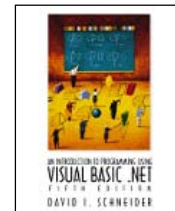


## Chapter 5: Decisions

- Relational & Logical Operators (5.1)
- If Blocks (5.2)
- Select Case Blocks (5.3)



David I. Schneider, *An Introduction to Programming using Visual Basic .NET, 5th Edition*, Prentice Hall, 2002.

### Relational and Logical Operators (5.1)

- *Condition* is an expression involving relational or logical operators
- Result of the condition is Boolean – that is, True or False

## Relational and Logical Operators (5.1) (cont.)

### ■ Relational Operators in VB.Net

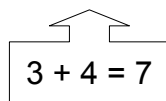
- < less than
- <=less than or equal to
- > greater than
- >=greater than or equal to
- = equal to
- <>not equal to

## Relational and Logical Operators (5.1) (cont.)

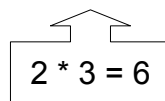
### ■ Example

When  $a = 3$ ,  $b = 4$

$$(a + b) < 2 * a$$



A diagram showing the calculation of  $a + b$ . It consists of a rectangular box containing the equation  $3 + 4 = 7$ . Above the box, two upward-pointing arrows originate from the numbers 3 and 4, pointing towards the plus sign in the expression  $(a + b)$  of the inequality above.



A diagram showing the calculation of  $2 * a$ . It consists of a rectangular box containing the equation  $2 * 3 = 6$ . Above the box, two upward-pointing arrows originate from the numbers 2 and 3, pointing towards the asterisk in the expression  $2 * a$  of the inequality above.

## Relational and Logical Operators (5.1) (cont.)

### ■ Another Example

a = 4   b = 3   c = "hello"   d = "bye"

**( c.Length - b ) = ( a / 2 )**

5 - 3 = 2

4 / 2 = 2

## Relational and Logical Operators (5.1) (cont.)

### ■ Relational Operator Notes

- Relational operators are binary – they require an operand on both sides of the operator
- Result of a relational expression will always be Boolean
- They are evaluated from left to right with no order of operations

## Relational and Logical Operators (5.1) (cont.)

### ■ Logical Operators

- Used for joining Boolean expressions
- *Not* – makes a False condition True and vice versa
- *And* – will yield a True if and only if both expressions are True
- *Or* – will yield a True if one or the other or both expressions are True

## Relational and Logical Operators (5.1) (cont.)

### ■ Example

To test if  $n$  falls between 2 and 5:

$$(2 < n) \text{ And } (n < 5)$$

A complete relational expression must be on either side of the logical operators And and Or.

## Relational and Logical Operators (5.1) (cont.)

### ■ Syntax error

The following is NOT a valid way to test if  $n$  falls  
between 2 and 5:

$$(2 < n < 5)$$

## Relational and Logical Operators (5.1) (cont.)

### ■ Example 5.3

$n = 4$ ,  $answ = \text{"Y"}$  Are the following conditions true or  
false?

Not ( $n < 6$ )

( $answ = \text{"Y"}$ ) Or ( $answ = \text{"y"}$ )

( $answ = \text{"Y"}$ ) And ( $answ = \text{"y"}$ )

Not ( $answ = \text{"y"}$ )

## Relational and Logical Operators (5.1) (cont.)

- Order of Operations
  - The order of operations for evaluating Boolean expressions is:
    1. Arithmetic operators
    2. Relational operators
    3. Logical operators

## Relational and Logical Operators (5.1) (cont.)

- Arithmetic Order of Operations
  1. Parenthesis
  2. Exponentiation
  3. Division and multiplication
  4. Addition and subtraction

## Relational and Logical Operators (5.1) (cont.)

- Relational Order of Operations
  - They all have the same precedence

## Relational and Logical Operators (5.1) (cont.)

- Logical Order of Operations
  1. Not
  2. And
  3. Or

## Relational and Logical Operators (5.1) (cont.)

- Common Error in Boolean Expressions
  - A common error is to replace the condition *Not ( 2 < 3 )* by the condition ( 2 > 3 )
  - The correct replacement is ( 2 >= 3 )
  - Because >= is the opposite of <, just as <= is the opposite of >

## If Block (5.2)

- The program will take a course of action based on whether a condition is true.

**If *condition* Then**

***action1***

**Else**

***action2***

**End If**

← Will be executed if condition is true

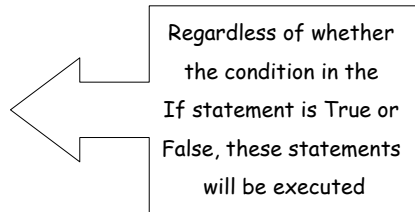
← Will be executed if condition is false



### If Block (5.2) (cont.)

■ Another example of If block

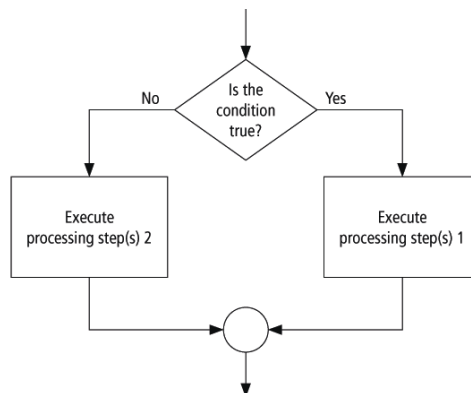
```
If condition Then  
    action1  
End If  
Statement2  
Statement3
```



