#### Previous Lecture (and Discussion):

- Branching (if, elseif, else, end)
- Relational operators (<, >=, ==, ~=, ..., etc.)

#### Today's Lecture:

- Logical operators (&&, | |, ~) and "short-circuiting"
- More branching—nesting
- Top-down design

#### Announcements:

- Project I (PI) due Thursday at I Ipm
- Submit <u>real</u> .m files (plain text, not from a word processing software such as Microsoft Word)
- Register your clicker using the link on the course website

Lecture 4

# The if construct

```
if boolean expression l
  statements to execute if expression | is true
elseif boolean expression2
  statements to execute if expression l is false
  but expression2 is true
else
  statements to execute if all previous conditions
  are false
                           Can have any number of elseif branches
                                but at most one else branch
end
```

Lecture 4

2

#### Consider the quadratic function

$$q(x) = x^2 + bx + c$$

on the interval [L, R]:

- Is the function strictly increasing in [L, R]?
- •Which is smaller, q(L) or q(R) ?
- •What is the minimum value of q(x) in [L, R]?

Lecture 4

#### Modified Problem 3

Write a code fragment that prints "yes" if xc is in the interval and "no" if it is not.

Lecture 4

$$q(x) = x^2 + bx + c$$
•  $x_c = -b/2$ 
No!

Lecture 4

7

## So what is the requirement?

```
% Determine whether xc is in
% [L,R]
xc = -b/2;
if
   disp('Yes')
else
   disp('No')
end
```

## So what is the requirement?

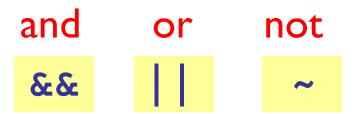
```
% Determine whether xc is in
% [L,R]
xc = -b/2;
if L<=xc && xc<=R
   disp('Yes')
else
   disp('No')
end
```

The value of a boolean expression is either <u>true</u> or <u>false</u>.

$$(L <= xc) \&\& (xc <= R)$$

This (compound) boolean expression is made up of two (simple) boolean expressions. Each has a value that is either true or false.

Connect boolean expressions by boolean operators:



#### Logical operators

&& logical and: Are both conditions true?

E.g., we ask "is  $L \le x_c$  and  $x_c \le R$ ?"

In our code: L<=xc && xc<=R

## Logical operators

&& logical and: Are both conditions true?

```
E.g., we ask "is L \le x_c and x_c \le R?" In our code: L \le x_c && x_c \le R?
```

| | logical or: Is at least one condition true? E.g., we can ask if  $x_c$  is outside of [L,R],

i.e., "is 
$$x_c < L$$
 or  $R < x_c$ ?"

In code: xc<L R<xc

## Logical operators

&& logical and: Are both conditions true?

```
E.g., we ask "is L \le x_c and x_c \le R?" In our code: L \le x_c && x_c \le R?
```

logical <u>or</u>: Is at least one condition true?

```
E.g., we can ask if x_c is outside of [L,R], i.e., "is x_c < L or R < x_c?"

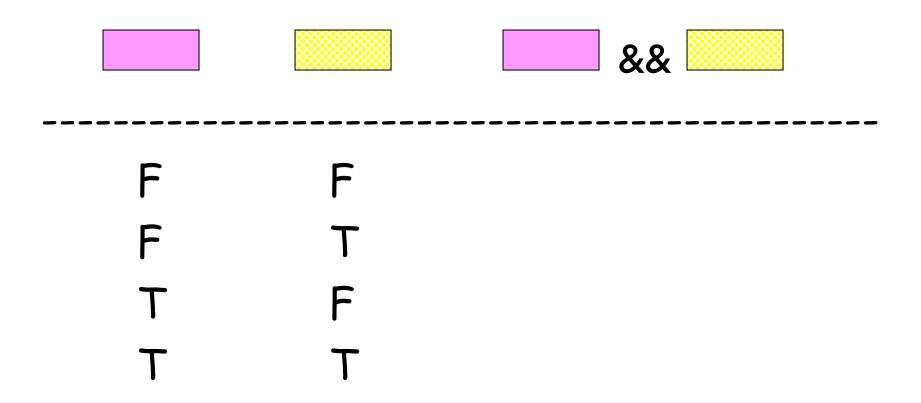
In code: \mathbf{xc} < \mathbf{L} | \mathbf{R} < \mathbf{xc}
```

