

Pemrograman Berbasis Obyek

Flow Control dan Looping

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Konten

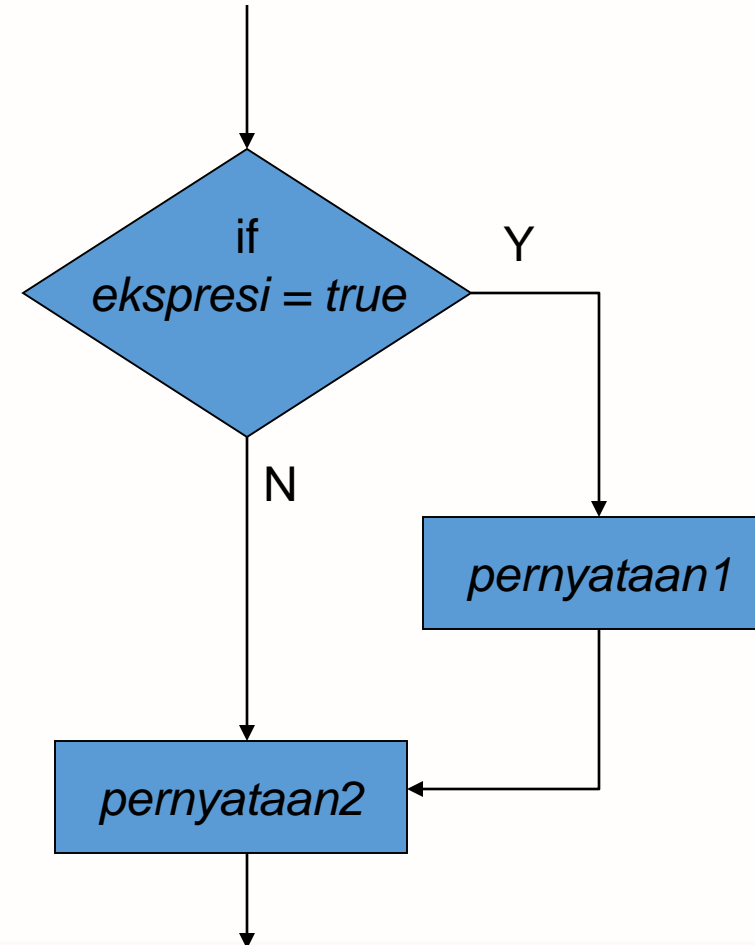
- Selection statements
- Looping statements
- Special loops

The Selection Statements

- *if*
- *if-else*
- *else-if*
- *switch*

if

```
if (ekspresi boolean) {  
    pernyataan1;  
}  
pernyataan2;
```



```
public class If {  
    public static void main(String args[]) {  
        int bilangan = -5;  
        if (bilangan<0)  
            System.out.println("Bilangan adalah negatif");  
    }  
}
```

For example, the Bicycle class could allow the brakes to decrease the bicycle's speed *only if* the bicycle is already in motion. One possible implementation of the applyBrakes method could be as follows:

