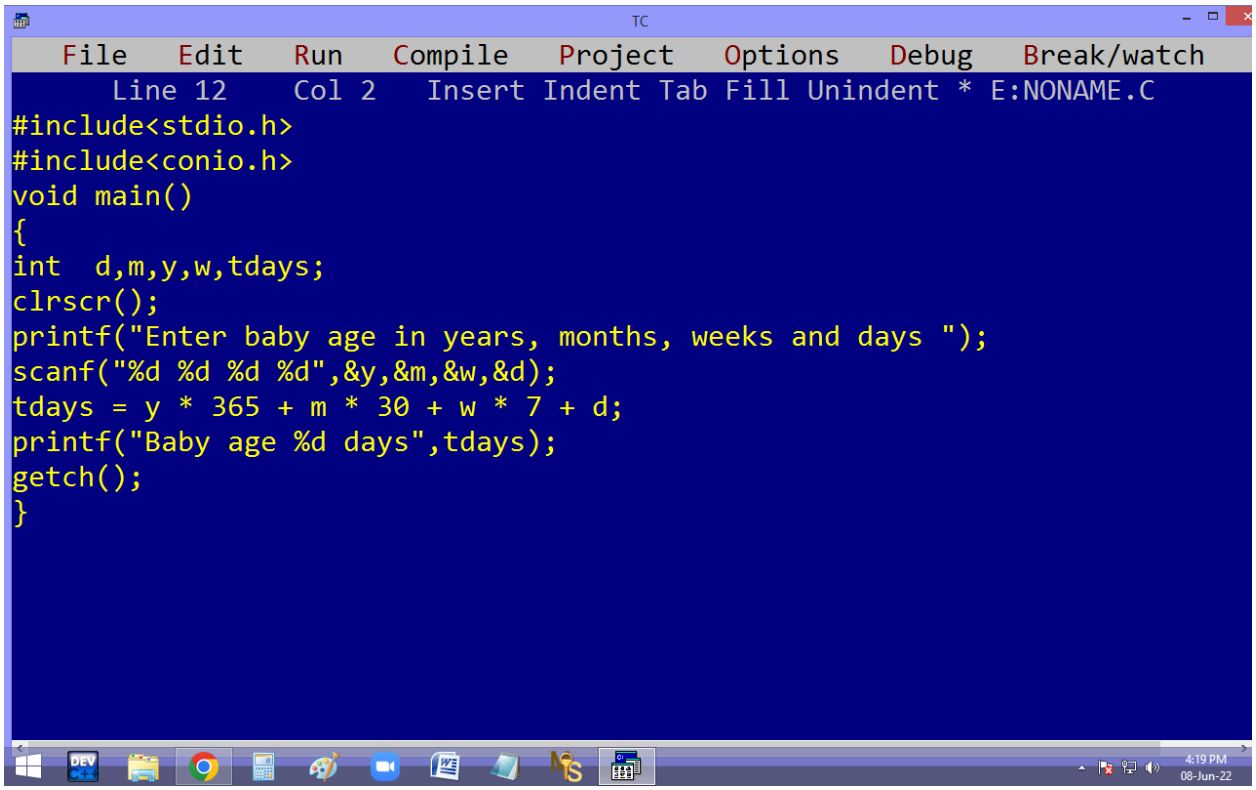
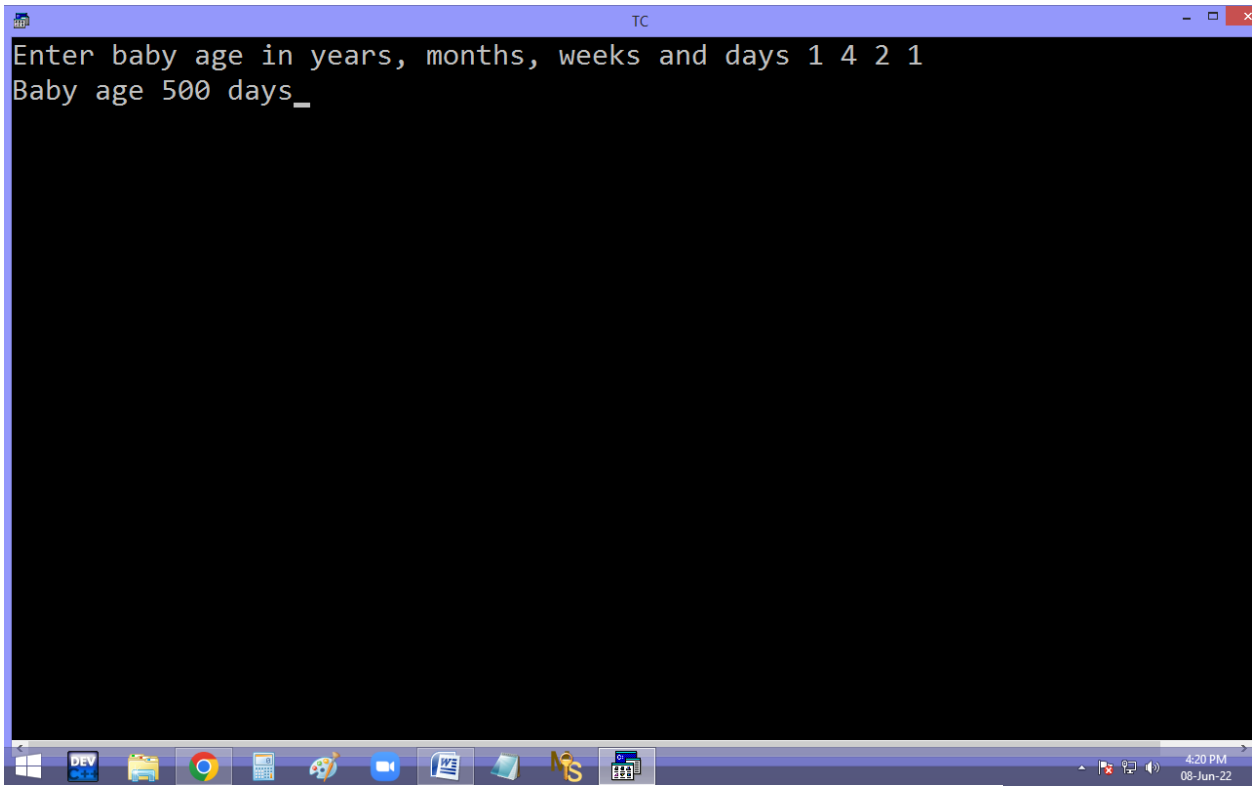
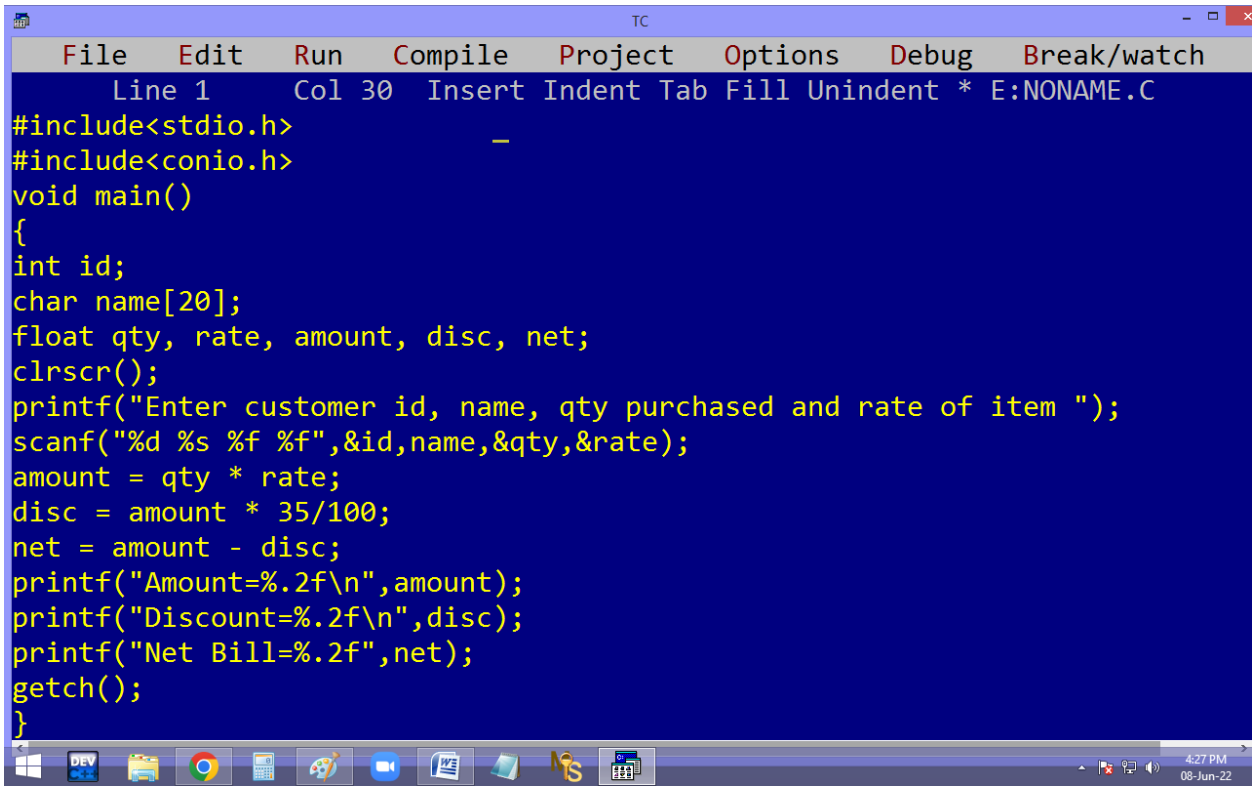
Read baby age in years, months, weeks and days. Find the baby age in total days.

