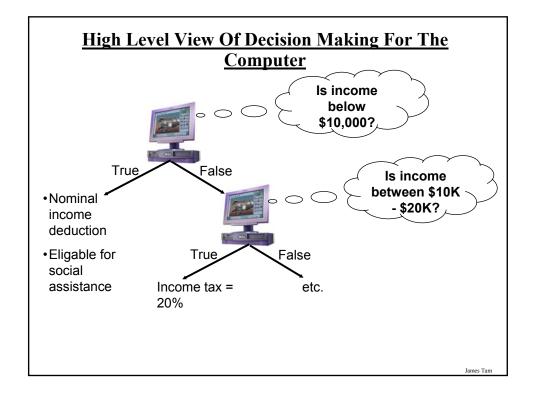
Making Decisions In Pascal

In this section of notes you will learn how to have your Pascal programs choose between alternative courses of action

James Tan



Decision-Making In Pascal

Decisions are questions with answers that are either true or false (Boolean)

Decision making constructs (mechanisms) in Pascal

- If-then
- If-then-else
- If, else-if
- Case-of

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If-Then

Decision-making: checking if a particular condition is true

if (operand¹ relational operator operand¹) then

Format:

body;²
Boolean expression

additional statements;

Indicates end of decisionmaking

if (age >= 18) then

Boolean expression

writeln('You are an adult');

writeln('Tell me more about yourself');

Indicates end of decisionmaking

- 1 Operands are referred to as expressions in Leestma and Nyhoff
- 2 The body of the if-then is referred to as a statement in Leestma and Nyhoff

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Allowable Operands For Boolean Expressions

If (operand relational operator operand) then

Operands

- integer
- real
- boolean
- char
- const

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Allowable Relational Operators For Boolean Expressions

 $If \, (operand \quad \underline{relational \, operato} r \quad operand) \, then \,$

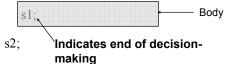
| Pascal | Mathematical | |
|-------------------|--------------|--------------------------|
| operator | equivalent | Meaning |
| < | < | Less than |
| > | > | Greater than |
| = | = | Equal to |
| <= | ≤ | Less than or equal to |
| >= | ≥ | Greater than or equal to |
| \Leftrightarrow | <i>≠</i> | Not equal to |
| | | |

If-Then (Simple Body)

Body of if-then consists of a single statement

Format:

if (Boolean expression) then



Example:

```
if (x = 1) then
  writeln('Body of if');
writeln ('After body');
```

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If-Then (Compound Body)

Body of if-then consists of multiple statements

Format:

```
if (Boolean expression) then
```

begin



end;

sn+1; Indicates end of decisionmaking

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If-Then (Compound Body(2))

Example:

```
if (income < 10000) then
begin
  writeln('Eligable for social assistance');
  taxCredit = 100;
end;
tax = income * TAX RATE;</pre>
```

Iomos Ton

If-Then-Else

Decision-making with two conditions (true or false)

Format:

```
if (operand relational operator operand) then
body of 'if'
else

No semi-colon (indicates end of decision making!)
body of 'else';

additional statements;

Semi-colon (decision making is complete)
```

If-Then-Else

Example:

```
if (age >= 18) then
    writeln('Adult')
else
    writeln('Not an adult');
writeln('Tell me more about yourself');
```

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If-Then-Else (Simple Body)

Body of if-then-else consists of a single statement

Format:

If-Then-Else (Simple Body(2))

Example:

```
if (x = 1) then
    writeln('body of if')
else
    writeln('body of else');
writeln('after if-then-else');
```

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If-Then-Else (Compound Body)

Body of if-then-else consists of multiple statements

```
Format:
```

```
if (Boolean expression) then begin s1; : sn; end else No semi-colon (not the end of decision-making process!) begin sn+1; : sn + m; Semi-colon (this is the end of the decision-making process!) sn + m + 1;
```

If-Then (Compound Body(2))

Example:

```
if (income < 10000) then
begin
    writeln('Eligible for social assistance');
    taxRate = 0.1;
end
else
begin
    writeln('Not eligible for social assistance');
    taxRate = 0.2;
end;
tax = income * taxRate;</pre>
```

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Quick Summary: If Vs. If-Else

If:

- Evaluate a Boolean expression (ask a question)
- If the expression evaluates to true then execute the 'body' of the if.
- No additional action is taken when the expression evaluates to false.
- Use when your program evaluates a Boolean expression and code will be executed only when the expression evaluates to true.