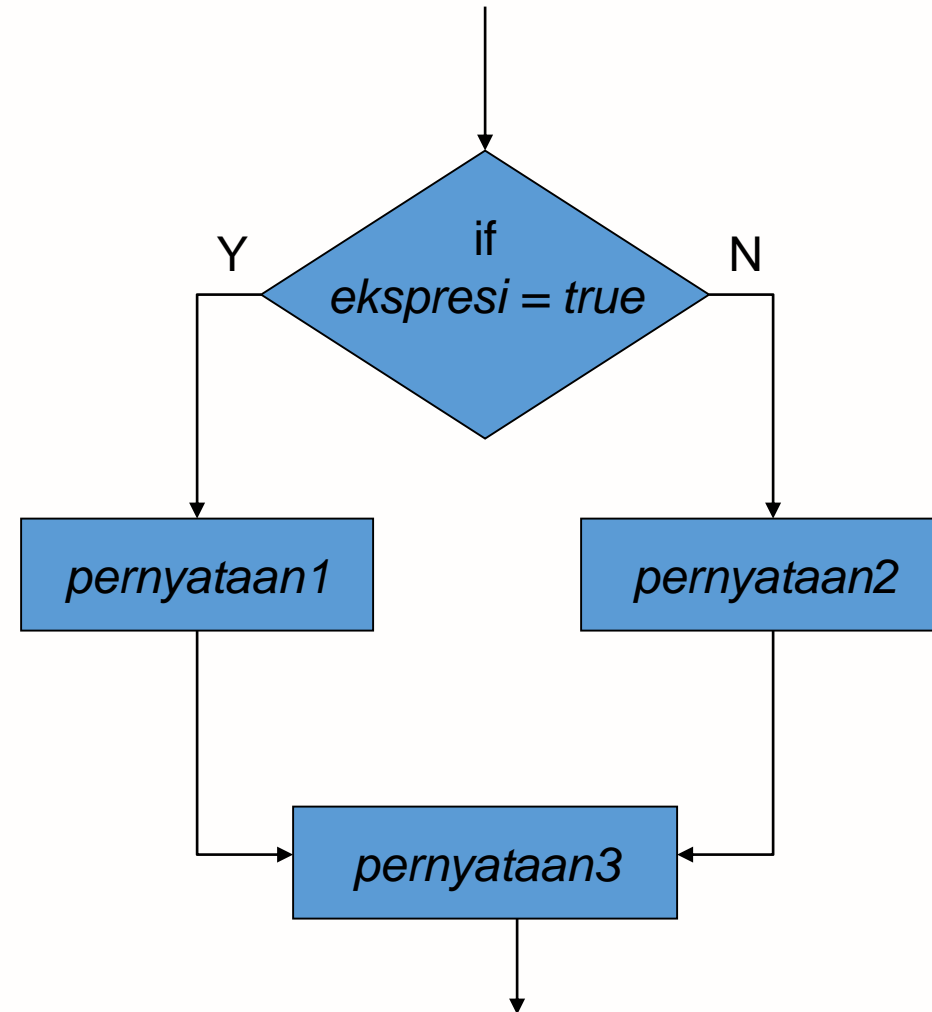
```
void applyBrakes() {  
    if (isMoving){  
        currentSpeed--;  
    }  
}
```

```
void applyBrakes() {  
    if (isMoving)  
        currentSpeed--;
```



if-else

```
if (ekspresi boolean) {  
    pernyataan1;  
} else {  
    pernyataan2;  
}  
pernyataan3;
```



If - else

- If () statement takes a boolean expression, **not a numeric value.**
- You cannot convert or cast boolean types and numeric types.
- If you have:

```
if (x) // x is int
```