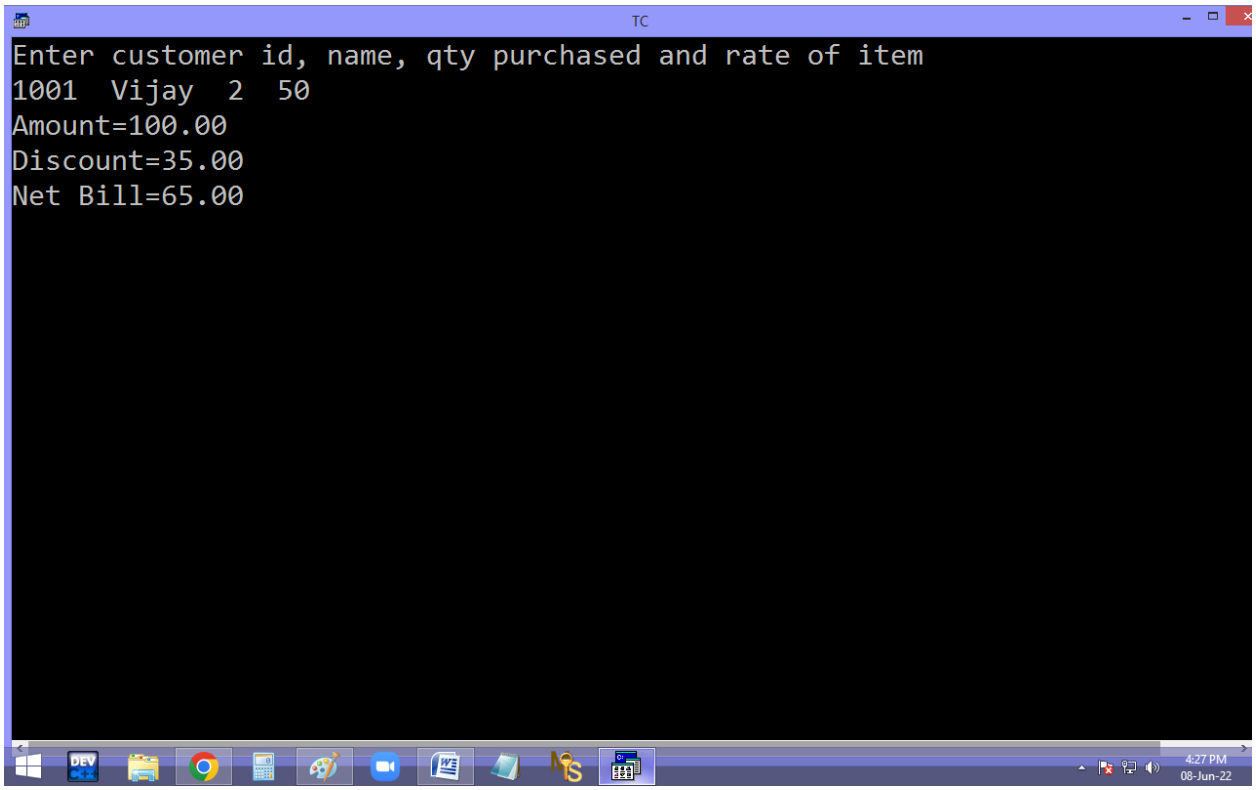




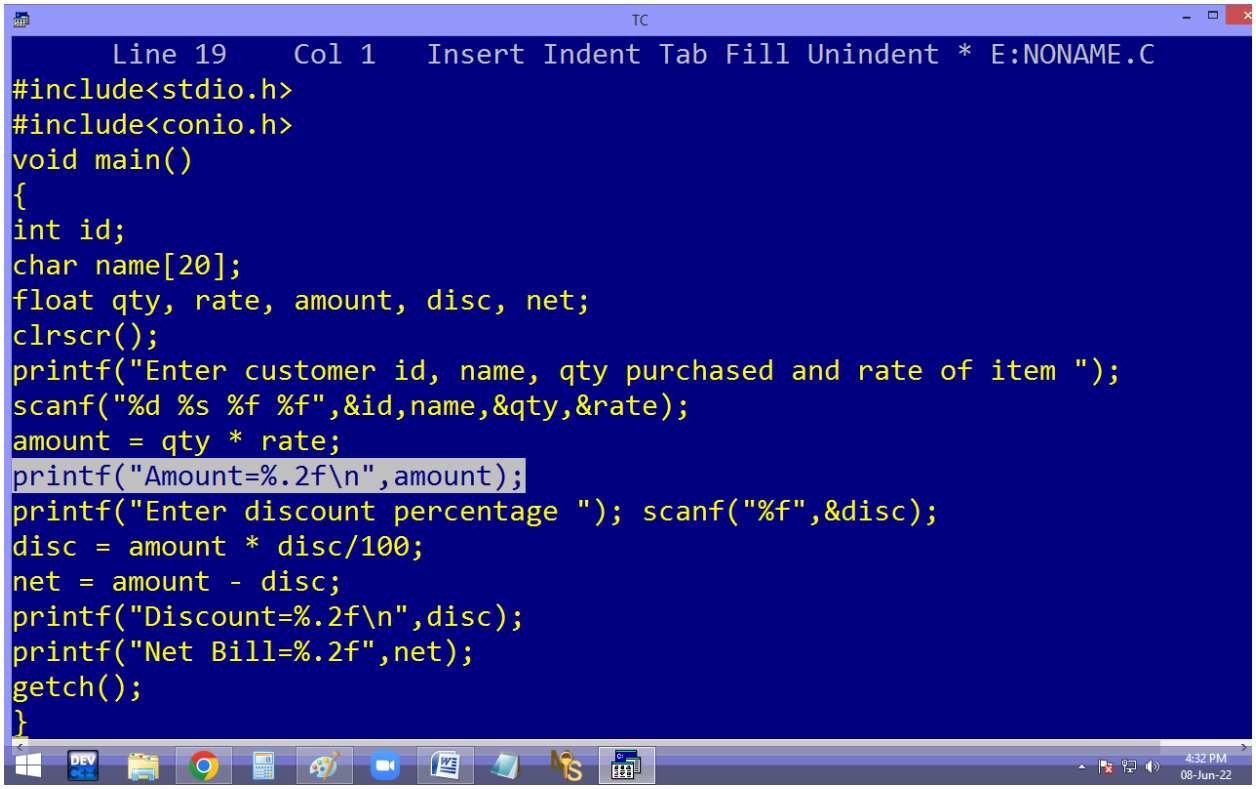
$$365 * 1 + 4 * 30 + 2 * 7 + 1 = 500$$

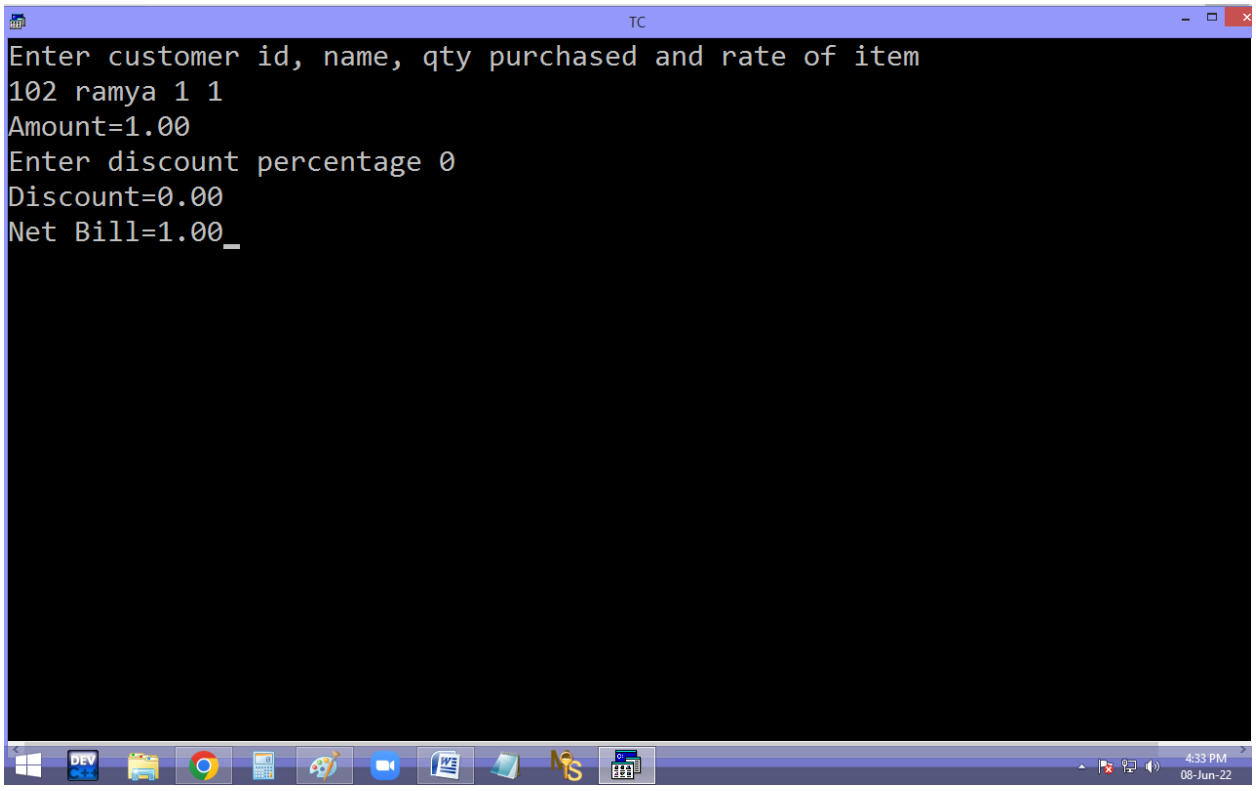
Eg. read customer id, name, quantity purchased and rate of item. Find the total, 35% of discount and net bill.

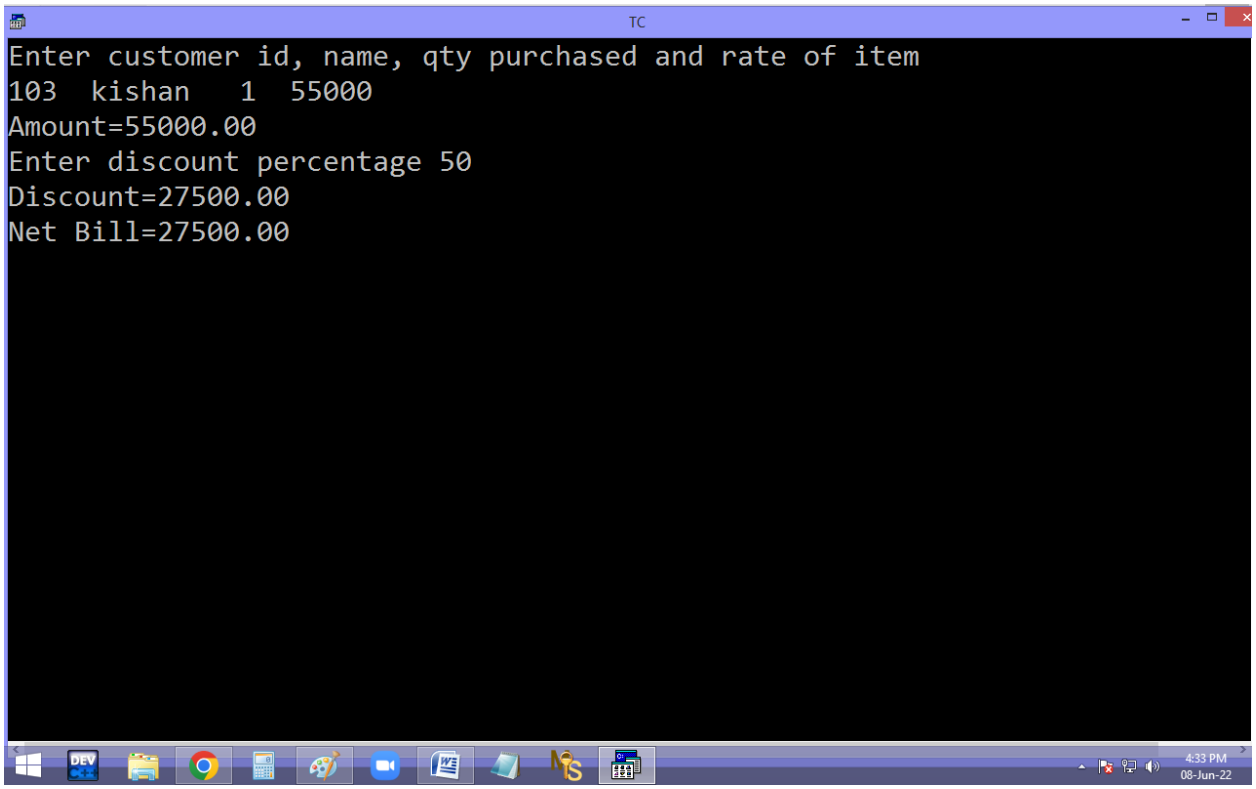

TC
File Edit Run Compile Project Options Debug Break/watch
Line 1 Col 30 Insert Indent Tab Fill Unindent * E:NONAME.C
#include<stdio.h>
#include<conio.h>
void main()
{
int id;
char name[20];
float qty, rate, amount, disc, net;
clrscr();
printf("Enter customer id, name, qty purchased and rate of item ");
scanf("%d %s %f %f",&id,name,&qty,&rate);
amount = qty * rate;
disc = amount * 35/100;
net = amount - disc;
printf("Amount=%.2f\n",amount);
printf("Discount=%.2f\n",disc);
printf("Net Bill=%.2f",net);
getch();
}
4:27 PM
08-Jun-22


TC
Enter customer id, name, qty purchased and rate of item
1001 Vijay 2 50
Amount=100.00
Discount=35.00
Net Bill=65.00
4:27 PM
08-Jun-22

Deciding discount at runtime:







CONTROL STATEMENTS / CONTROL STRUCTURES

They are used to control program execution order. We can control program execution order using following statements.

control statements

Branching statemens	condition control statements	Loops / Iterations/ Repetitive
goto label / jumping statements	if	1. entry / pre controlled loops
break	simple if	while, for
continue	if..else	2. exit / post controlled loops
return	if..else if/laddr if	do...while
exit /* fun */	nested if	
	switch	

goto label / jumping statement

It is used to transfer program execution

from one place to another place [label].

In this process it is jumping from one area to another without any condition. Hence it is also called **unconditional** jumping statement.

Syntax:

Here **goto** is a keyword.

Label is an identifier is used to identify the area[line].

