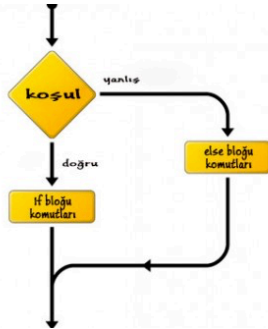


# Akış Kontrol Yapıları



```
{if & else}
```



**Suhap SAHİN**  
**Onur GÖK**

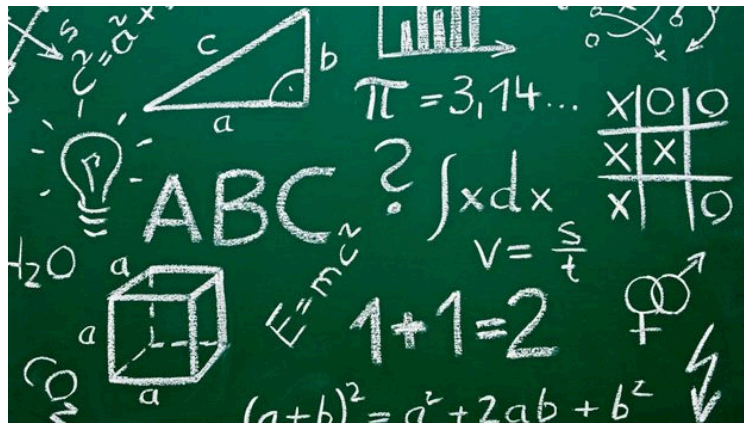
# Degiskenler ile islemler



```
#include <stdio.h>
```

```
int main() {  
    int sayi;  
    float sonuc;  
    printf("sayiyi giriniz: ");  
    scanf("%f", &sayi);  
    sonuc = sayi * 0.3;  
    printf("sayinin yuzde otuzu: %f\n", sonuc);  
    return 0;  
}
```

# Degiskenler ile islemler



```
#include <stdio.h>
```

```
int main() {
```

```
    int a = 5;
```

```
    float sonuc_1 = a / 2;
```

```
    float sonuc_2 = a / 2.0;
```

```
    float sonuc_3 = (float)a / 2;
```

```
    printf("sonuc_1: %f\n", sonuc_1);
```

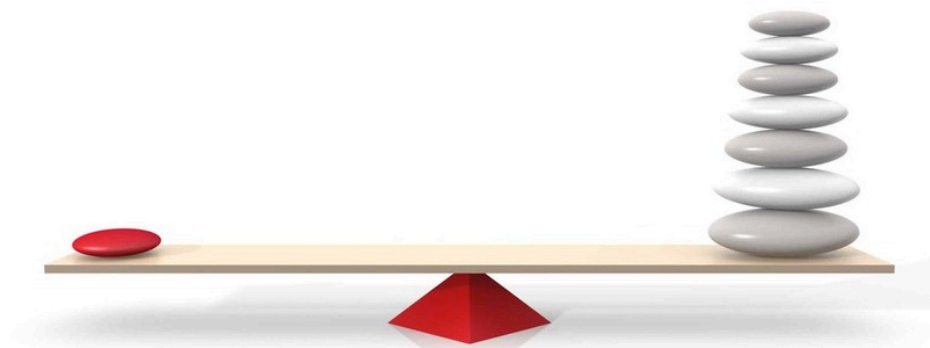
```
    printf("sonuc_2: %f\n", sonuc_2);
```

```
    printf("sonuc_3: %f\n", sonuc_3);
```

```
    return 0;
```

```
}
```

# Degiskenler ile islemler



```
#include <stdio.h>
int main() {
    double a, b, c;
    a = 3.6;
    b = 4.6;
    c = b - 1;
    printf("%f\n", a);
    printf("%f\n", c);
    if (a == c) {
        printf("esit\n");
    } else {
        printf("esit degil\n");
    }
    printf("%.20f\n", a);
    printf("%.20f\n", c);
    return 0;
```

```
}
```

