Lesson 2 Outline

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Absolute Value

Consider the function

\[ a(y) = |y| \]

So we know that

\[
\begin{align*}
  a(-2.5) &= | -2.5 | = +2.5 \\
  a(-2) &= | -2 | = +2 \\
  a(-1) &= | -1 | = +1 \\
  a(0) &= | 0 | = 0 \\
  a(+1) &= | +1 | = +1 \\
  a(+2) &= | +2 | = +2 \\
  a(+2.5) &= | +2.5 | = +2.5 \\
\end{align*}
\]
Absolute Value Definition

How is \( |y| \) defined?

Well, you could always define it as the nonnegative square root of \( y^2 \):

\[
|y| = \sqrt{y^2}
\]

But here’s another definition:

\[
|y| = \begin{cases} 
-y, & \text{if } y \text{ is negative} \\
 y, & \text{otherwise}
\end{cases}
\]
Absolute Value Implementation

\[ |y| = \begin{cases} 
  -y, & \text{if } y \text{ is negative} \\
  y, & \text{otherwise} 
\end{cases} \]

Here’s an implementation of absolute value in C:

```c
if (y < 0) {
    absolute_value_of_y = -y;
} /* if (y < 0) */
else {
    absolute_value_of_y = y;
} /* if (y < 0)...else */
```
What Does This Mean?

```java
if (y < 0) {
    absolute_value_of_y = -y;
} /* if (y < 0) */
else {
    absolute_value_of_y = y;
} /* if (y < 0)...else */
```

1. Evaluate the **condition** \((y < 0)\), which is a Boolean expression, resulting in either true (1) or false (0).
2. If the condition evaluates to true, then execute the statement inside the `if` clause.
3. Otherwise, execute the statement inside the `else` clause.
Examples of if-else

if (a > b) {
    printf("Wow, a is greater than b!\n");
} /* if (a > b) */
else {
    printf("Loser, a is not greater than b!\n");
} /* if (a > b)...else */

if (my_height < your_height) {
    shortest_height = my_height;
} /* if (my_height < your_height) */
else {
    shortest_height = your_height;
} /* if (my_height < your_height)...else */
What If the Condition Fails? #1

What if we have something that we want executed only in the event that the Boolean expression in the if condition fails? That is, when the condition evaluates to false (0).
What If the Condition Fails? #2

If there’s something that we want to do when the \texttt{if} condition fails, we could simply use another \texttt{if} block with the exact opposite condition:

\begin{verbatim}
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */

if (!((users_number < minimum_number) ||
    (users_number > maximum_number))) {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if (!(users_number < minimum_number) || ... */
\end{verbatim}
What If the Condition Fails? #3

Using another if block with the exact opposite condition is cumbersome:

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
if (!((users_number < minimum_number) ||
    (users_number > maximum_number))) {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if (!((users_number < minimum_number) || ... */
```
What If the Condition Fails? #4

Using another `if` block with the exact opposite condition is cumbersome:

(a) It increases the likelihood of bugs, since you’re typing twice as much.

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
if (!((users_number < minimum_number) ||
    (users_number > maximum_number))) {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if (!((users_number < minimum_number) || ... */
```
Using another `if` block with the exact opposite condition is cumbersome:

(b) If we later change the first condition, but we forget to change the second, that’ll introduce a hard-to-find bug.

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
if (!((users_number < minimum_number) ||
    (users_number > maximum_number))) {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if (!((users_number < minimum_number) || ... */
... statement_before;
if (condition) {
    statement_inside_true1;
    statement_inside_true2;
} /* if (condition) */
if (!condition) {
    statement_inside_false1;
    statement_inside_false2;
} /* if (!condition) */
statement_after;
...
The **else clause #1**

Often, we want to have not only

- a sequence of statements to execute in the event that the `if` condition evaluates to true (1),

but **also**

- a sequence of statements to execute in the event that the `if` condition evaluates to false (0).

So, C (like most programming languages) allows us to set up a special group of statements within the `if` block, known as an **else clause**.
The *else* clause #2

if ((users_number < minimum_number) \|\| (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) \|\| ... */
else {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) \|\| ...else */

- The sequence of statements to execute when the *if* condition evaluates to *true* (1) is known as the *if clause*.
- The sequence of statements to execute when the *if* condition evaluates to *false* (0) is known as the *else clause*.
The else clause #3

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    printf("Woohoo! That's between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... else */

NOTICE: The else statement DOESN'T have a condition of its own: it’s simply the keyword else, with its condition implied by the if statement.