Every label should be end with **:** (colon)

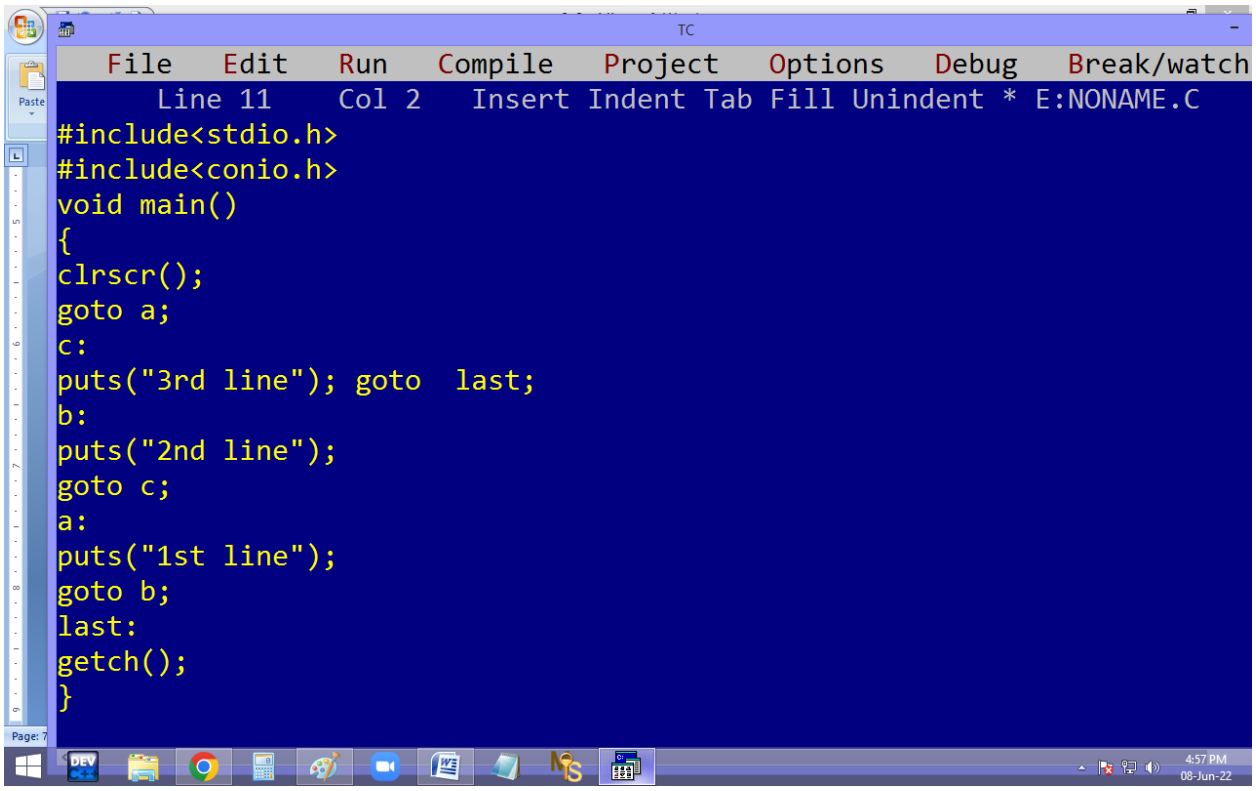
Keywords not allowed in labels i.e. label should be user defined.

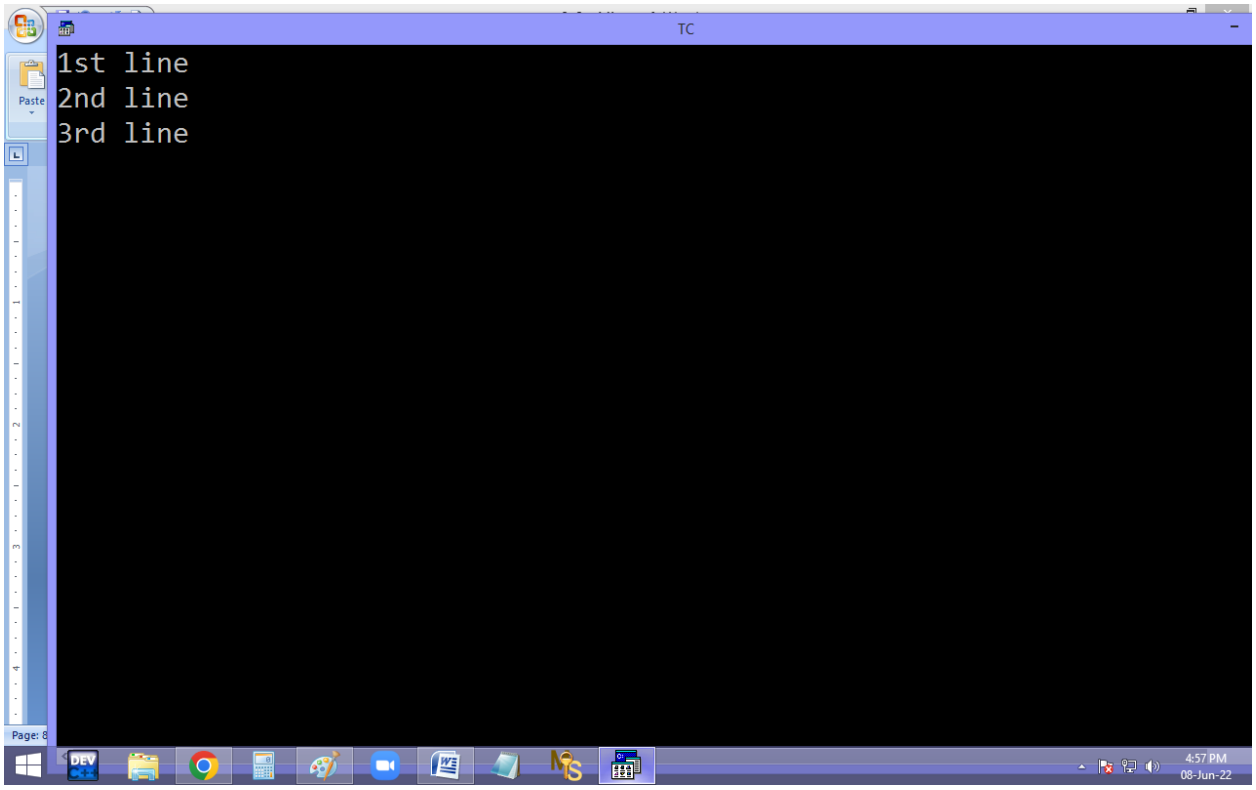
Duplicate labels not allowed.

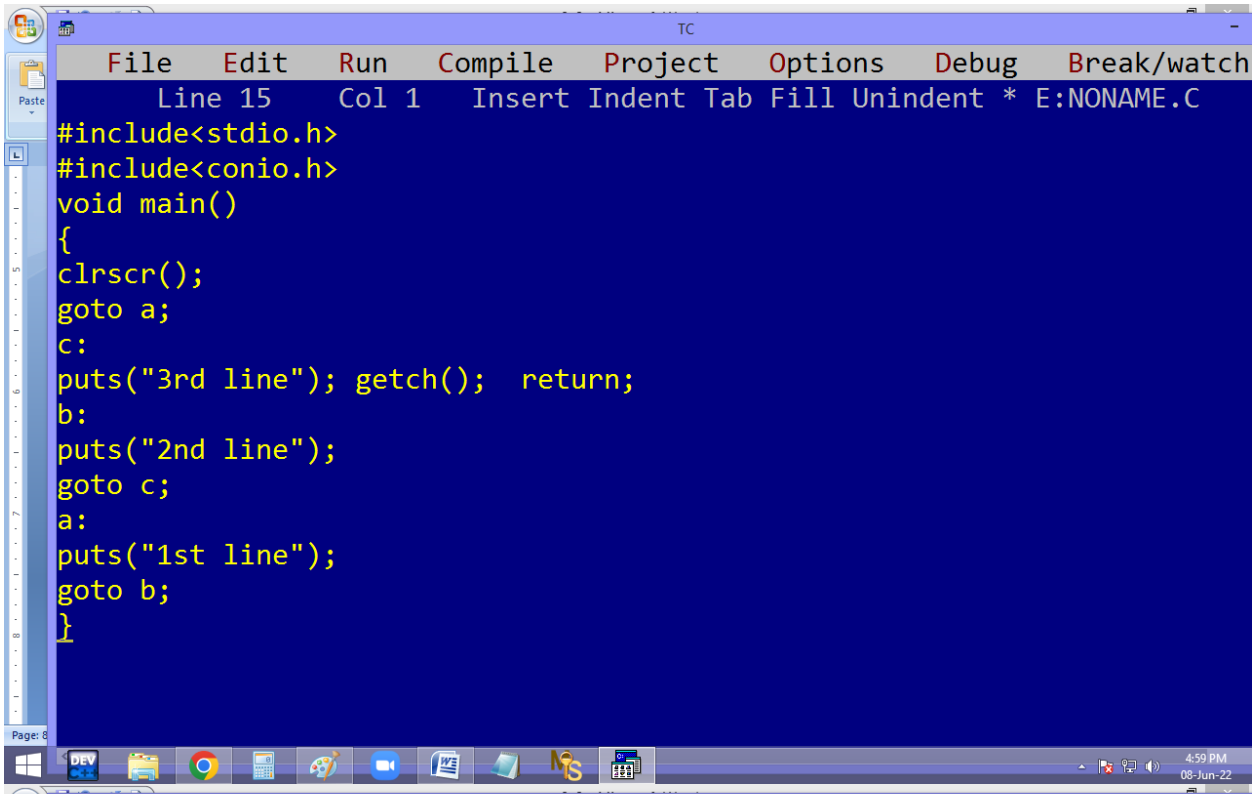
There is no space between go and to.