# TEK ÇİFT SAYILAR

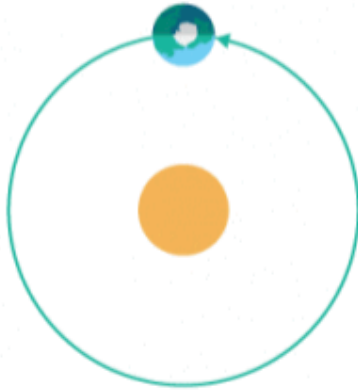


# if

```
#include "stdio.h"

main()
{
    int s1;
    printf("Bir integer deger giriniz: ");
    scanf("%d", &s1);
    if(s1%2) {
        printf("Girilen sayi tek bir sayidir\n");
        printf("Sayinin 3 kati : %d", 3 * s1);
    }
    else {
        printf("Girilen sayi cift bir sayidir\n");
        printf("Sayinin 2 kati : %d", 2 * s1);
    }
}
```

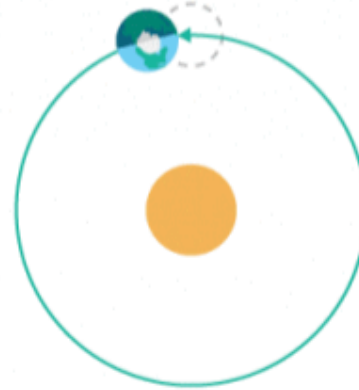
# if



$\approx 365.24$  days

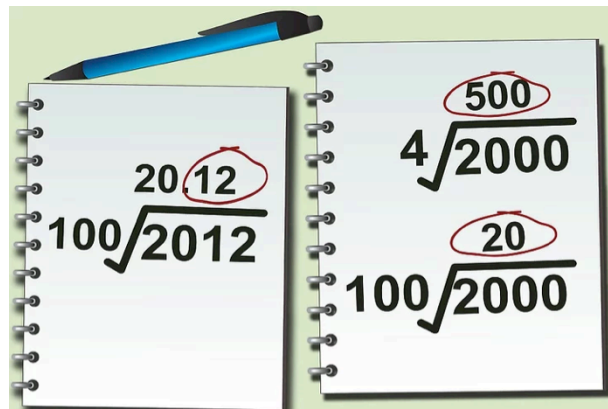
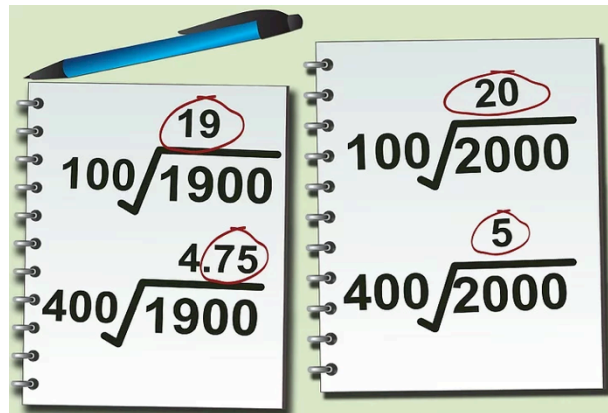


365 days



366 days

if



# if



```
#include <stdio.h>
main()
{
    int y1;
    printf("Bir yil girin: ");
    scanf("%d",&y1);
    if( y1 % 4 == 0 && y1 % 100 != 0 || y1 % 400 == 0 )
        printf("%d Artik Yil\n",y1);
    else
        printf("%d Artik Yil Degil\n",y1);
    return(0);
}
```



# if

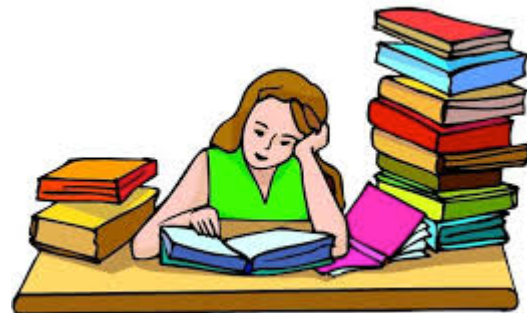
**not < 30 Tembel**



**95 > not > 30 Ortalama**



**not > 95 Çalışkan**



# if

```
// if
#include <stdio.h>
main() {
    int not = 45;
    if( not > 95) {
        printf( "Caliskan\n");
    }
    if( not < 30) {
        printf( "Tembel\n");
    }
    if( not < 95 && not > 30 ) {
        printf( "Ortalama\n");
    }
}
```

```
// if else
#include <stdio.h>
main() {
    int not = 45;
    if( not > 95) {
        printf( "Caliskan\n");
    }else {
        printf( "Caliskan degil\n");
    }
}
```

```
// if elseif else
#include <stdio.h>
main() {
    int not = 45;
    if( not > 95) {
        printf( "Caliskan\n");
    }else if( not < 30) {
        printf( "Tembel\n");
    }else if( not < 95 && not > 30 )
    {
        printf( "Ortalama\n");
    }
}
```