### If Block (5.2) (cont.)

■ Pseudocode and flowchart for an If block

```
If condition is true Then  
    Processing step(s) 1  
Else  
    Processing step(s) 2  
End If
```



## If Block (5.2) (cont.)

### ■ Example 1

```
Private Sub btnFindLarger_Click(...) _  
    Handles btnFindLarger.Click  
    Dim num1, num2, largerNum As Double  
    num1 = CDb1(txtFirstNum.Text)  
    num2 = CDb1(txtSecondNum.Text)  
    If num1 > num2 Then  
        largerNum = num1  
    Else  
        largerNum = num2  
    End If  
    txtResult.Text = "The larger number is " &  
    largerNum  
End Sub
```

## If Block (5.2) (cont.)

### ■ Example 2

```
If costs = revenue Then  
    txtResult.Text = "Break even"  
Else  
    If costs < revenue Then  
        profit = revenue - costs  
        txtResult.Text = "Profit is " & _  
            FormatCurrency(profit)  
    Else  
        loss = costs - revenue  
        txtResult.Text = "Loss is " & _  
            FormatCurrency(loss)  
    End If  
End If
```

## If Block (5.2) (cont.)

### ■ Example 3

```
Private Sub btnEvaluate_Click(...) _
    Handles btnEvaluate.Click
    Dim answer As Double
    answer = CDb1(txtAnswer.Text)
    If (answer >= 0.5) And (answer <= 1) Then
        txtSolution.Text = "Good, "
    Else
        txtSolution.Text = "No, "
    End If
    txtSolution.Text &= "it holds about 3/4 of" _
        & " a gallon."
End Sub
```

## If Block (5.2) (cont.)

### ■ Example 4

```
Private Sub btnDisplay_Click(...) Handles btnDisplay.Click
    Dim message As String
    message = "Skittles is an old form of bowling in " _
        & "which a wooden disk is used to knock down nine" _
        & " pins arranged in a square."
    If txtAnswer.Text.ToUpper = "N" Then
        MsgBox(message, , "")
    End If
    txtQuote.Text = "Life ain't all beer and skittles."
End Sub
```

## If Block (5.2) (cont.)

### ■ ElseIf clause

```
If condition1 Then
    action1
ElseIf condition2 Then
    action2
ElseIf condition3 Then
    action3
Else
    action4
End If
```

## If Block (5.2) (cont.)

### ■ Example 5

```
Private Sub btnFindLarger_Click(...) _
    Handles btnFindLarger.Click
    Dim num1, num2 As Double
    num1 = Cdbl(txtFirstNum.Text)
    num2 = Cdbl(txtSecondNum.Text)
    If (num1 > num2) Then
        txtResult.Text = "Larger number is " & num1
    ElseIf (num2 > num1) Then
        txtResult.Text = "Larger number is " & num2
    Else
        txtResult.Text = "The two are equal."
    End If
End Sub
```

## If Block (5.2) (cont.)

### ■ Example 6

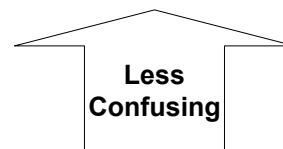
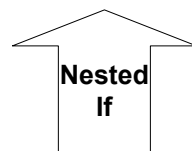
```
Function CalculateFICA(ByVal ytdEarnings As Double, _  
                    ByVal curEarnings As Double) _  
                    As Double  
    Dim socialSecurityBenTax, medicareTax As Double  
    If (ytdEarnings + curEarnings) <= 84900 Then  
        socialSecurityBenTax = 0.062 * curEarnings  
    ElseIf ytdEarnings < 84900 Then  
        socialSecurityBenTax = 0.062 * (84900 - ytdEarnings)  
    End If  
    medicareTax = 0.0145 * curEarnings  
    Return socialSecurityBenTax + medicareTax  
End Function
```

## If Block (5.2) (cont.)

### ■ Simplified Nested If Statement

```
If cond1 Then  
    If cond2 Then  
        action  
    End If  
End If
```

```
If cond1 And cond2 Then  
    action  
End If
```



## If Block (5.2) (cont.)

### ■ Comments

- When one If block is contained inside another If block, the structure is referred to as nested If blocks.
- Care should be taken to make If blocks easy to understand.

## If Block (5.2) (cont.)

### ■ More Comments

- Some programs call for selecting among many possibilities. Although such tasks can be accomplished with complicated nested If blocks, the Select Case block (discussed in the next section) is often a better alternative.

## Select Case blocks (5.3)

- A decision-making structure that simplifies choosing among several actions.
- Avoids complex nested If constructs.
- If blocks make decisions based on the truth value of a condition; Select Case choices are determined by the value of an expression called a selector.