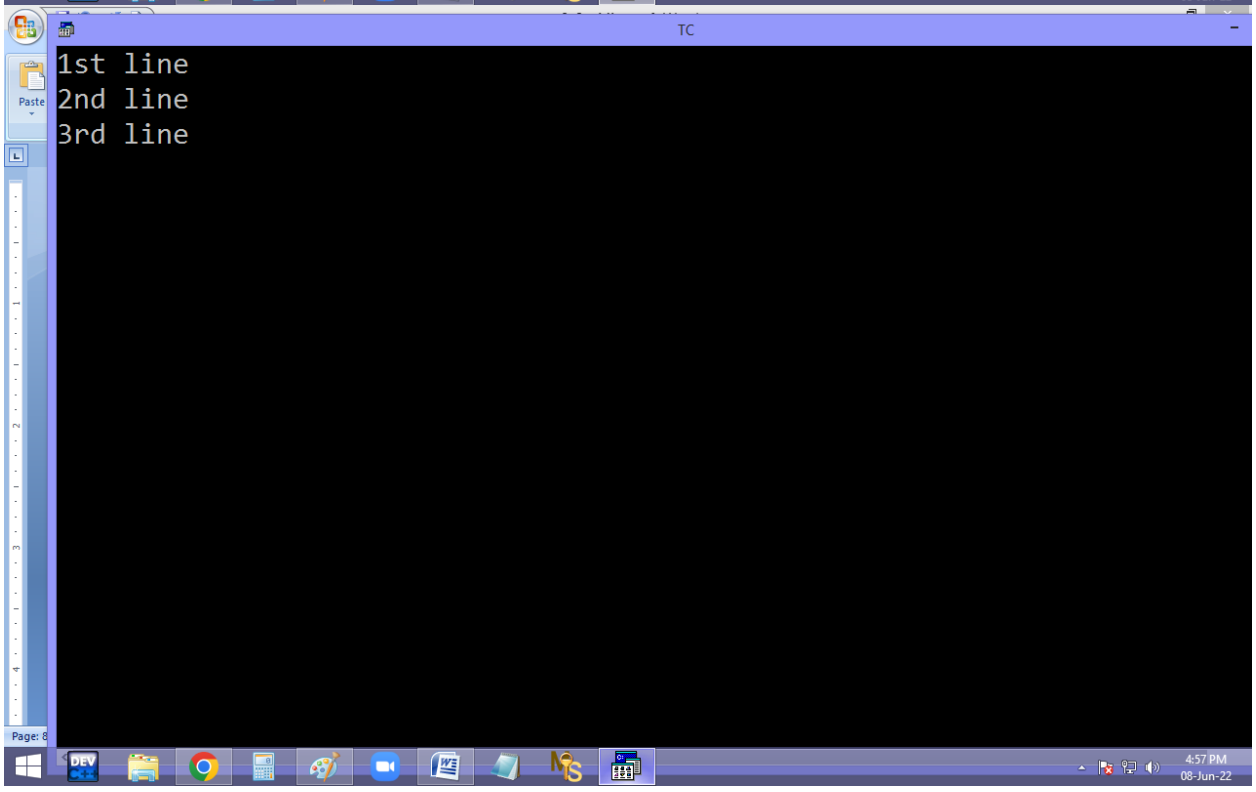
Label naming rules are similar to the identifier rules.

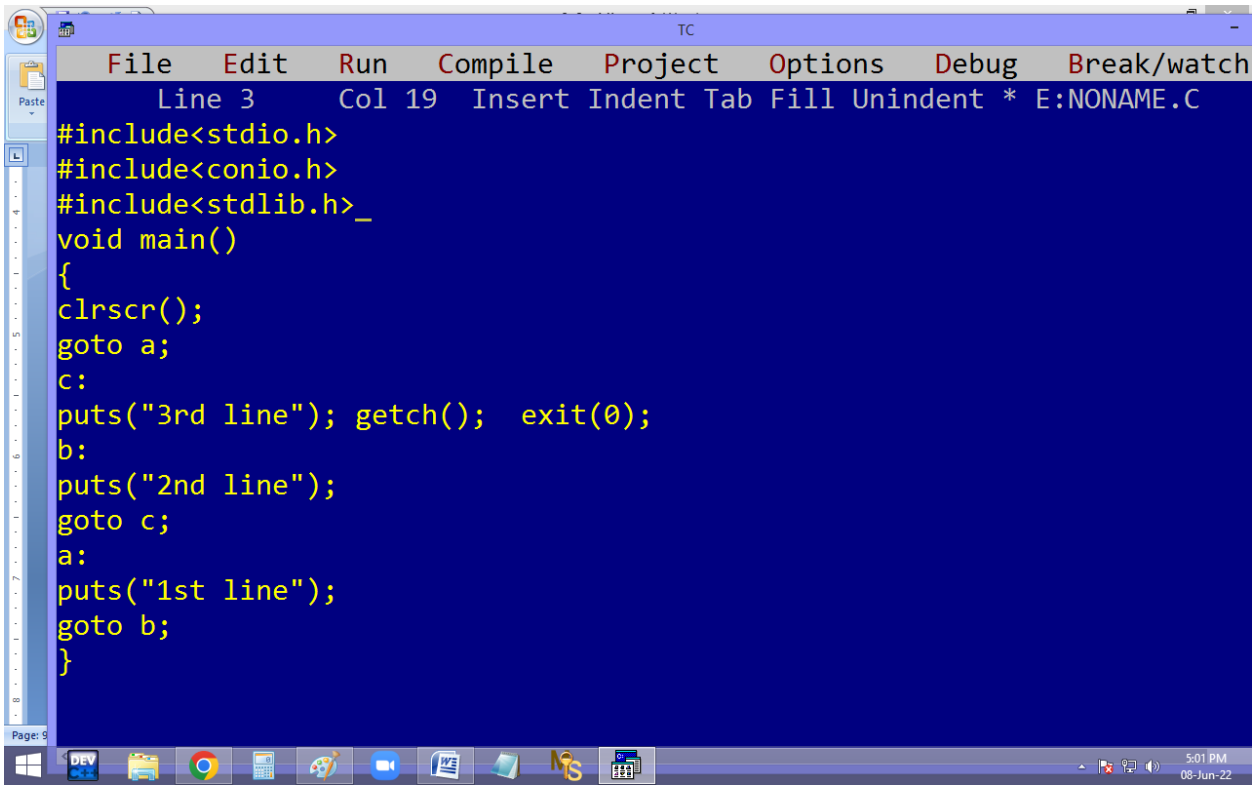
Note: goto label working style is similar to loops some times.

