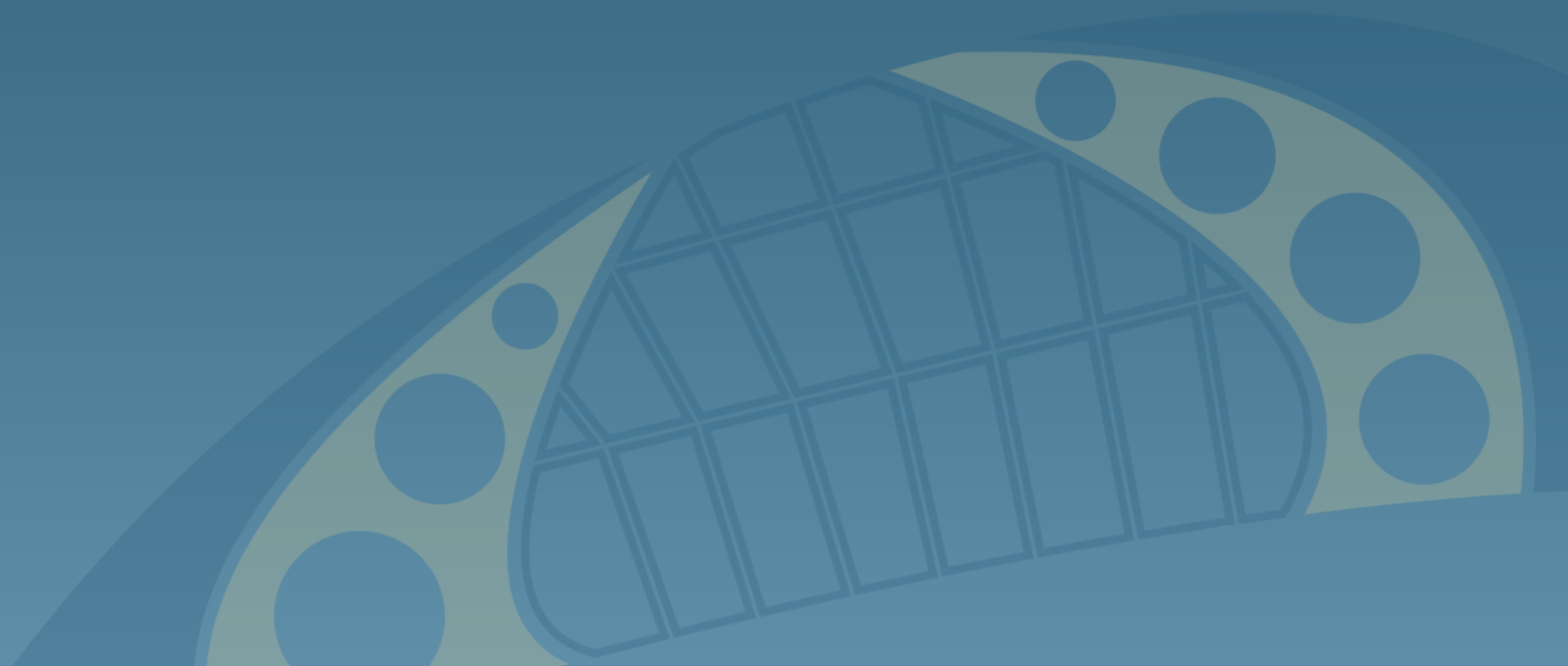


DECISIONS

Computer Science II

CS 030

Donald J. Patterson



WARM UP

WHAT IS THE DIFFERENCE BETWEEN

`box1 = box2`

`box1 == box2`

`box1 === box2`

`box1.equals(box2)`



WARM UP

WHAT IS NULL?

```
box1 = null
```



WARM UP

```
if (richter >= 8.0){  
if (richter >= 4.5){ // Too small to see  
if (richter >= 8.0){ // Didn't use else  
    description = "Most structures fall";  
}  
if (richter >= 7.0){  
    description = "Many buildings destroyed";  
}  
if (richter >= 6.0){  
    description = "Many buildings considerably damaged, some collapse";  
}  
if (richter >= 4.5){  
    "Damage to poorly constructed buildings";  
}  
}
```