use

```
if (x!=0)
```

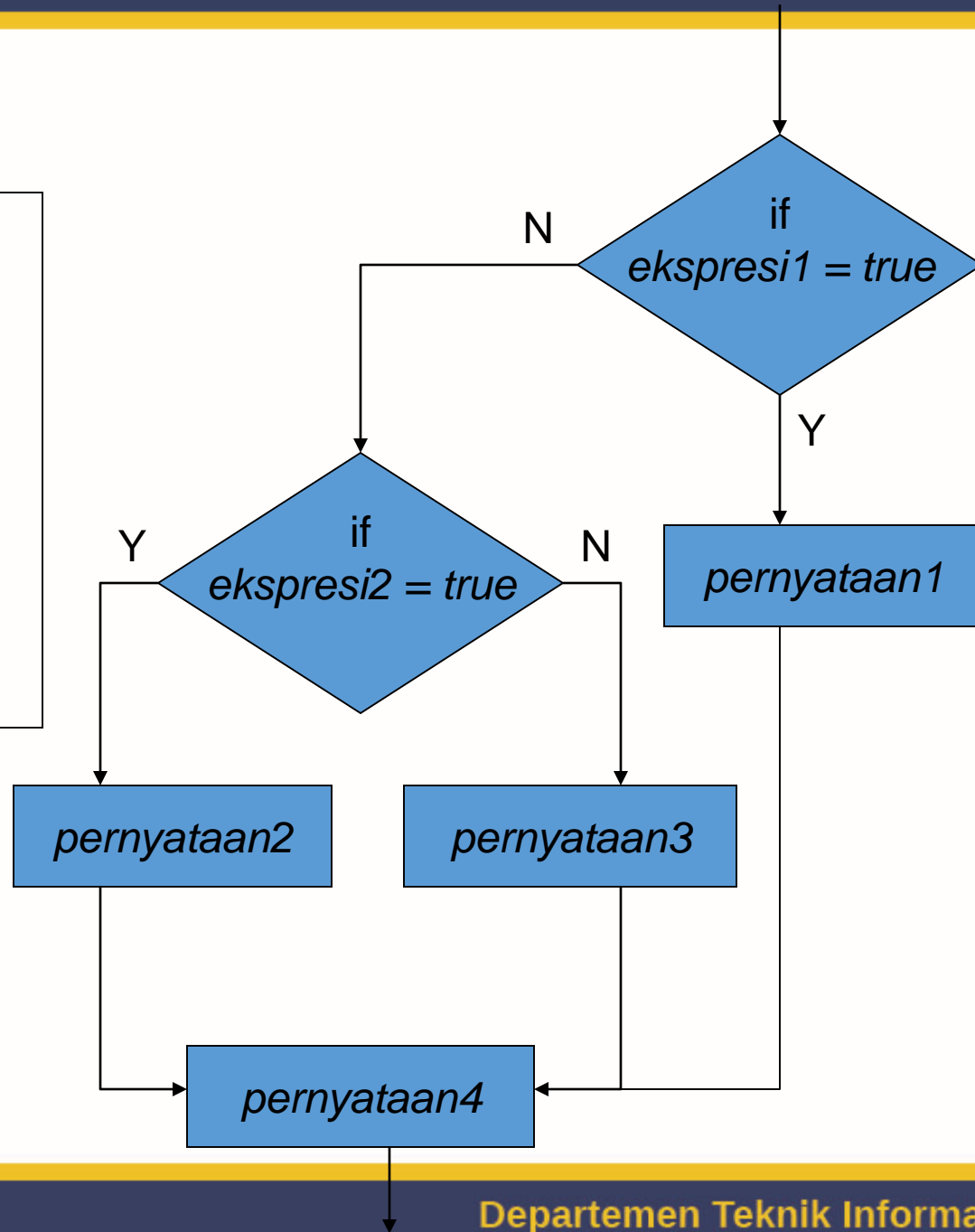



```
public class IfElse {  
    public static void main(String args[]) {  
        int bilangan = -5;  
        if (bilangan<0)  
            System.out.println("Bilangan adalah negatif");  
        else  
            System.out.println("Bilangan adalah positif");  
    }  
}
```