# if

```
#include <stdio.h>
```

```
int main() {
```

```
    int sayi;
```

```
    printf("sayi giriniz [1-3]: ");
```

```
    scanf("%d", &sayi);
```

```
    if (sayi == 1) {
```

```
        printf("bir\n");
```

```
    } else if (sayi == 2) {
```

```
        printf("iki\n");
```

```
    } else if (sayi == 3) {
```

```
        printf("uc\n");
```

```
    } else {
```

```
        printf("yanlis deger\n");
```

```
    }
```

```
    return 0;
```

```
}
```

1

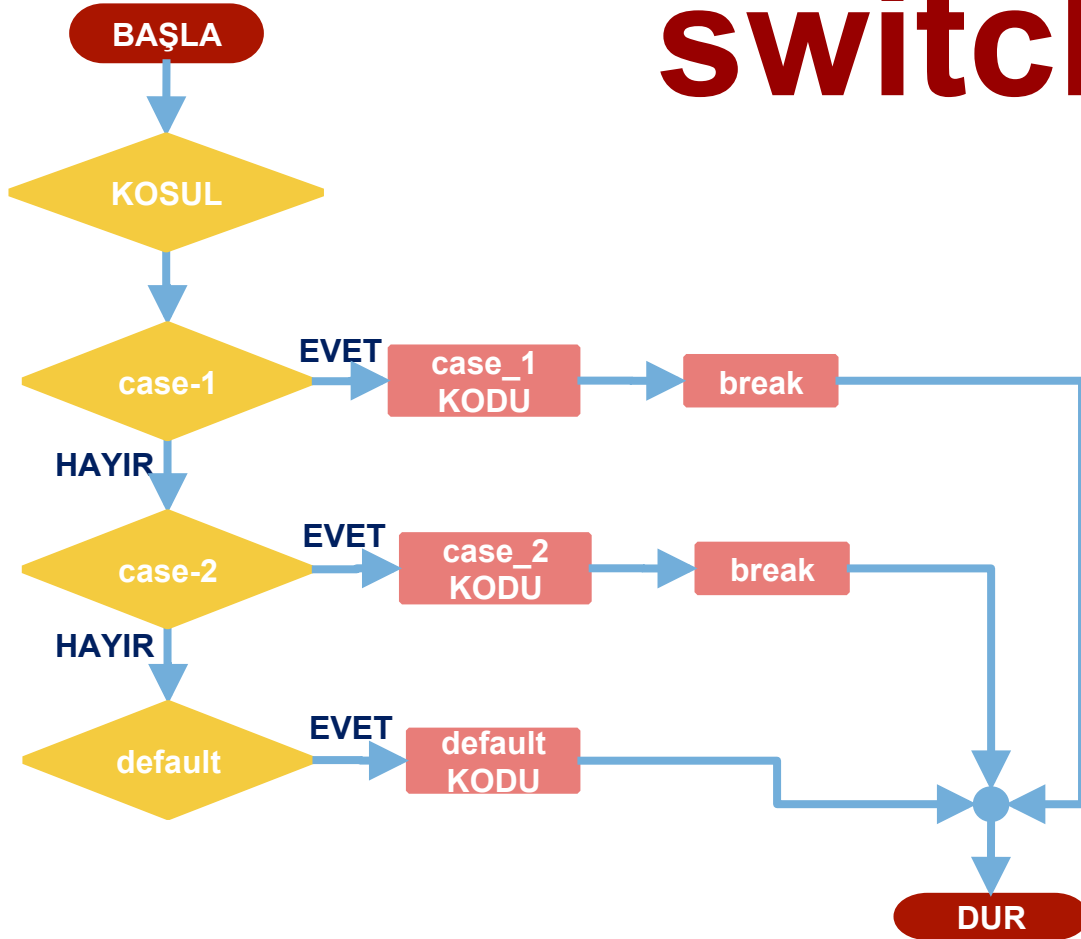