That is, the else clause’s condition is the opposite of the if clause’s condition, and is IMPLIED instead of stated explicitly.
```
The else clause #4

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... else */

Notice that the presence of the else clause guarantees that, for this if block, **EXACTLY ONE of the clauses will be executed.**
The Meaning of else

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    printf("Woohoo! That’s between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ...else */

The statements inside the if clause are executed if and only if
the condition in the if statement evaluates to true (1).
The statements inside the else clause are executed
if and only if the if condition evaluates to false (0).
So, in programming, the keyword else means otherwise.
When executing an `if` block that has **BOTH** an `if` clause and an `else` clause, **EXACTLY ONE** clause will be executed:

- either the condition will evaluate to true (1), in which case the `if` clause will execute,

**OR**

- the condition will evaluate to false (0), in which case the `else` clause will execute.
Order of Clauses

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n",
          minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    printf("Woohoo! That’s between %d and %d!\n",
           minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ...else */
```

Notice that the `else` clause comes **AFTER** the `if` clause. That is, **EVERY** `if` block **MUST** begin with an `if` clause. Having an `else` clause is **OPTIONAL**. In the event that an `if` block has an `else` clause, then the `else` clause comes at the **END** of the `if` block.
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n",
        minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    printf("Woohoo! That’s between %d and %d!\n",
        minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ...else */

Notice that each of the clauses – the if clause and
the else clause – has its own block open and
its own block close.

Again, regardless of the value of the Boolean expression in
the condition of the if statement,
any statements after the last block close are always executed.
if-else Flowchart

... statement_before;
if (condition) {
    statement_inside_true1;
    statement_inside_true2;
} /* if (condition) */
else {
    statement_inside_false1;
    statement_inside_false2;
} /* if (condition...else) */
statement_after;
...

#include <stdio.h>

int main ()
{ /* main */
    const int computers_number = 5;
    int users_number;

    printf("Pick an integer:\n");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is\n");
        printf(" less than mine!\n");
        printf("Well, okay, maybe it’s believable.\n");
    } /* if (users_number < computers_number) */
    else {
        printf("Wow, you picked a number that isn’t\n");
        printf(" less than mine. Good work!\n");
    } /* if (users_number < computers_number)...else */
    printf("And now I’m sick of you.\n");
    printf("Bye!\n");
} /* main */
if-else Example #2

% gcc -o islesselse islesselse.c
% islesselse
Pick an integer:
6
Wow, you picked a number that isn’t less than mine. Good work!
And now I’m sick of you.
Bye!
% islesselse
Pick an integer:
5
Wow, you picked a number that isn’t less than mine. Good work!
And now I’m sick of you.
Bye!
% islesselse
Pick an integer:
4
That’s unbelievable! Your number is less than mine!
Well, okay, maybe it’s believable.
And now I’m sick of you.
Bye!
printf("Pick an integer:\n");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is\n");
        printf(" less than mine!\n");
        printf("Well, okay, maybe it’s believable.\n");
    } /* if (users_number < computers_number) */
    else {
        printf("Wow, you picked a number that isn’t\n");
        printf(" less than mine. Good work!\n");
    } /* if (users_number < ...else */
printf("And now I’m sick of you.\n");
printf("Bye!\n");
if-else Indentation #1

```java
if (condition) {
    statement_true1;
    statement_true2;
    ...
}
else {
    statement_false2;
    statement_false2;
}
```

Statements inside the `if` clause are indented additionally, beyond the indentation of the `if` statement and its associated block close.

Statements inside the `else` clause are indented the same amount as statements inside the `if` clause.
**if-else Indentation #2**

```java
if (condition) {
    statement1;
    statement2;
    ...
} else {
    statement_false2;
    statement_false2;
}
```

In CS1313, the statements inside the `if` clause are indented an additional 4 spaces beyond the `if` statement and its associated block close, and likewise for the `else` clause.

In CS1313, you are **ABSOLUTELY FORBIDDEN** to use tabs for indenting in your source code.
Examples of if-else

if (a > b) {
    printf("Wow, a is greater than b!\n");
} /* if (a > b) */
else {
    printf("Loser, a is not greater than b!\n");
} /* if (a > b)...else */

if (my_height < your_height) {
    shortest_height = my_height;
} /* if (my_height < your_height) */
else {
    shortest_height = your_height;
} /* if (my_height < your_height)...else */