else-if

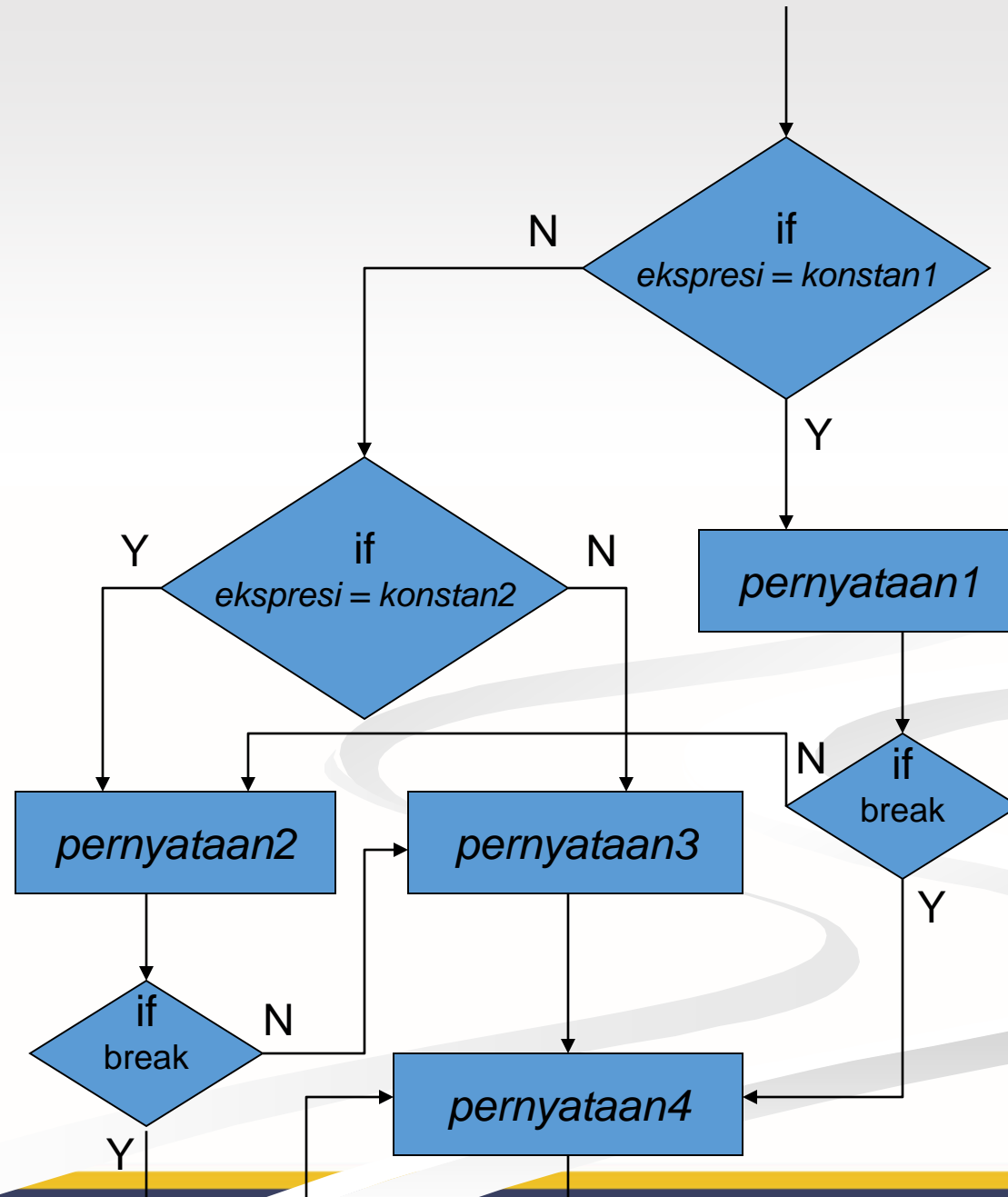
```

if (ekspresi boolean1) {
    pernyataan1;
} else if (ekspresi boolean2) {
    pernyataan2;
} else {
    pernyataan3;
}
    pernyataan4;
    
```



switch

```
switch (ekspresi) {  
  case konstanta1 :  
    pernyataan1;  
    break;  
  case konstanta1:  
    pernyataan2;  
    break;  
  default :  
    pernyataan3;  
}  
pernyataan4;
```



switch (x)

- Variabel x harus bertipe byte, short, char, atau int.
- Floating point, long, atau class references (termasuk String) tidak diperbolehkan.
- In Java SE 7 and later, you can use a String object in the switch statement's expression.
- Kedudukan statement pada default sama dengan kedudukan else pada if-else.



The following code example, [StringSwitchDemo](#), displays the number of the month based on the value of the String named month:

```
public class StringSwitchDemo {
    public static int
    getMonthNumber(String month) {
        int monthNumber = 0;

        if (month == null) {
            return monthNumber;
        }

        switch (month.toLowerCase()) {
            case "january":
                monthNumber = 1;
                break;
            case "february":
                monthNumber = 2;
                break;
            case "march":
                monthNumber = 3;
                break;
            case "april":
                monthNumber = 4;
                break;
            case "may":
                monthNumber = 5;
                break;
            case "june":
                monthNumber = 6;
                break;
            case "july":
                monthNumber = 7;
                break;
            case "august":
                monthNumber = 8;
                break;
            case "september":
                monthNumber = 9;
                break;
            case "october":
                monthNumber = 10;
                break;
            case "november":
                monthNumber = 11;
                break;
            case "december":
                monthNumber = 12;
                break;
            default:
                monthNumber = 0;
                break;
        }
        return monthNumber;
    }
}
```



```
public static void main(String[] args) {  
  
    String month = "August";  
  
    int returnedMonthNumber =  
        StringSwitchDemo.getMonthNumber(month);  
  
    if (returnedMonthNumber == 0) {  
        System.out.println("Invalid month");  
    } else {  
        System.out.println(returnedMonthNumber);  
    }  
}  
}
```

The output from this code is 8.



