Strings & Branching

I'll be in your city tomorrow if you want to hang out.

But where will you be if I don't want to hang out?!

You know, I just remembered I'm busy.

Why I try not to be pedantic about conditionals.
Strings and input

We talked about basic types.... what type can store letters?

What about words?
Input and output

C:\> If you're happy and you know it, syntax error!
Syntax error

C:\> If you're happy and you know it, syntax error!
Syntax error

C:\> If you're happy and you know it, and you really want to show it, if you're h
appy and you know it, syntax error!
Syntax error

C:\> _
Strings and input

char can only hold a single letter/number, but one way to hold multiple is a string

string str;
cin >> str;

The above will only pull one word, to get all words (until enter key) use:

getline(cin, str); (See: stringInput.cpp)
With cin, it will stop as soon as it reaches a type that does not match the variable (into which it is storing)

If it encounters only a type that it is not expecting, your input will get messed up

cin also remembers all inputs
(See: cinMismatchTypes.cpp)
When showing doubles with cout, you can change how they are shown.

For example, to show a number as dollars and cents, you would type (before cout):

```cpp
cout.setf(ios::fixed);
cout.setf(ios::showpoint);
cout.precision(2);
```
More Output

There are two ways to get output to move down a line: endl and “\n”

    cout << endl;

... is the same as...

    cout << “\n”

I will use both when coding
Madlibs

(see: madlibs.cpp)
bool

bool - either true or false

You have the common math comparisons:
  > (greater than), e.g. 7 > 2.5 is true
  == (equals), e.g. 5 == 4 is false
  <= (less than or eq), e.g. 1 <= 1 is true

If you cout this, “false” will be 0
and “true” will be 1 (anything non-zero is T)
if statement

Code inside an if statement is only run if the condition is true.

Need parenthesis (no semi-colon)

```cpp
if(guess == random0to9)
{
    cout << "Correct, here is a cookie!\n";
}
```

Indent

(See: ifElse.cpp)
boolean values

ints will automatically be converted to bool, which can cause errors:

```java
int x = 2;
if( ! x>5 ) will be false
```

Why?
boolean values

ints will automatically be converted to bool, which can cause errors:

```c
int x = 2;
if( ! x>5 ) will be false
```

Why?
A: order of operations will do the unary operator first (the '!'')
if (! x>5) will become if ( (!2) > 5)
... if ( (!true) > 5) ... if ( false > 5) ... if (0 > 5)
if/else statement

Immediately after an if statement, you can make an else statement.

If the “if statement” does not run, then the else statement will.

If you do not surround your code with braces, only one line will be in the if (and/or else) statement.
Logical operators

These are all the operators that result in a bool:

> (greater than), e.g. 7 > 2.5 is true
== (equals), e.g. 5 == 4 is false
< (less than), e.g. 1 < 1 is false
>= (greater than or equal to), e.g. 1 <= 1 is true
!= (not equal to), e.g. 8 != 7 is true
<= (less than or equal to), e.g. 6 <= 2 is false
! (not, negation), e.g. !true is false
Complex expressions

Two boolean operators:

```
&& is the AND operations

|| is the OR operations
```

<table>
<thead>
<tr>
<th>p</th>
<th>q</th>
<th>p &amp;&amp;&amp; q</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>T</td>
<td>T</td>
</tr>
<tr>
<td>T</td>
<td>F</td>
<td>F</td>
</tr>
<tr>
<td>T</td>
<td>T</td>
<td>F</td>
</tr>
<tr>
<td>F</td>
<td>T</td>
<td>F</td>
</tr>
<tr>
<td>F</td>
<td>T</td>
<td>F</td>
</tr>
</tbody>
</table>

| p | q | p || q |
|---|---|-------|
| T | T |   T   |
| T | F |   T   |
| T | T |   T   |
| F | F |   F   |
| F | T |   T   |
| F | F |   F   |
Complex expressions

AND operation removes Ts from the result
The OR operation adds Ts to the result

Evaluate (!p OR q) AND (p)

<table>
<thead>
<tr>
<th>p</th>
<th>q</th>
<th>!p</th>
<th>!p OR q</th>
<th>(!p OR q) AND (p)</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>T</td>
<td>F</td>
<td>T</td>
<td>T</td>
</tr>
<tr>
<td>T</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
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<td>T</td>
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</tr>
<tr>
<td>F</td>
<td>F</td>
<td>T</td>
<td>T</td>
<td>F</td>
</tr>
</tbody>
</table>
Write an if statement for checking if a variable (int) x is a positive odd number.

Hint: You may want to use the remainder (also called modulus) operator (the % sign).

For example, 5 % 3 = 2
Complex expressions

Humans tend to use the English word OR to describe XOR (exclusive or)

“You can get a side of a salad, fries or a soup.”

Did you think the statement above meant getting all three was a possibility?
Complex expressions

Write boolean expressions for each of the following truth tables:

1.  
<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

2.  
<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

3.  
<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
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<td>1</td>
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<td>0</td>
</tr>
</tbody>
</table>

4.  
<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
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<td>0</td>
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<td>1</td>
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<tr>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

XOR
Complex expressions

```c
int x = 9, y = 7;
```

\[
x < 12 \land \land y > 10
\]

\[
9 < 12 \land \land 7 > 10
\]

\[
T \land \land F
\]

\[
F
\]
Please always put {} after if-statements

The compiler will let you get away with not putting these (this leads to another issue)

If you do not put {} immediately after an if, it will only associate the first command after with the if-statement (see: ifAndSemi.cpp)
Random numbers

To use random numbers, you need to do:
1. Run srand(time(0)) once
2. Use rand() to actually generate a number

```c
int main()
{
    srand(time(0));
    cout << rand()%10 << endl; // displays 0-9
}
```

(See: rng.cpp)