These values are passed to the `power` method as arguments `x` and `n` respectively. The `power` method calculates the result (8.0) and returns it to the `main` method, which then assigns it to the variable `p`.

# Exercise: Methods

You will write a method to compute binomial coefficients.

The binomial coefficient  $\binom{n}{k}$  can be computed as:  $\binom{n}{k} = \frac{n!}{(n-k)! k!}$

Where  $x!$  is the factorial operator (e.g.  $5! = 5 * 4 * 3 * 2 * 1$ )

Strategy?

# Factorial Method

```
// for loop version
```

```
// while loop version
```

# Binomial Method

$$\binom{n}{k} = \frac{n!}{(n-k)! k!}$$

// putting it all together

Using methods avoids code repetition!

# Homework 2: Throw ball in basket

Main method should:

- Prompt user for input
- Call the following methods:
  - Compute optimal angle
  - Compute smallest angle
  - Compute largest angle
  - Compute max height
  - Determine if ball hits ceiling
  - Adjust velocity incrementally until ball does not hit ceiling anymore
- Print all results to console

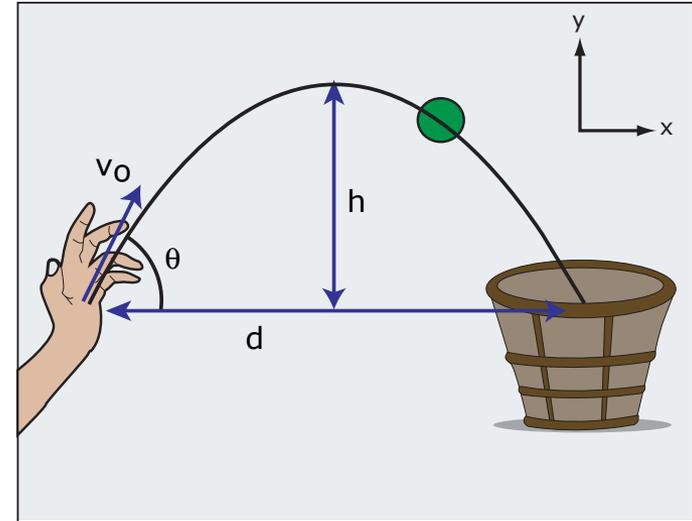


Image by MIT OpenCourseWare.

Math is an existing library in Java

Example methods in Math class:

$\# = \text{Math.cos}(\angle)$

$\angle = \text{Math.asin}(\#)$

$x^y = \text{Math.pow}(x, y)$

$\pi = \text{Math.PI}$

Math methods  
are in radians!

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1.00 / 1.001 / 1.002 Introduction to Computers and Engineering Problem Solving  
Spring 2012

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