logical not: Negation

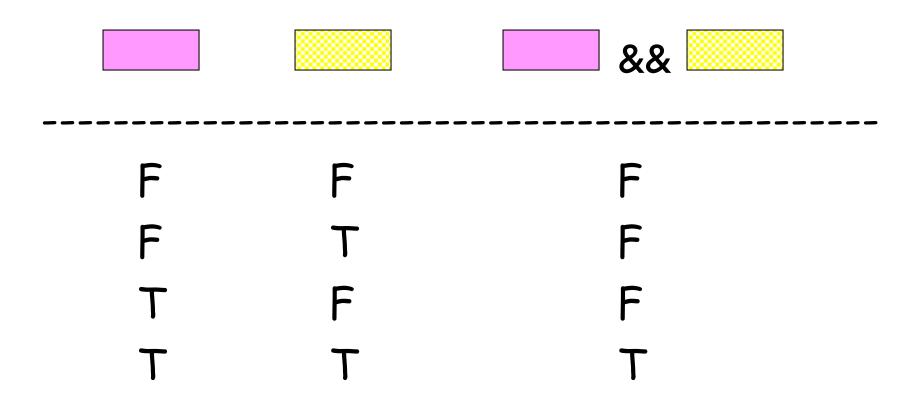
E.g., we can ask if  $x_c$  is not outside [L,R].

In code: ~(xc<L | R<xc)

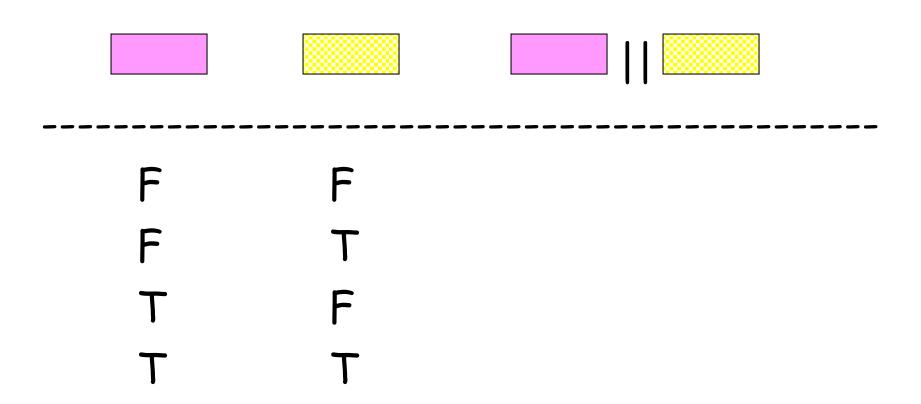
# The logical AND operator: &&



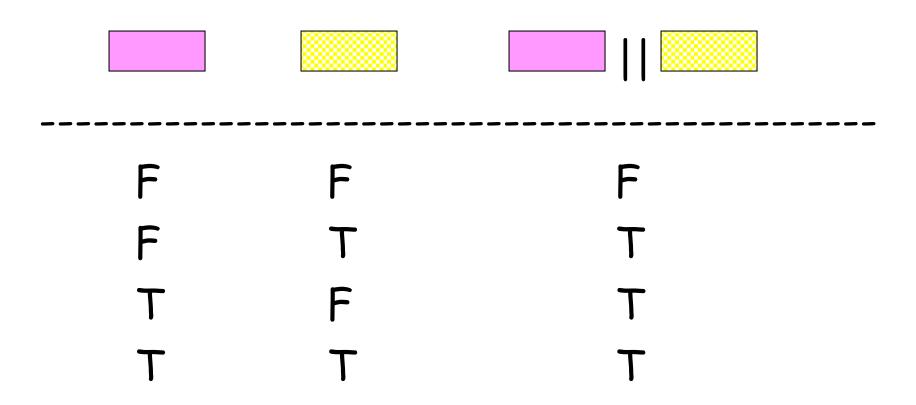
## The logical AND operator: &&



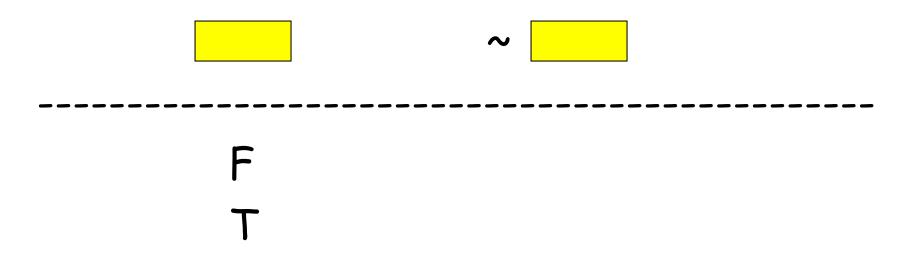
# The logical OR operator:



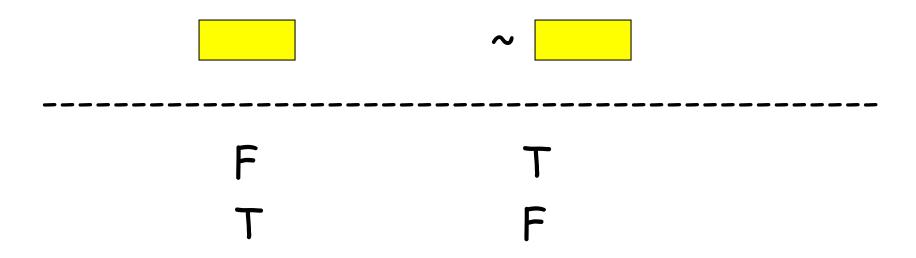
# The logical OR operator:



# The logical NOT operator: ~



# The logical NOT operator: ~



#### "Truth table"

X, Y represent boolean expressions. E.g., d>3.14

X	Υ	X && Y "and"	X   Y "or"	~Y
		"and"	"or"	~Y "not"
F	F			
F	7			
Т	F			
Т	Т			

#### "Truth table"

X, Y represent boolean expressions. E.g., d>3.14

X	Υ	X && Y	XIIY	~Y
		"and"	"or"	"not"
F	F	F	F	Т
F	Т	F	Т	F
Т	F	F	Т	Т
Т	Т	Т	Т	F

#### "Truth table"

#### Matlab uses 0 to represent false, 1 to represent true

X	Υ	X && Y	X    Y "or"	~Y
		"and"	"or"	"not"
0	0	0	0	1
0	1	0	1	0
1	0	0	1	1
1	1	1	1	0

## Logical operators "short-circuit"

$$a > b$$
 &&  $c > d$  Go on

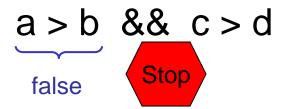
$$a > b$$
 &&  $c > d$  Stop

Entire expression is false since the first part is false

A && expression short-
circuits to false if the left
operand evaluates to false.
A   expression short-circuits to if

## Logical operators "short-circuit"

$$a > b$$
 &&  $c > d$  Go on



Entire expression is false since the first part is false

A && expression shortcircuits to false if the left operand evaluates to *false*.

A | expression short-circuits to <u>true</u> if <u>the left operand</u> evaluates to <u>true</u>.

# Always use logical operators to connect simple boolean expressions

Why is it wrong to use the expression

$$L \le xc \le R$$

for checking if  $x_c$  is in [L,R]?

Example: Suppose L is 5, R is 8, and xc is 10. We know that 10 is not in [5,8], but the expression

Variables a, b, and c have whole number values. True or false: This fragment prints "Yes" if there is a *right triangle* with side lengths a, b, and c and prints "No" otherwise.

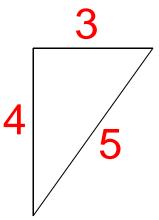
```
if a^2 + b^2 == c^2
    disp('Yes')
else
    disp('No')
end
```





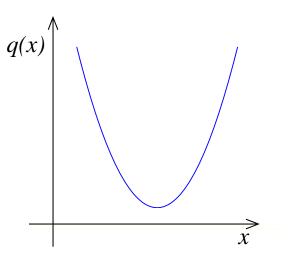
```
a = 5;
b = 3;
c = 4;
if (a^2+b^2==c^2)
    disp('Yes')
else
    disp('No')
end
       This fragment prints "No" even though we have a right
```

triangle!



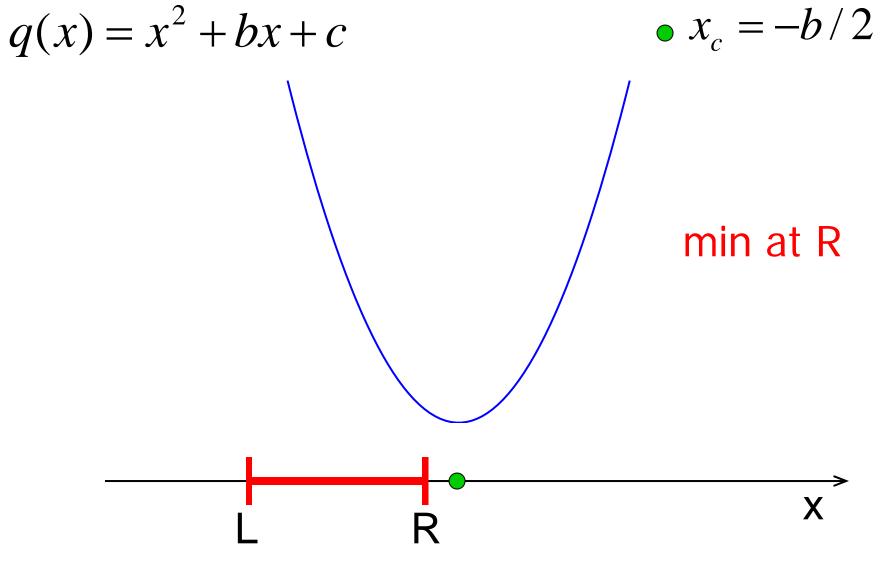
#### Consider the quadratic function

$$q(x) = x^2 + bx + c$$



on the interval [L, R]:

- Is the function strictly increasing in [L, R]?
- •Which is smaller, q(L) or q(R) ?
- •What is the minimum value of q(x) in [L, R]?