If-else:

- Evaluate a Boolean expression (ask a question)
- If the expression evaluates to true then execute the 'body' of the if.
- If the expression evaluates to false then execute the 'body' of the else.
- Use when your program evaluates a Boolean expression and different code will execute if the expression evaluates to true than if the expression evaluates to false.

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Decision-Making With Multiple Expressions

Format:

if (Boolean expression) logical operator (Boolean expression) then body;

Example:

```
if (x > 0) AND (y > 0) then writeln ('X is positive, Y is positive');
```

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Decision-Making With Multiple Expressions (2)

Built-in logical operators in Pascal

OR

AND

XOR

NOT

(NAND and NOR can be constructed by combining NOT with AND & NOT with OR)

Forming Compound Boolean Expressions With The "OR" Operator

Format:

```
if (Boolean expression) OR (Boolean expression) then body;
```

Example:

```
if (gpa > 3.7) OR (yearsJobExperience > 5) then writeln('You are hired');
```

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Forming Compound Boolean Expressions With The "AND" Operator

Format:

```
if (Boolean expression) AND (Boolean expression) then body;
```

Example:

```
if (yearsOnJob <= 2) AND (isGoofOff = True) then
    writeln('You are fired');</pre>
```

Forming Compound Boolean Expressions With The "XOR" Operator

Format:

```
if (Boolean expression) XOR (Boolean expression) then body;
```

Example:

```
if (takesFirstJob = true) XOR (takesSecondJob = true) then
isEmployed := true;
```

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Forming Compound Boolean Expressions With The "NOT" Operator

```
Format:
```

```
if NOT (Boolean expression) then body;
```

Examples:

```
if NOT (x AND y) then
  writeln('NAND');
if NOT (x OR y) then
  writeln('NOR');
```

| Order | <u>Operator</u> |
|-------|-----------------|
| 1 | NOT |
| 2 | * / DIV MOD AND |
| 3 | + - OR |
| 4 | < > = <= >= <> |
| | |

Why Bracket Boolean Expressions

Compound Boolean expressions • e.g., if x > 0 AND y > 0 then

• e.g., if
$$x > 0$$
 AND $y > 0$ then

Why Bracket Boolean Expressions

Compound Boolean expressions

• e.g., if x > 0 AND y > 0 then

AND has highest priority so the '0' and 'y' become operands for this operation

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Quick Summary: Using Multiple Expressions

Use multiple expressions when multiple Boolean expressions must be asked and the result of each expression may have an effect on the other expressions:

AND:

• All Boolean expressions must evaluate to true before the entire expression is true.

OR:

• All Boolean expressions must evaluate to false before the entire expression is true.

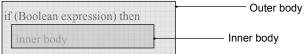
Nested Decision Making

One decision is made inside another

Outer decisions must evaluate to true before inner decisions are even considered for evaluation

Format:

if (Boolean expression) then



Example:

```
if (income < 10000) then
  if (citizen = true) then
  writeln('Eligable for social assistance');
tax = income * TAX_RATE;</pre>
```

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Nested Decision Making: The Dangling Else

```
if (x > 0) then if (y > 0) then writeln('x is greater than zero, y is greater than zero') else writeln('x is greater than zero');
```

The Dangling Else Reformatted

```
if (x > 0) then
  if (y > 0) then
  writeln('x and y greater than zero')
  else
  writeln('x greater than zero');
```

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Decision-Making With Multiple Alternatives

if-then

Checks a condition and executes the body of code if the condition is true

if-then-else

Checks a condition and executes one body of code if the condition is true and another body if the condition is false

Approaches for multiple (two or more) alternatives

Multiple if's

Multiple else-if's

Multiple If's: Non-Exclusive Conditions

Any, all or none of the conditions may be true (independent)

Format:

```
if (Boolean expression 1) then
  body 1;
if (Boolean expression 2) then
  body 2;
  :
statements after the conditions;
```

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Multiple If's: Non-Exclusive Conditions (Example)

```
if (x > 0) then
writeln('X is positive');
if (y > 0) then
writeln('Y is positive');
if (z > 0) then
writeln('Z is positive');
```

Multiple If's: Mutually Exclusive Conditions

```
At most only one of many conditions can be true
                                                               _ Inefficient
                                                                 combination!
Can be implemented through multiple if's -
Example (for full example look in Unix under
/home/231/tamj/examples/decisions/inefficientDecisionMaking.p)
  if (gpa = 4) then
     letter := 'A';
  if (gpa = 3) then
     letter := 'B';
  if (gpa = 2) then
    letter := 'C';
 if (gpa = 1) then
    letter := 'D';
  if (gpa = 0) then
    letter := 'F';
```