## Select Case blocks (5.3) (cont.)

- Select Case Terminology
  - Each of the possible actions is preceded by a clause of the form  
**Case valueList**
  - where valueList itemizes the values of the selector for which the action should be taken.

## Select Case blocks (5.3) (cont.)

### ■ Example 1

```

Private Sub btnEvaluate_Click(...) _
    Handles btnEvaluate.Click
    Dim position As Integer 'selector
    position = CInt(txtPosition.Text)
    Select Case position ← Selector
        Case 1
            txtOutcome.Text = "Win"
        Case 2
            txtOutcome.Text = "Place"
        Case 3
            txtOutcome.Text = "Show"
        Case 4, 5
            txtOutcome.Text = "You almost placed in the
money."
        Case Else
            txtOutcome.Text = "Out of the money."
    End Select
End Sub

```

Value Lists

## Select Case blocks (5.3) (cont.)

### ■ Example 2

```

Private Sub btnDescribe_Click(...)
    Handles btnDescribe.Click
    Dim position As Integer
    position = CInt(txtPosition.Text)
    Select Case position
        Case 1 To 3
            txtOutcome.Text = "In the money."
        Case Is >= 4
            txtOutcome.Text = "Not in the money."
    End Select
End Sub

```



## Select Case blocks (5.3) (cont.)

### ■ Select Case Syntax

The general form of the Select Case block is

```
Select Case selector
  Case valueList1
    action1
  Case valueList2
    action2
  Case Else
    action of last resort
End Select
```

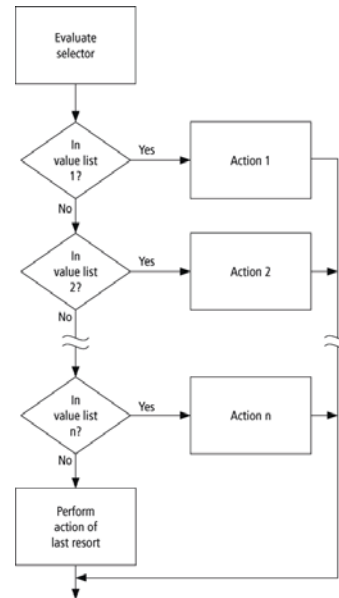
## Select Case blocks (5.3) (cont.)

### ■ Rules for Select Case

- Case Else (and its action) is optional
- Each value list contains one or more of the following types of items separated by commas:
  1. a literal;
  2. a variable;
  3. an expression;
  4. an inequality sign preceded by Is and followed by a literal, variable, or expression;
  5. a range expressed in the form *a To b*, where *a* and *b* are literals, variables, or expressions.

## Select Case blocks (5.3) (cont.)

### ■ Flowchart for Select Case



## Select Case blocks (5.3) (cont.)

### ■ Example 3

```

Dim x As Integer = 2, y As Integer = 3
Dim num As Integer
Select Case num
  Case y - x, x
    txtPhrase.Text = "Buckle my shoe."
  Case Is <= 4
    txtPhrase.Text = "Shut the door."
  Case x + y To x * y
    txtPhrase.Text = "Pick up sticks."
  Case 7, 8
    txtPhrase.Text = "Lay them straight."
  Case Else
    txtPhrase.Text = "Start all over again."
End Select
  
```

## Select Case blocks (5.3) (cont.)

### ■ Example 4

```
Dim firstName As String
firstName = txtName.Text.ToUpper
Select Case firstName
    Case "THOMAS"
        txtReply.Text = "Correct."
    Case "WOODROW"
        txtReply.Text = "Sorry, his full name" _
            & " was Thomas Woodrow Wilson."
    Case "PRESIDENT"
        txtReply.Text = "Are you for real?"
    Case Else
        txtReply.Text = "Nice try."
End Select
```

## Select Case blocks (5.3) (cont.)

### ■ Example 7

```
Private Sub btnNumber_Click(...) Handles btnNumber.Click
    `Determine the number of days in a season

    Dim season As String
    season = txtSeason.Text
    txtNumdays.Text = season & " has " & Numdays(season) & "
    days."
End Sub
```

Function call

## Select Case blocks (5.3) (cont.)

- Called Function in example 7

```
Function NumDays(ByVal season As String) _  
                                     As Integer  
    Select Case season.ToUpper  
        Case "WINTER"  
            Return 87  
        Case "SPRING"  
            Return 92  
        Case "SUMMER", "AUTUMN", "FALL"  
            Return 93  
    End Select  
End Function
```

## Select Case blocks (5.3) (cont.)

- Comments

- In a Case clause of the form *Case b To c*, the value of *b* should be less than or equal to the value of *c*.
- The word *Is* should precede an inequality sign in a value list.
- If the word *Is* is accidentally omitted where required, the editor will automatically insert it when checking the line.

## Select Case blocks (5.3) (cont.)

### ■ Data type comments

- The items in the value list must evaluate to a literal of the same data type as the selector.
- For instance, if the selector evaluated to a string value, as in

```
Dim firstName As String  
firstName = textBox.Text  
Select Case firstName
```

then the clause

```
Case firstName.Length  
would be meaningless.
```