Branching Statements

A switch statement example:

```
switch ( carModel ) {  
    case DELUXE:  
        addAirConditioning();  
        addRadio();  
        addWheels();  
        addEngine();  
        break;  
    case STANDARD:  
        addRadio();  
        addWheels();  
        addEngine();  
        break;  
    default:  
        addWheels();  
        addEngine();  
}
```

Branching Statements

A switch statement example:

```
switch ( carModel ) {  
    case THE_WORKS:  
        addGoldPackage();  
        add7WayAdjustableSeats();  
    case DELUXE:  
        addFloorMats();  
        addAirConditioning();  
    case STANDARD:  
        addRadio();  
        addDefroster();  
    default:  
        addWheels();  
        addEngine();  
}
```



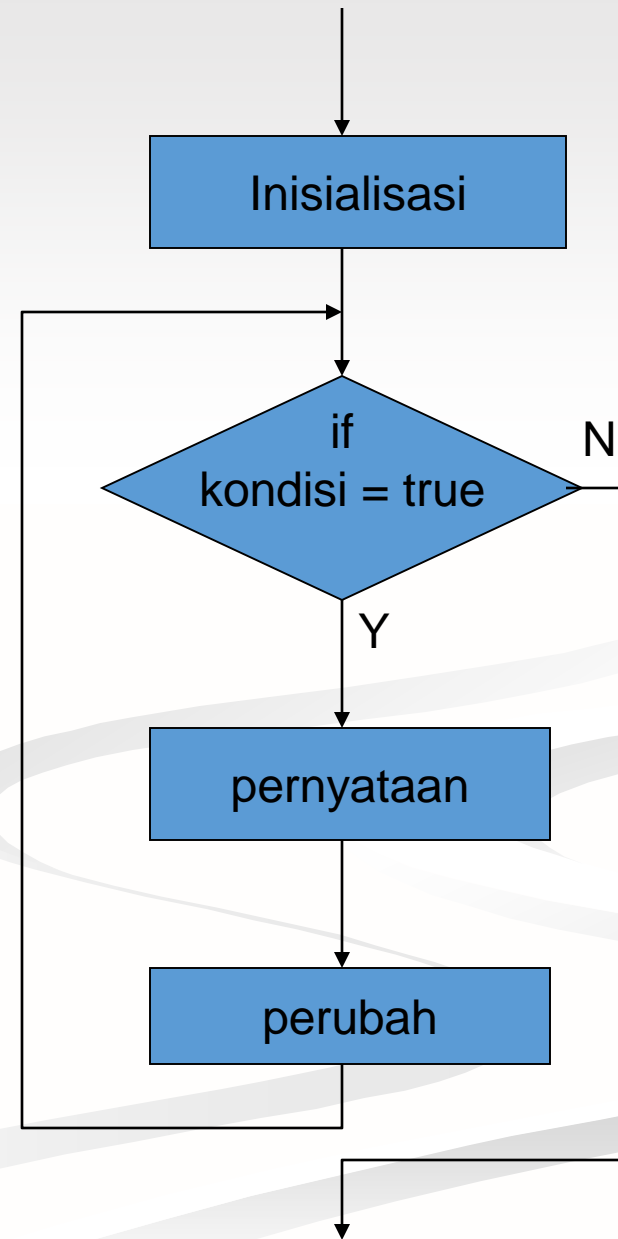
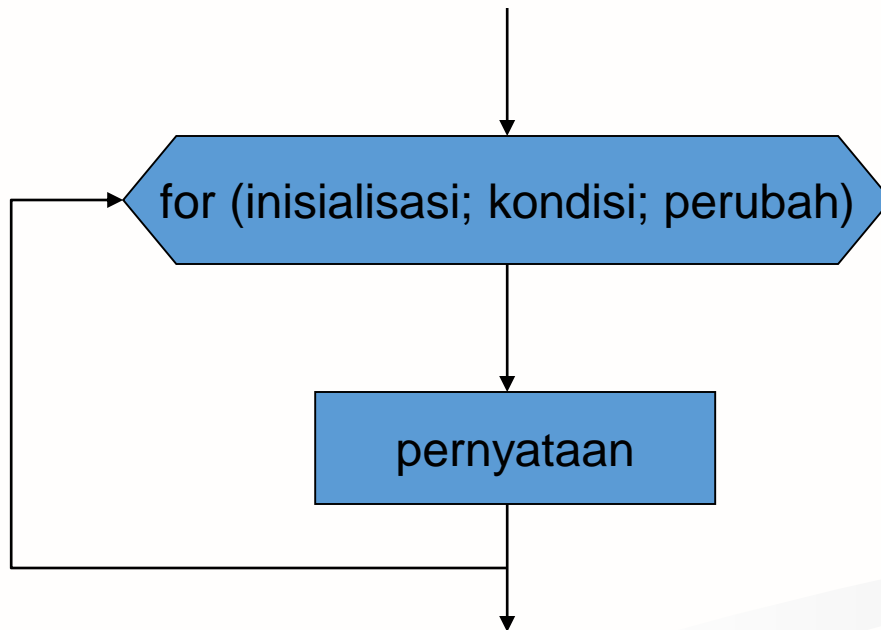
```
public class Switch {  
    public static void main(String args[]) {  
        int i=2;  
        switch (i) {  
            case 1 : i+=3;  
                break;  
            case 2 : i+=5;  
                break;  
            default: i+=10;  
        }  
        System.out.println(i);  
    }  
}
```