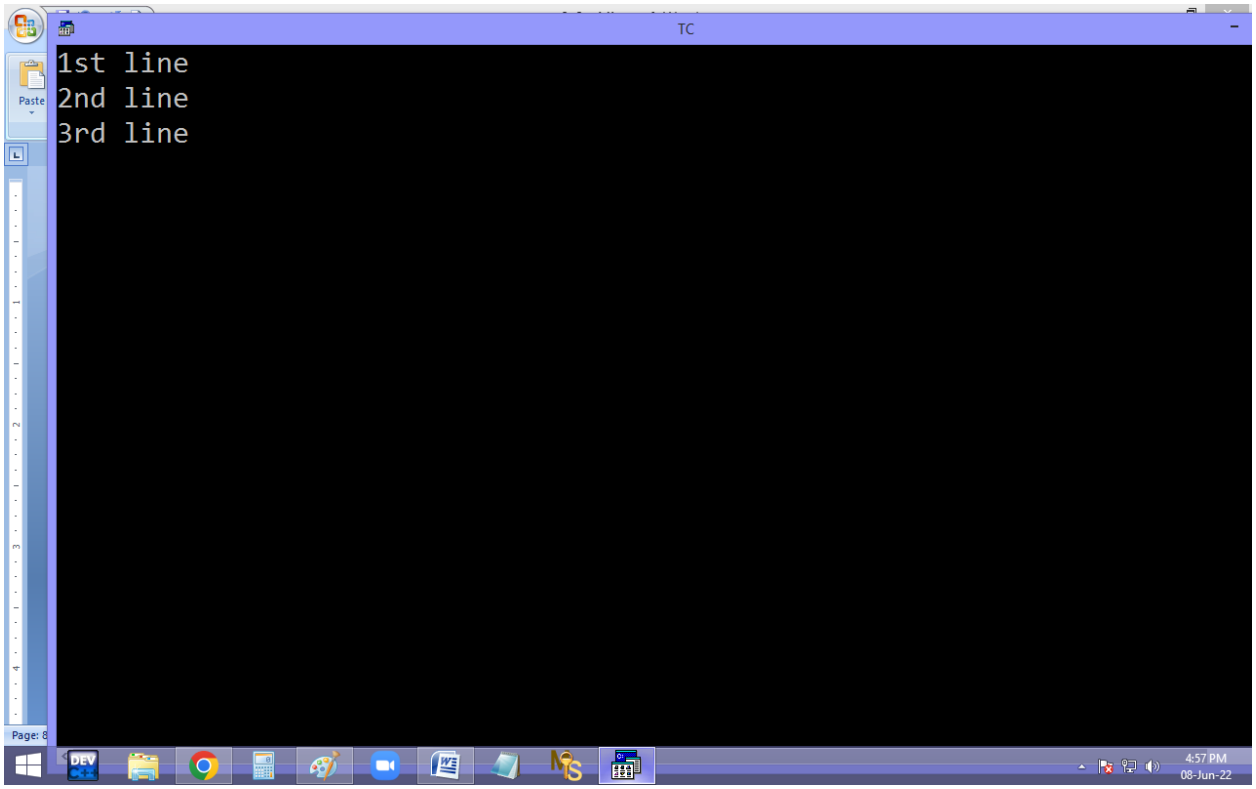

TC
File Edit Run Compile Project Options Debug Break/watch
Line 11 Col 2 Insert Indent Tab Fill Unindent * E:NONAME.C
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
goto a;
c:
puts("3rd line"); goto last;
b:
puts("2nd line");
goto c;
a:
puts("1st line");
goto b;
last:
getch();
}

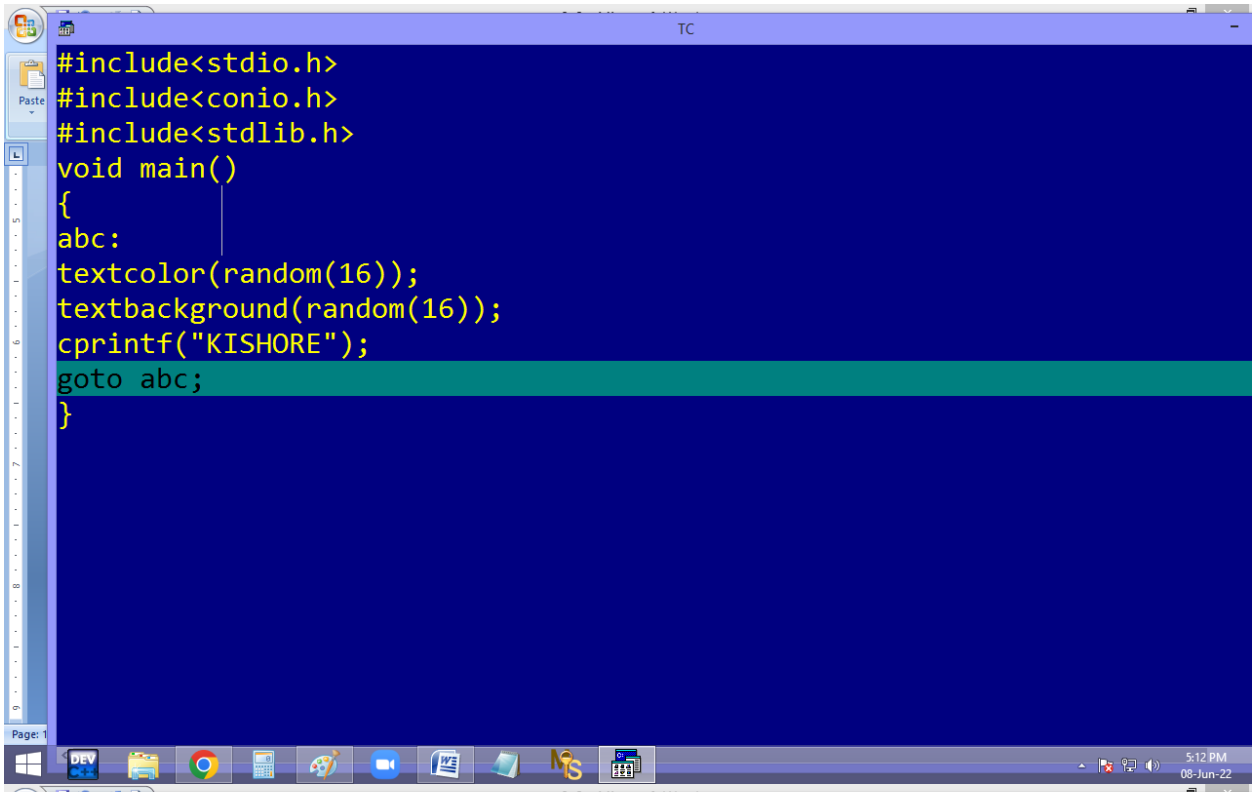

TC
1st line
2nd line
3rd line


TC
File Edit Run Compile Project Options Debug Break/watch
Line 15 Col 1 Insert Indent Tab Fill Unindent * E:NONAME.C
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
goto a;
c:
puts("3rd line"); getch(); return;
b:
puts("2nd line");
goto c;
a:
puts("1st line");
goto b;
}


TC
1st line
2nd line
3rd line


TC
File Edit Run Compile Project Options Debug Break/watch
Line 3 Col 19 Insert Indent Tab Fill Unindent * E:NONAME.C
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
void main()
{
clrscr();
goto a;
c:
puts("3rd line"); getch(); exit(0);
b:
puts("2nd line");
goto c;
a:
puts("1st line");
goto b;
}


TC
1st line
2nd line
3rd line


TC
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
void main()
{
abc:
textcolor(random(16));
textbackground(random(16));
cprintf("KISHORE");
goto abc;
}


TC

if: It is a decision making statement.

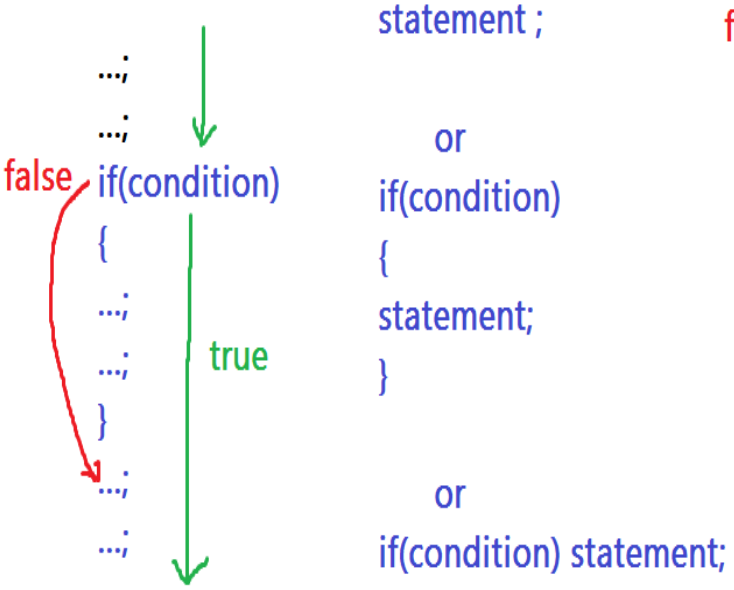
It is used to check the given condition is true or false.

Note: in C other than 0 anything is 1 i.e. true.

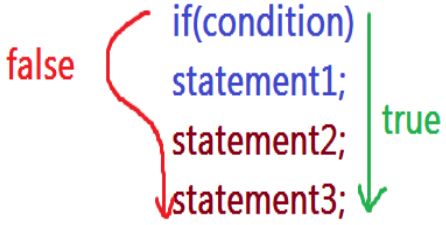
Simple if: when the program is having only one option/ condition then go for simple if.

if condition true statements in if block { } are executed and later outside statements also executed.