2

3

4

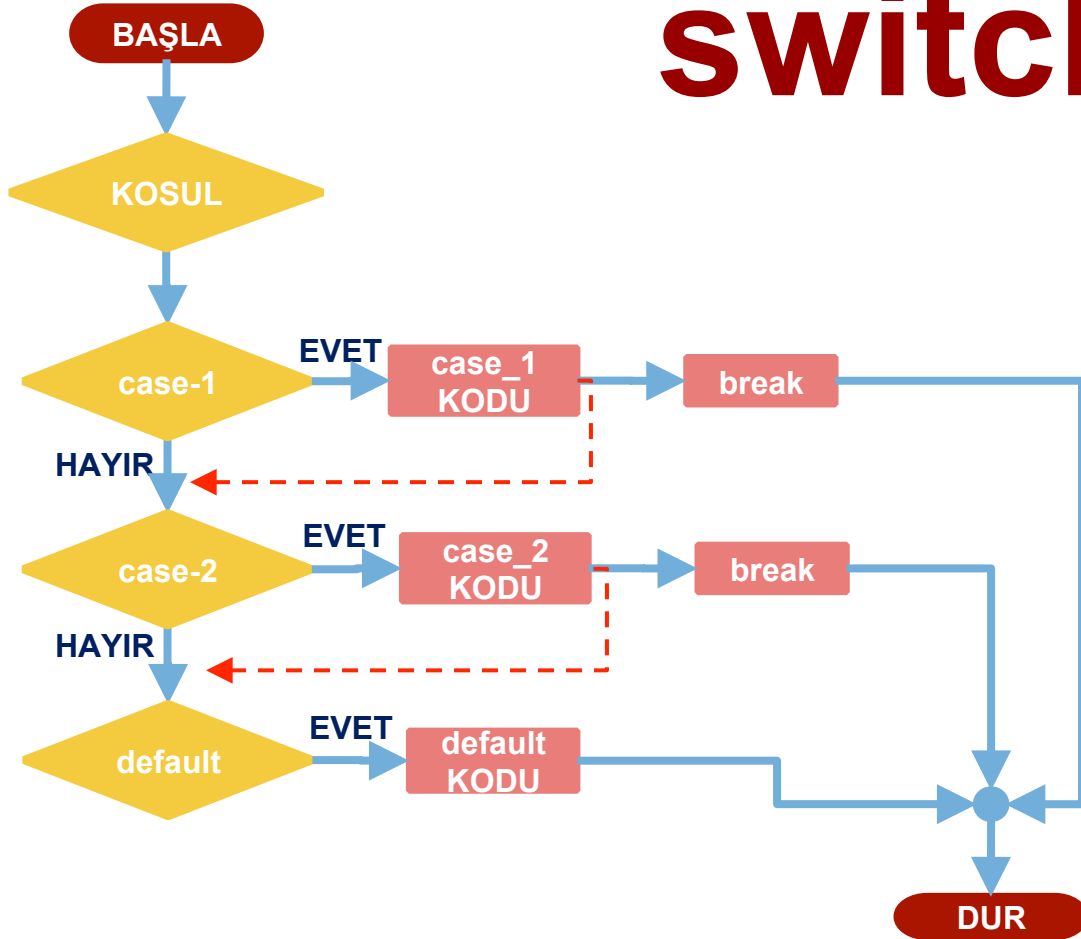


# switch



```
switch (kosul){  
    case case_1 :  
        case_1  
        KODU;  
        break;  
    case case_2:  
        case_2  
        KODU;  
        break;  
    default:  
        default  
        KODU;  
}
```

# switch



```
switch (kosul){  
    case case_1 :  
        case_1  
        KODU;  
  
    case case_2:  
        case_2  
        KODU;  
  
    default:  
        default  
        KODU;  
}
```