The Loop Statements

- The `for ()` Loop
- The `while ()` Loop
- The `do - while ()` Loop

for

```
for (inisialisasi; ekspresi boolean;  
    perubah) {  
    pernyataan;  
}
```



for

- Java programming language allows the comma separator in a for() loop structure.
- Example:

```
for (i=0, j = 0; j<10; i++, j++) {}
```

```
for (int i=0; i<10; i++) {  
    System.out.println("Hore !!");  
}
```

```
for (int i = 0; i < 10; i++) {  
    System.out.println("Are you finished yet?");  
}  
System.out.println("Finally!");
```

Mengakses elemen array dengan for

```
class EnhancedForDemo {  
    public static void main(String[] args){  
        int[] numbers = {1,2,3,4,5,6,7,8,9,10};  
        for (int item : numbers) {  
            System.out.println("Count is: " + item);  
        }  
    }  
}
```

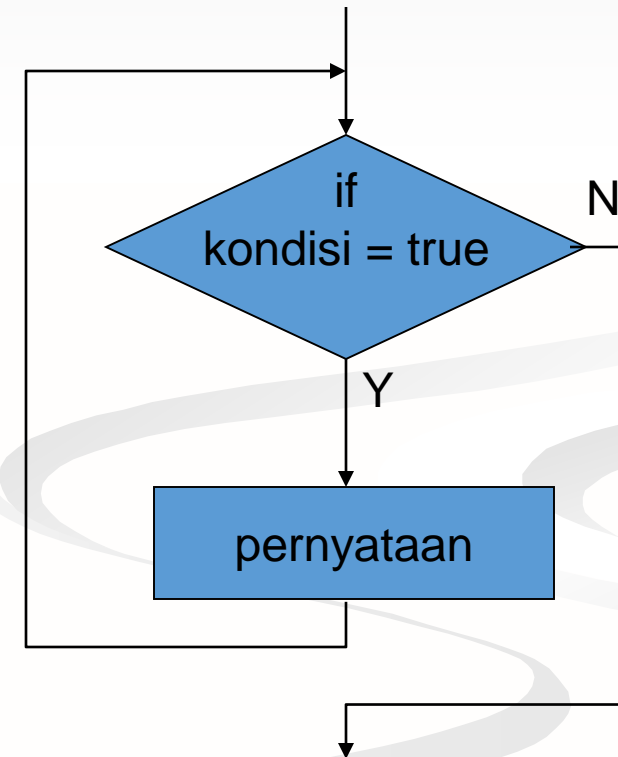
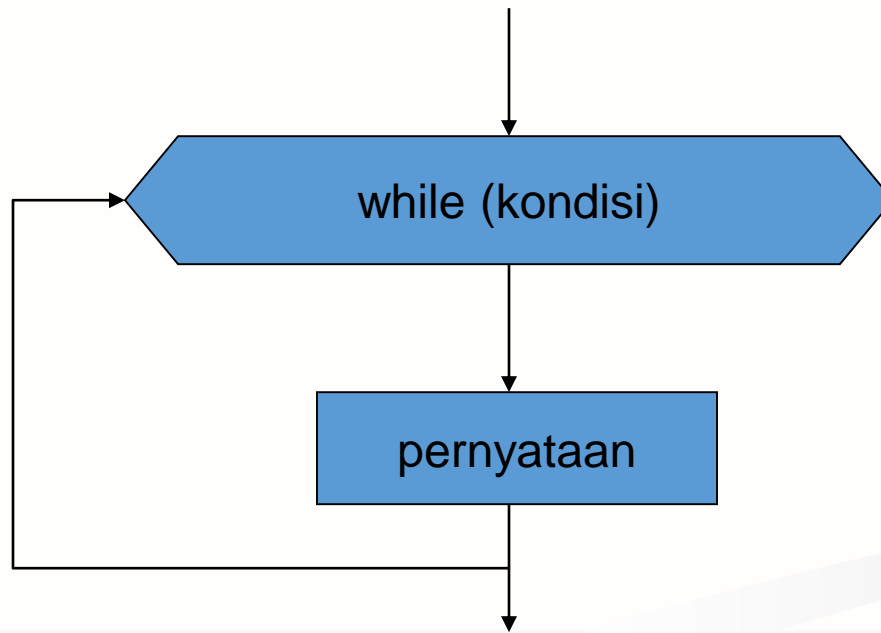
- The output of this program is:

Count is: 1
Count is: 2
Count is: 3
Count is: 4
Count is: 5
Count is: 6
Count is: 7
Count is: 8
Count is: 9
Count is: 10