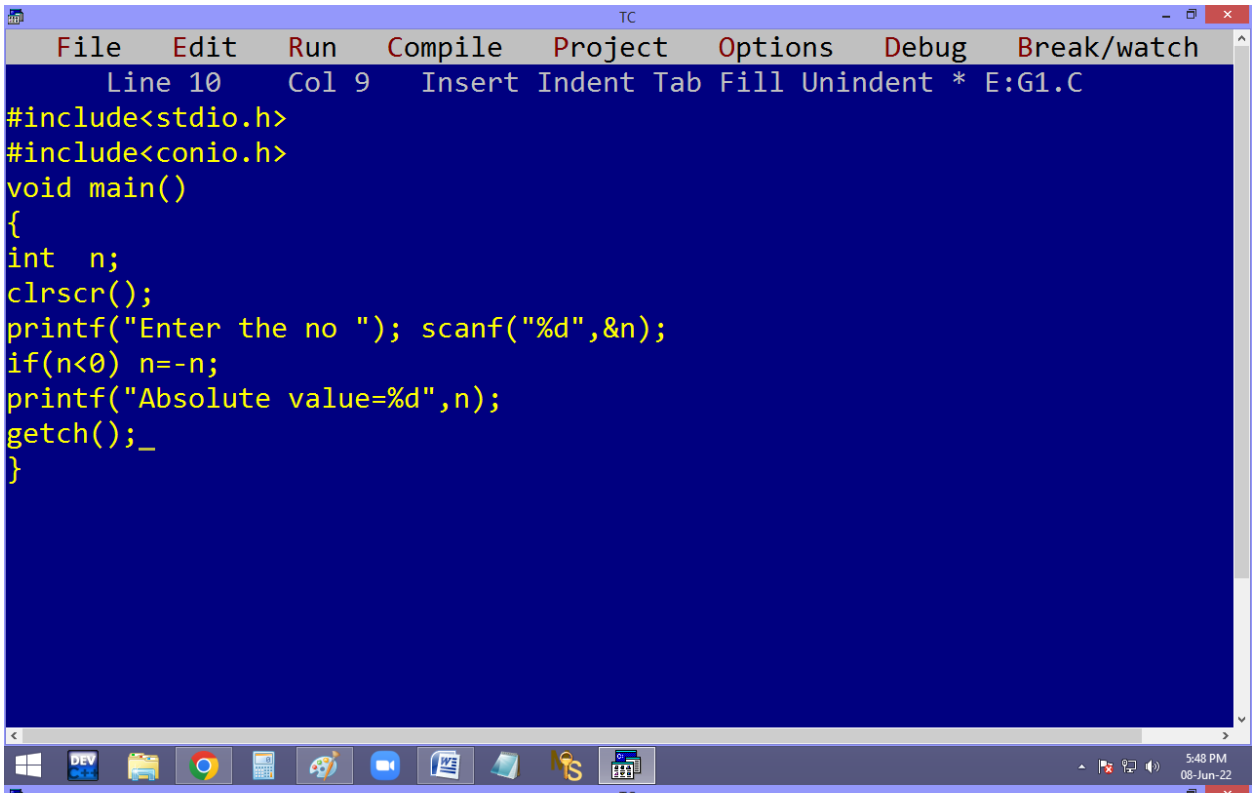
If condition false only the outside statements are working.

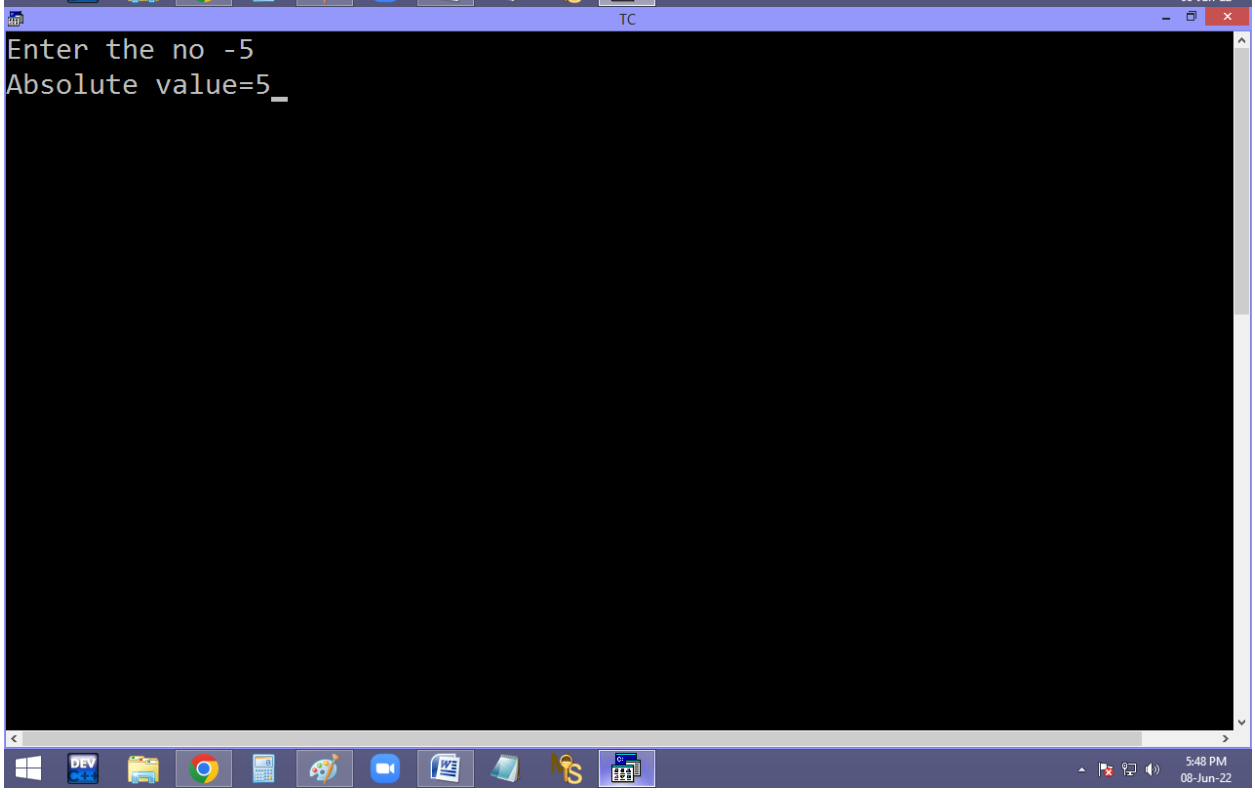


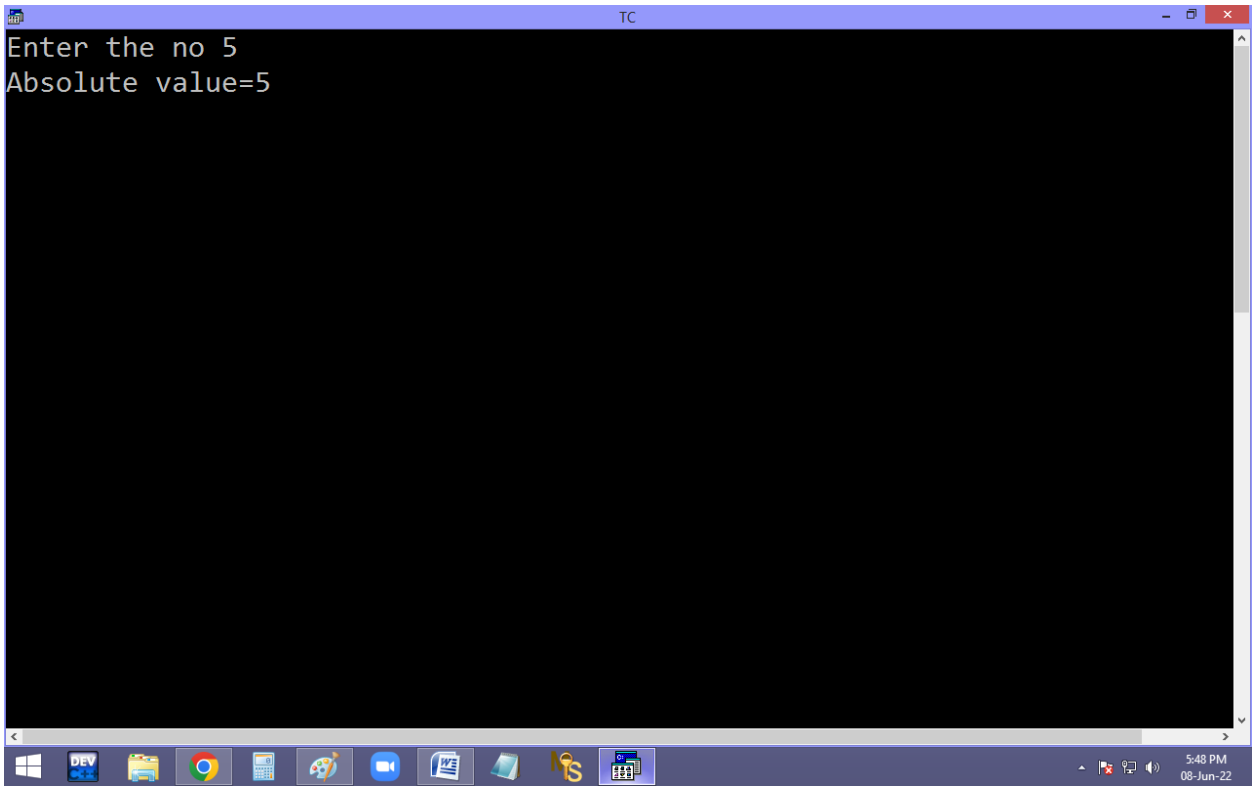

```
if(condition)
statement ;

    or
if(condition)
{
statement;
}

    or
if(condition) statement;
```