# if vs switch

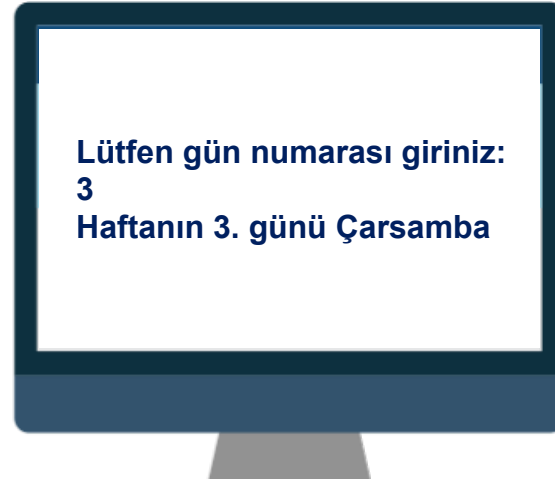
1  
2  
3  
4



```
#include <stdio.h>
int main() {
    int sayi;
    printf("sayi giriniz [1-3]: ");
    scanf("%d", &sayi);
    if (sayi == 1) {
        printf("bir\n");
    } else if (sayi == 2) {
        printf("iki\n");
    } else if (sayi == 3) {
        printf("uc\n");
    } else {
        printf("yanlis deger\n");
    }
    return 0;
}
```

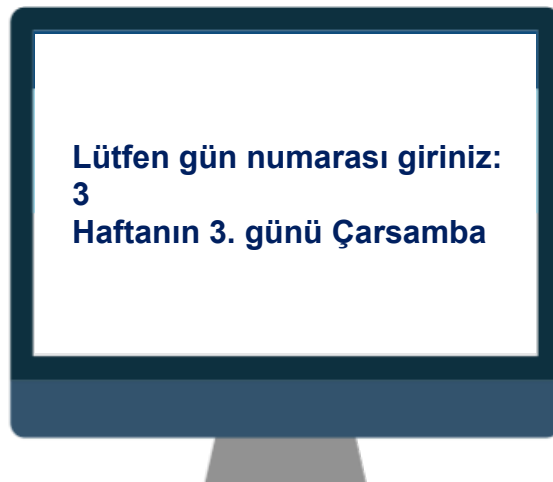
```
#include <stdio.h>
main()
{
    int sayi;
    printf("sayi giriniz[1-3]: ");
    scanf("%d",&sayi);
    switch( sayi )
    {
        case 1 :
            printf( "bir\n" );
            break;
        case 2 :
            printf( "iki\n" );
            break;
        case 3 :
            printf( "uc\n" );
            break;
        default :
            printf( "yanlis deger\n" );
            break;
    }
}
```

# switch



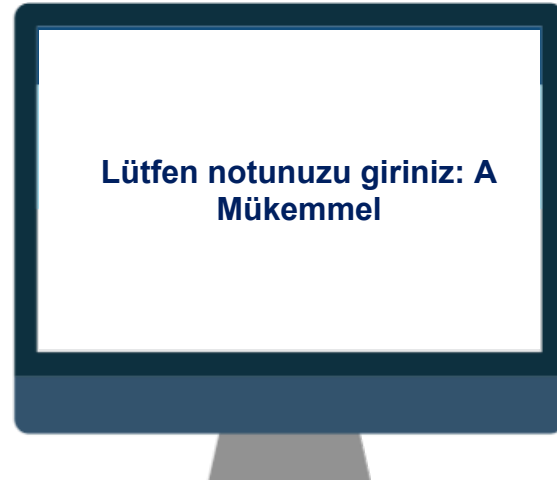
# switch

```
#include <stdio.h>
int main()
{
    int gun;
    printf("Lütfen gün numarası giriniz:\n ");
    scanf("%d",&gun);
    switch (gun){
        case 1 : printf("Haftanın 1. günü: Pazartesi") ;
            break;
        case 2 : printf("Haftanın 2. günü: Salı") ;
            break;
        case 3 : printf("Haftanın 3. günü: Çarşamba") ;
            break;
        case 4 : printf("Haftanın 4. günü: Perşembe") ;
            break;
        case 5 : printf("Haftanın 5. günü: Cuma") ;
            break;
        case 6 : printf("Haftanın 6. günü: Cumartesi") ;
            break;
        case 7 : printf("Haftanın 7. günü: Pazar") ;
            break;
        default : printf("Herhangi bir gün girilmemiştir.") ;
            break;
    }
}
```