Multiple If, Else-If's: Mutually Exclusive Conditions

Format:

```
if (Boolean expression 1) then
body 1
else if (Boolean expression 2) then
body 2
:
else
body n;
statements after the conditions;
```

Multiple If, Else-If's: Mutually Exclusive Conditions (Example)

```
if (gpa = 4) then
letter := 'A'
else if (gpa = 3) then
letter := 'B'
else if (gpa = 2) then
letter := 'C'
else if (gpa = 1) then
letter := 'D'
else if (gpa = 0) then
letter := 'F'
else
writeln('GPA must be one of 4, 3, 2, 1 or 0');
```

Case Statements

An alternative to the if, else-if (at most only one of many conditions can be true)

```
Format (integer):
```

```
case (expression) of

i1:
body;
i2:
body;
:
in:
body;
else
body;
end; (* case *)

The expression (variable, constant, arithmetic) must evaluate to an integer
```

Case Statements: Integer Example

Example (look for complete example in Unix under /home/231/tamj/examples/decisions/caseOf1.p):

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Case Statements: Integer Example (2)

```
else writeln('GPA must be one of 4, 3, 2, 1 or 0'); end; (* case *)
```

Case Statements: Characters

```
Format (char):
    case (expression) of
        'c<sub>1</sub>':
        body;
        'c<sub>2</sub>':
        body;
        :
        'c<sub>n</sub>':
        body;
    else
        body;
    end; (* case *)
```

The expression (variable, constant, arithmetic) must evaluate to a character

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Case Statements: Character Example

Example (look for complete example in Unix under /home/231/tamj/examples/decisions/caseOf2.p):

Case Statements: Character Example (2)

else

writeln('Letter grade must be one of an "A", "B", "C", "D" or "F"'); end; (* case *)

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Recap: What Decision Making Constructs Are Available In Pascal/When To Use Them

| Construct | When To Use |
|---------------|--|
| If-then | Evaluate a Boolean expression and execute some code (body) if it's true |
| If-then-else | Evaluate a Boolean expression and execute some code (first body) if it's true, execute alternate code (second body) if it's false |
| Multiple if's | Multiple Boolean expressions need to be evaluated with the answer for each expression being independent of the answers for the others (non-exclusive). Separate code (bodies) can be executed for each expression. |
| If, else-if | Multiple Boolean expressions need to be evaluated but zero or at most only one of them can be true (mutually exclusive). Zero bodies or exactly one body will execute. |
| Case-of | Similar to the 'if, else-if' but results in smaller (cleaner) programs but only works for specific situations (Boolean expressions that involve characters or integer values only). |

Recap: When To Use Compound And Nested Decision Making Constructs

| Construct | When To Use |
|------------------------------|---|
| Compound decision making | More than one Boolean expression must be evaluated before some code (body) can execute. |
| Nested decision making | The outer Boolean expression must be true before the inner expression will even be evaluated. |

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Testing Decision Making Constructs

Make sure that the body of each decision making construct executes when it should.

Test:

- 1) Obvious true cases
- 2) Obvious false cases
- 3) Boundary cases

Testing Decisions: An Example

```
program testDecisions (input, output);
begin

var num : integer;
write('Enter a value for num: ');
readln(num);
if (num >= 0) then
writeln('Num is non-negative: ', num)
else
writeln('Num is negative: ', num);
end.
```

Avoid Using Real Values When An Integer Will Do

```
begin
  var num : real;
num := 1.03 - 0.42;
if (num = 0.61) then
  writeln('Sixty one cents')
else
  writeln('Not sixty one cents');
end.
```

program testExample;

You Should Now Know

What are the four decision making constructs available in Pascal:

- If-then
- If-then-else
- · If, else-if
- Case-of
- · How does each one work
- · When should each one be used

How to evaluate and use decision making constructs:

- Tracing the execution of simple decision making constructs
- Where are semi-colons needed in decision making constructs and why are they needed
- How to evaluate nested and compound decision making constructs and when to use them

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You Should Now Know (2)

How the bodies of the decision making construct are defined:

- What is the body of decision making construct
- What is the difference between decision making constructs with simple bodies and those with compound bodies

What is an operand

What is a relational operator

What is a Boolean expression

How multiple expressions are evaluated and how the different logical operators work

How to test decision making constructs