

Algorithms

- actions

- order

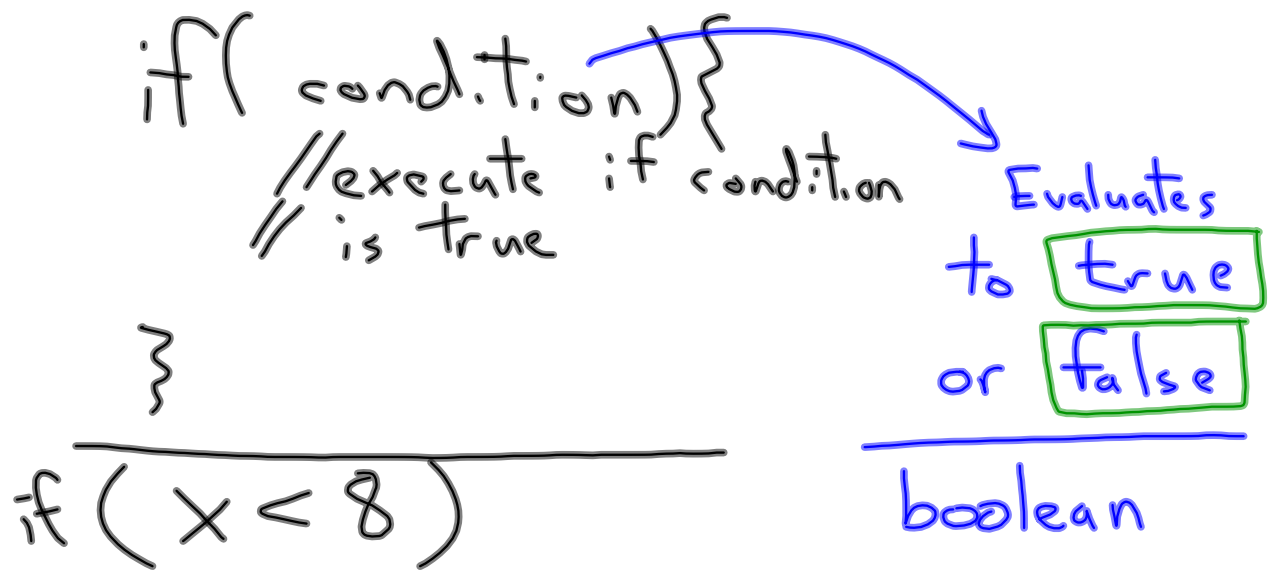
Control Structures

sequential action

selection/decision - if

subroutines - method calls

repetition - loops



```

if (x < 8)
  S.o.pln("x < 8");
S.o.pln("Done");

```

x: 3
 "x < 8"
 "Done"

x: 19
 "Done"

```

if (x < 8) {
  S.o.pln("x < 8");
  S.o.pln("Done");
}
;

```

x: 3
 "x < 8"
 "Done"
 ⋮

x: 19
 ⋮

;

 $x = 3$

WARNING!!!

```
if (x < 8) {  
    s.o.pln("x < 8");  
}
```

```
}  
s.o.pln("Done");
```

Blocks

```
    ~
    int x = 3;

    ~
    System.out.println(x);
```

??

```
int x = 0;
if (
    ~
    x = 3;

    ~
    S.o.println(x);
```

```
public double setBalance(double newB)
{
    balance = newB;
    double value = balance;
    if (newB < 0) {
        System.out.println("balance < 0!");
        balance = value;
    }
}
```

```
int x = ...
```

```
if (x < 0) {  
    x = -1 * x;
```

```
}  
s.o.printf("|x| = %d", x);
```

if ()
 ↓
 < <= } int
 > >= } double
 != ==

String line = in.nextLine();

if (~~line == "quit"~~) {

}

if (line.equals("quit")) {

← returns true or false

}


```
if( x != 8 ) { //run if cond is true
    S.o.pln("x is not 8");
}
else { //run if cond is false
    S.o.pln("x is 8");
}
S.o.pln("Done");
```

```
if( x != 8 )
    S.o.p("not 8");
else
    S.o.p("8");
```