while

```
while (ekspresi boolean) {  
    pernyataan;  
}
```

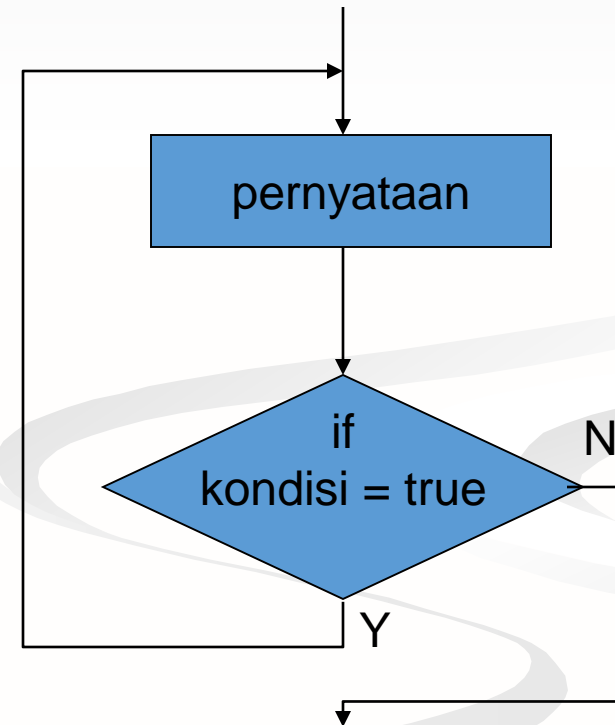
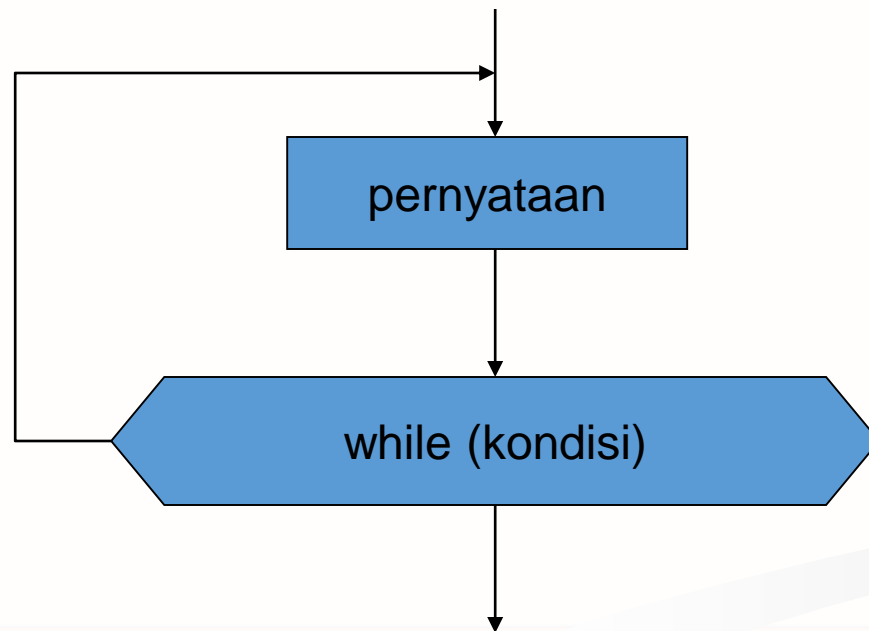


```
int i = 0;
while (i<10) {
    System.out.println("Hore !!");
    i++;
}
```

```
int i = 0;
while (i < 10) {
    System.out.println("Are you finished yet?");
    i++;
}
System.out.println("Done");
```


do-while

```
do {  
    pernyataan;  
} while (ekspresi boolean);
```



```
int i = 0;
do {
    System.out.println("Hore !!");
    i++;
} while (i<10);
```

```
int i = 0;
do {
    System.out.println("Are you finished yet?");
    i++;
} while (i < 10);
System.out.println("Done");
```

Special Loop Control

- `break [label];`
- `continue [label];`
- `label : statement;` (statement ini berupa loop)

Special Loop Control

- **break** digunakan untuk keluar (“prematurely exit”) dari switch statements, loop statements, dan labeled blocks.
- **continue** digunakan untuk meneruskan (“skip over and jump) ke akhir dari loop body, dan kembali ke loop control statement.
- **label** digunakan untuk mengidentifikasi statement lain dimana statement lain ini meminta supaya block statement pada label ini dikerjakan.



Special Loop Flow Control

The break statement:

```
do {  
    statement;  
    if (condition is true) {  
        break;  
    }  
    statement;  
} while (boolean expression);
```

Special Loop Flow Control

The continue statement:

```
do {  
    statement;  
    if (boolean expression) {  
        continue;  
    }  
    statement;  
} while (boolean expression);
```

Special Loop Flow Control

Using break with labels:

```
outer:  
  do {  
    statement;  
    do {  
      statement;  
      if (boolean expression) {  
        break outer;  
      }  
      statement;  
    } while (boolean expression);  
    statement;  
  } while (boolean expression);
```

Special Loop Flow Control

Using continue with labels:

```
test:
  do {
    statement;
    do {
      statement;
      if (condition is true) {
        continue test;
      }
      statement;
    } while (condition is true);
  } while (condition is true);
```


Tugas

1. Sebutkan dan jelaskan berbagai macam sintaks percabangan yang digunakan di Java!
2. Sebutkan dan jelaskan berbagai macam sintaks perulangan yang digunakan di Java!
3. Jelaskan perbedaan if-else dan switch-case!
4. Jelaskan perbedaan perulangan for dan while!
5. Jelaskan perbedaan perulangan while dan do-while!



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