

QUIZ

Fill in the code to create a `do-while` loop that prints 1 through 10.

```
int i = 1;

do {

    printf("%d\n", i);

    i++ ;

} while (i <= 10) ;
```



You got it!

Which of the following will cause a link-time error?

Placing prototypes at the top of the program file.

Using `Main()` instead of `main()`.



Correct! Accidentally capitalizing the `M` in `main()` will cause a link-time error to occur.

Properly including necessary header files.

Compiling using `gcc`.

Which of the following is a run-time error?

Forgetting a `;` somewhere.

Division by zero.



Correct! A division by zero is unexpected during the running of code, and can cause some very strange behavior.

Using `Main()` instead of `main()`.

Having an infinite loop.

A `do-while` loop will always do what?

Check the condition first.

Execute at least once no matter what the condition is.



Correct! It doesn't matter what the condition is. A `do-while` loop will always execute at least once before checking if it should continue.

Won't execute if the condition is false.

Finish without checking the condition.

What are the appropriate `for` components in order to print the numbers 10 through 1?

```
for (int i = 10 ; i > 0 ; i-- ) {  
    printf("i");  
}
```



You got it!

Fill in the code so that it prints the numbers from 1 to 10 (inclusive).

```
int i = 1;

while (  ☒ <= ☒  ) {
    printf("i");
    i++;
}
```



You got it!

True or false: Logic errors will stop a program from running.

False.



Correct! It will still run, but might not output what is expected.

True.

Which statement is true about `for` loops?

`for` loops are appropriate when looping a predetermined number of times.



Correct!

`for` loops always count from 0 upwards.

`for` loops always run an unknown number of times.

What does the term “iterate” mean?

“to undo”

“to repeat”



Correct! To “iterate” means “to repeat”!

“to explain”

Which code has a syntax error in it?

```
print("Hello world!");
```



Good eye! This line should use `printf()` not `print()`!

```
printf("Hllo wrld!");
```

To bypass some code and move onto the next iteration of a loop, the following keyword is used:

`go`

`proceed`

`break`

`continue`



Correct! `continue` can bypass code and proceed to the next iteration of the loop.

Find the Bug: What is incorrect about the code block?

```
for (int i = 10, i >= 0, i--) {  
    printf("%d\n", i);  
}  
printf("Happy New Years!\n");
```

The **for** loop expressions are out of order.

i-- should be **i++**.

The condition of the **for** loop should be separated by semicolons, not commas.



Good eye!

Fill in the blanks pertaining to how loops can be rewritten as other loops:



All

for loops can be rewritten as while loops.



Most

while loops can be rewritten as for loops.



You got it!

To exit a loop before its condition is met, the following keyword is used:

escape

break



Correct! **break** will “break” out of a loop regardless of what the condition says.

stop

breakout

What would the output of the following code be?

```
for (int i = 0; i < 3; i++) {  
    printf("%d ", i);  
}
```

0 1 2



Correct!

0 1 2 3

i i i

Which statement is true about the use of keywords like `break` and `continue`?

`break` and `continue` can be used in all loops.



Correct! These special keywords are usable in any loop.

`do-while` loops can't use `break` or `continue`.

Only `while` loops can use `break`.

Only `for` loops can use `continue`.