CODE TRACE EXAMPLE

```
int hour = in.nextInt();
```

```
1. if (hour < 18) {  
2.     time = "afternoon";  
3. } else if (hour < 12) {  
4.     time = "morning"  
5. } else if (hour < 6) {  
6.     time = "night";  
7. } else {  
8.     time = "evening"  
9. }
```

**WHAT LINES OF CODE
GET EVALUATED FOR
THESE INPUTS? WHAT IS
THE OUTPUT?**

- A. 11
- B. 15
- C. 5
- D. 23



CODE TRACE EXAMPLE

```
int hour = in.nextInt();
```

```
1. if (hour < 6) {  
2.     time = "night";  
3. } else if (hour < 12) {  
4.     time = "morning"  
5. } else if (hour < 18) {  
6.     time = "afternoon";  
7. } else {  
8.     time = "evening"  
9. }
```

**WHAT LINES OF CODE
GET EVALUATED FOR
THESE INPUTS? WHAT IS
THE OUTPUT?**

A. 10

B. 12

C. 2

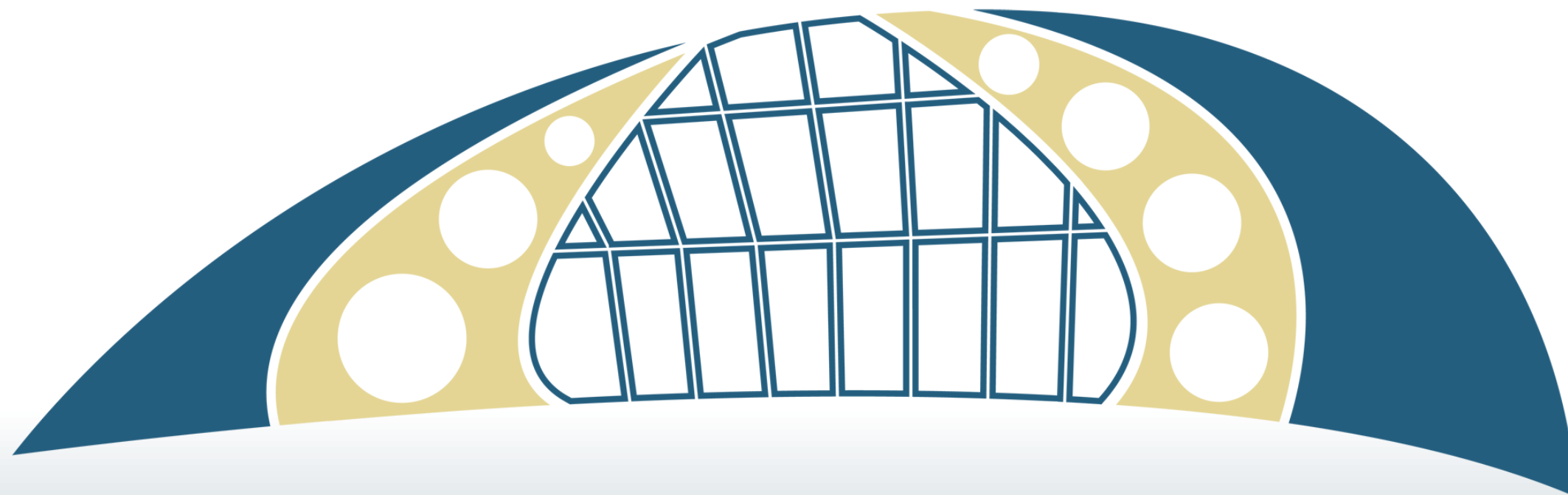
D. 22



WHERE AM I?

```
boolean rightAtA;  
boolean rightAtB;  
boolean rightAtC;  
boolean rightAtD;
```





WESTMONT **INSPIRED**
— COMPUTING LAB —