#### Conclusion

If  $x_c$  is between L and R

Then min is at  $x_c$ 

#### Otherwise

Min value is at one of the endpoints

#### Start with pseudocode

If xc is between L and R

Min is at xc

Otherwise

Min is at one of the endpoints

We have decomposed the problem into three pieces! Can choose to work with any piece next: the if-else construct/condition, min at xc, or min at an endpoint

#### Set up structure first: if-else, condition

if L<=xc && xc<=R

Then min is at xc

else

Min is at one of the endpoints

end

Now refine our solution-in-progress. I'll choose to work on the if-branch next

#### Refinement: filled in detail for task "min at xc"

```
if L<=xc && xc<=R
    % min is at xc
qMin= xc^2 + b*xc + c;</pre>
```

else

Min is at one of the endpoints

end

Continue with refining the solution... else-branch next

#### Refinement: detail for task "min at an endpoint"

```
if L<=xc && xc<=R
   % min is at xc
  qMin = xc^2 + b*xc + c;
else
   % min is at one of the endpoints
   if % xc left of bracket
      % min is at L
   else % xc right of bracket
      % min is at R
   end
end
```

Continue with the refinement, i.e., replace comments with code

#### Refinement: detail for task "min at an endpoint"

```
if L<=xc && xc<=R
   % min is at xc
  qMin = xc^2 + b*xc + c;
else
   % min is at one of the endpoints
   if xc < L
      qMin = L^2 + b*L + c;
   else
      qMin = R^2 + b*R + c;
   end
end
```

#### Final solution (given b,c,L,R,xc)

```
if L<=xc && xc<=R
   % min is at xc
   qMin = xc^2 + b*xc + c;
else
   % min is at one of the endpoints
   if xc < L
      qMin = L^2 + b*L + c;
   else
                          An if-statement can
                           appear within a branch—
      qMin = R^2 + b*R + c;
                           just like any other kind of
   end
end
                            statement!
See quadMin.m
```

Lecture 4

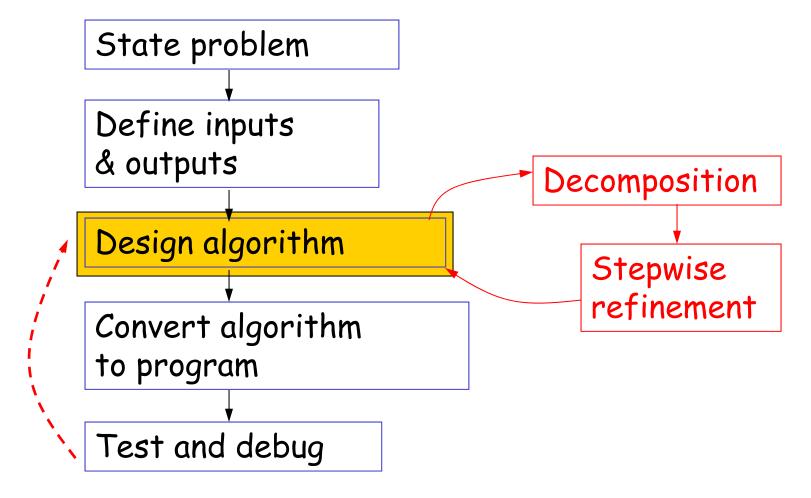
quadMinGraph.m

#### Notice that there are 3 alternatives $\rightarrow$ can use elseif!

```
if L<=xc && xc<=R
  % min is at xc
  qMin = xc^2+b*xc+c;
else
  % min at one endpt
  if xc < L
    qMin = L^2 + b*L + c;
  else
    qMin = R^2 + b*R+c;
  end
end
```

```
if L<=xc && xc<=R
  % min is at xc
  qMin= xc^2+b*xc+c;
elseif xc < L
  qMin= L^2+b*L+c;
else
  qMin= R^2+b*R+c;
end</pre>
```

## Top-Down Design



An algorithm is an idea. To use an algorithm you must choose a programming language and implement the algorithm.

## Does this program work?

```
score= input('Enter score: ');
if score>55
     disp('D')
elseif score>65
     disp('C')
elseif score>80
     disp('B')
elseif score>93
     disp('A')
else
     disp('Not good...')
end
```