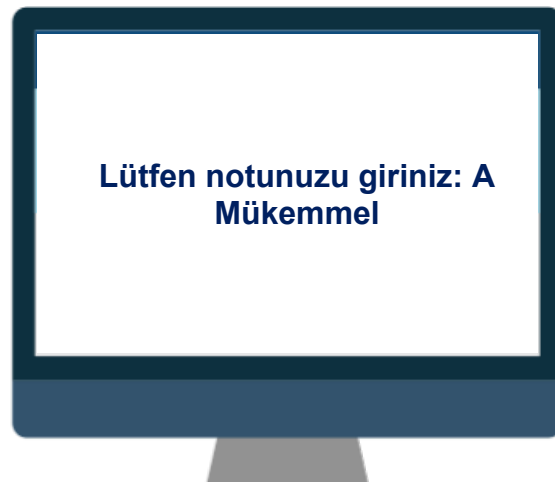


# switch



# switch

```
#include <stdio.h>
main()
{
    char not;
    printf("Lütfen notunuzu giriniz: ");
    scanf("%c",&not);
    switch( not )
    {
        case 'A' : printf( "Mükemmel\n" );
                    break;
        case 'B' : printf( "Çok iyi\n" );
                    break;
        case 'C' : printf( "Güzel\n" );
                    break;
        case 'D' : printf( "Geçer....\n" );
                    break;
        case 'F' : printf( "Daha iyisini yaparsın\n" );
                    break;
        default  : printf( "Çok kötü\n" );
                    break;
    }
}
```



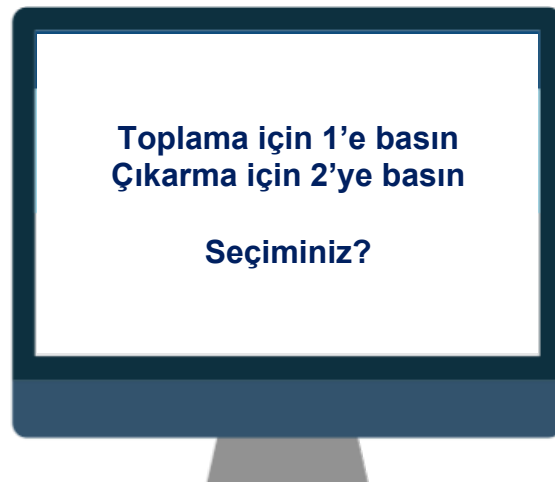
# switch

```
#include <stdio.h>
int main()
{
    int secim;
    printf( "1. Yeni oyun başlat\n" );
    printf( "2. Eski oyunu yükle\n" );
    printf( "3. Çok kullanıcıli oyun başlat\n" );
    printf( "4. Çıkış\n\n" );
    printf( "Seçiminiz: " );
    scanf("%d",&secim );
    switch(secim ) {
        case 1: printf( "Yeni oyun başlatıldı\n" );
                break;
        case 2: printf( "Eski oyunu yüklendi\n" );
                break;
        case 3: printf( "Çok kullanıcıli oyun başlatıldı\n" );
                break;
        case 4: printf( "Oyundan çıkıldı\n" );
                break;
        default: printf( "Giriş kabul edilmedi\n" );
                 break;
    }
}
```



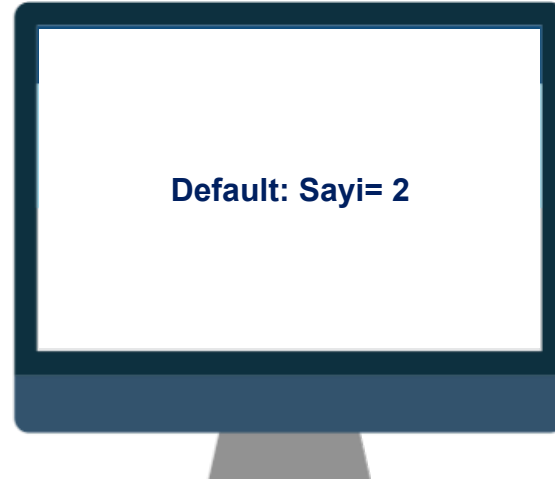
# switch

```
#include<stdio.h>
void main( )
{
    int sayi1,sayi2,sonuc,secim;
    printf("\n 1. Toplama için 1'e basın");
    printf("\n 2. Çıkarma için 2'ye basın");
    printf("\n\n Seçiminiz? ");
    scanf("%d",&secim);
    switch(secim)
    {
        case 1:
            printf("1'e basıldı\n");
            scanf("%d%d",&sayi1,&sayi2);
            sonuc=sayi1+sayi2;
            printf("%d",sonuc);
            break;
        case 2:
            printf("2'ye basıldı\n");
            scanf("%d%d",&sayi1,&sayi2);
            sonuc=sayi1-sayi2;
            printf("%d",sonuc);
            break;
        default:
            printf("Yanlış tuşa bastınız");
    }
}
```



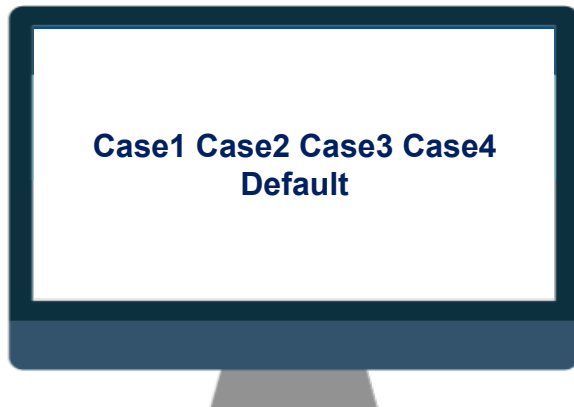
# switch

```
#include <stdio.h>
int main()
{
    int sayi;
    printf("Lütfen bir sayi giriniz:\n ");
    scanf("%d",&sayi);
    switch(sayi+2)
    {
        case 1:
            printf("Case1: Sayi= %d", sayi);
        case 2:
            printf("Case2: Sayi= %d", sayi);
        case 3:
            printf("Case3: Sayi= %d", sayi);
        default:
            printf("Default: Sayi= %d", sayi);
    }
    return 0;
}
```



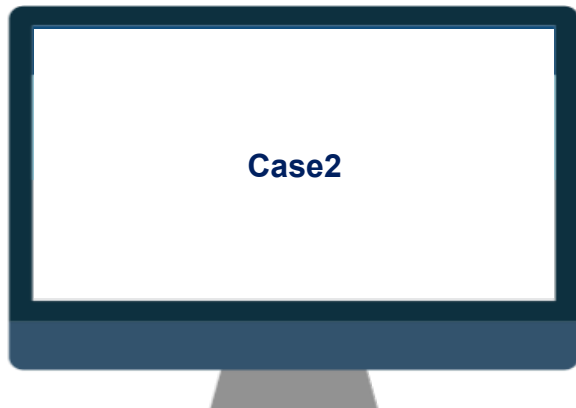
# switch

```
#include <stdio.h>
int main()
{
    int i=2;
    switch (i)
    {
        case 1:
            printf("Case1 ");
        case 2:
            printf("Case2 ");
        case 3:
            printf("Case3 ");
        case 4:
            printf("Case4 ");
        default:
            printf("Default ");
    }
    return 0;
}
```



# switch

```
#include <stdio.h>
int main()
{
    int i=2;
    switch (i)
    {
        case 1:
            printf("Case1 ");
        case 2:
            printf("Case2 ");
        case 3:
            printf("Case3 ");
        case 4:
            printf("Case4 ");
        default:
            printf("Default ");
    }
    return 0;
}
```



```
#include <stdio.h>
int main()
{
    int i=2;
    switch (i)
    {
        case 1:
            printf("Case1 ");
            break;
        case 2:
            printf("Case2 ");
            break;
        case 3:
            printf("Case3 ");
            break;
        case 4:
            printf("Case4 ");
            break;
        default:
            printf("Default ");
    }
    return 0;
}
```

# switch





```
# include <stdio.h>
```

```
int main() {
```

```
    char islem;
```

```
    float sayi1,sayi2;
```

```
    printf("Yapılacak işlemi giriniz (+, -, *, /): ");
```

```
    scanf("%c", &islem);
```

```
    printf("İki sayı giriniz: ");
```

```
    scanf("%f %f",&sayi1, &sayi2);
```

```
    switch(islem)
```

```
{
```

```
    case '+':
```

```
        printf("%f + %f = %f",sayi1, sayi2, sayi1+sayi2);
```

```
        break;
```

```
    case '-':
```

```
        printf("%f - %f = %f",sayi1, sayi2, sayi1-sayi2);
```

```
        break;
```

```
    case '*':
```

```
        printf("%f * %f = %f",sayi1, sayi2, sayi1*sayi2);
```

```
        break;
```

```
    case '/':
```

```
        printf("%f / %f = %f",sayi1, sayi2, sayi1/sayi2);
```

```
        break;
```

```
    default:
```

```
        printf("Hata! Yanlış seçim");
```

```
}
```

```
return 0;
```

```
}
```

# switch



# Sorular