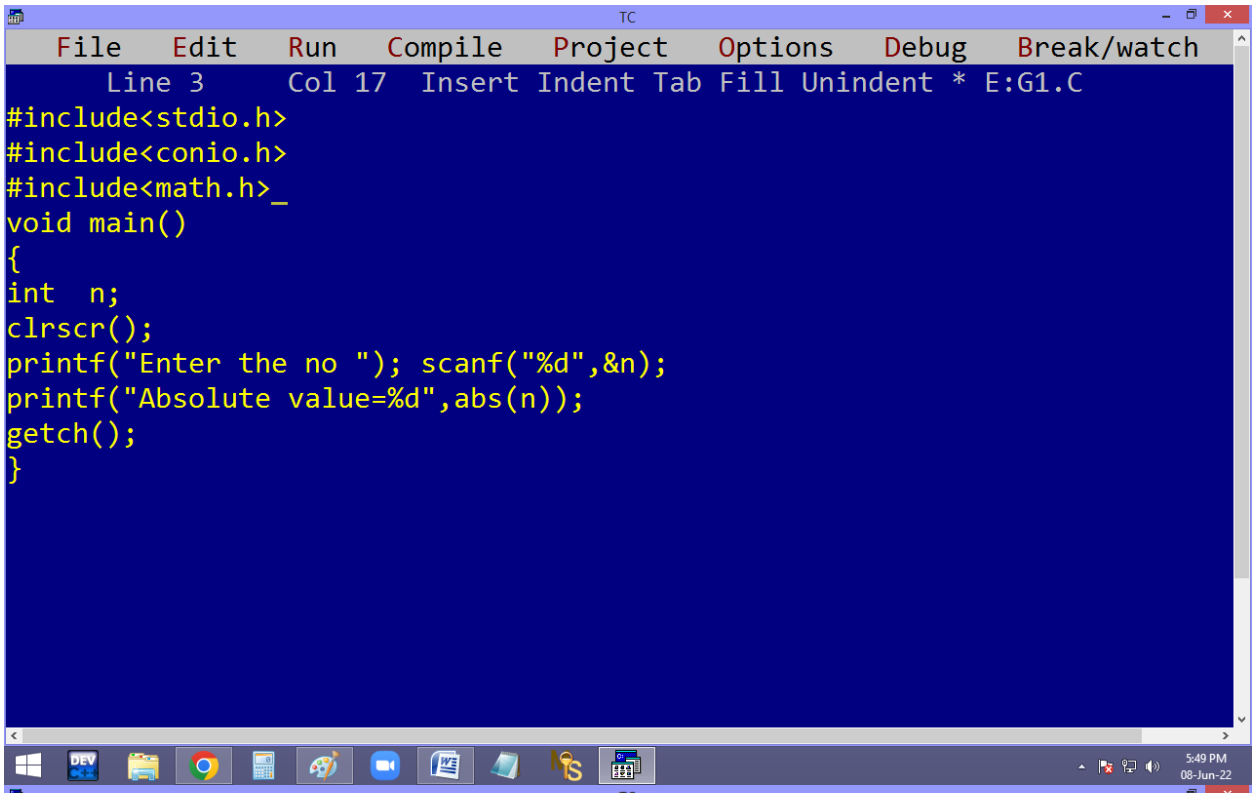
Eg. finding absolute value of given no [always +ve].

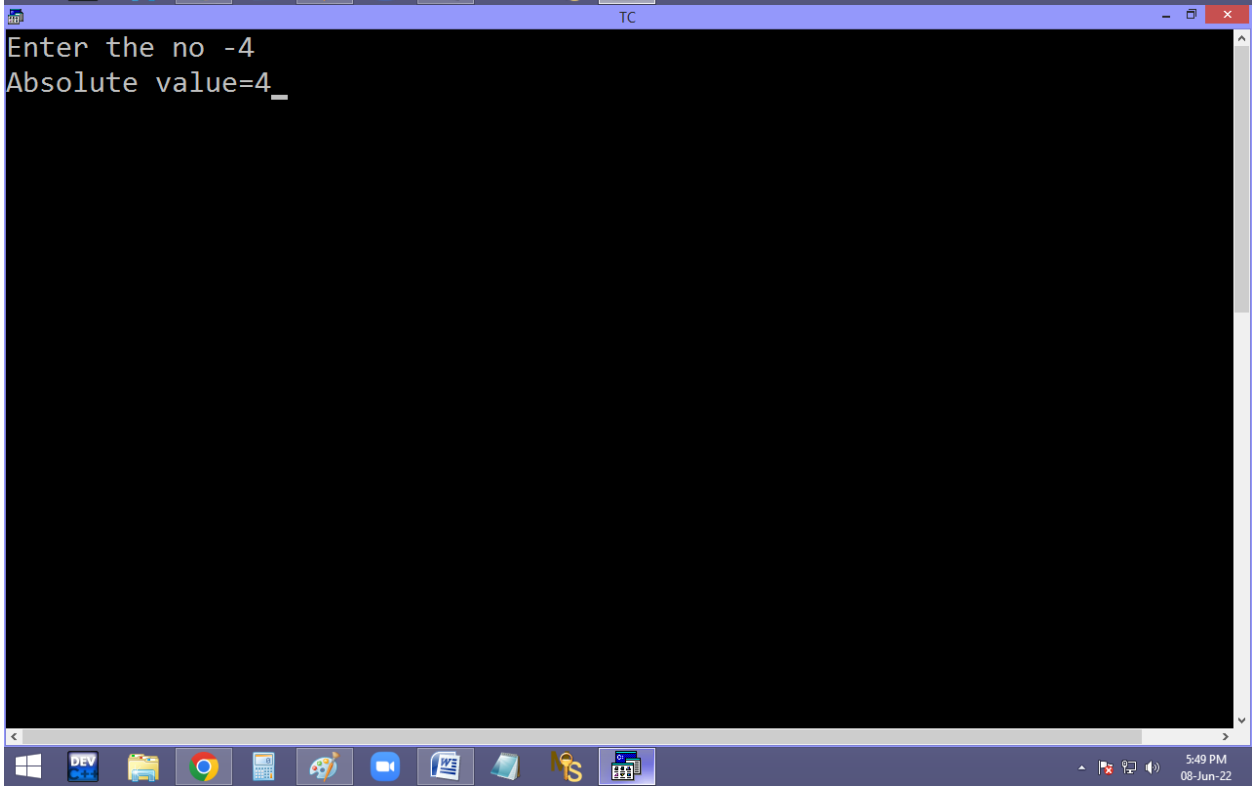

TC
File Edit Run Compile Project Options Debug Break/watch
Line 10 Col 9 Insert Indent Tab Fill Unindent * E:G1.C
#include<stdio.h>
#include<conio.h>
void main()
{
int n;
clrscr();
printf("Enter the no "); scanf("%d",&n);
if(n<0) n=-n;
printf("Absolute value=%d",n);
getch();
}

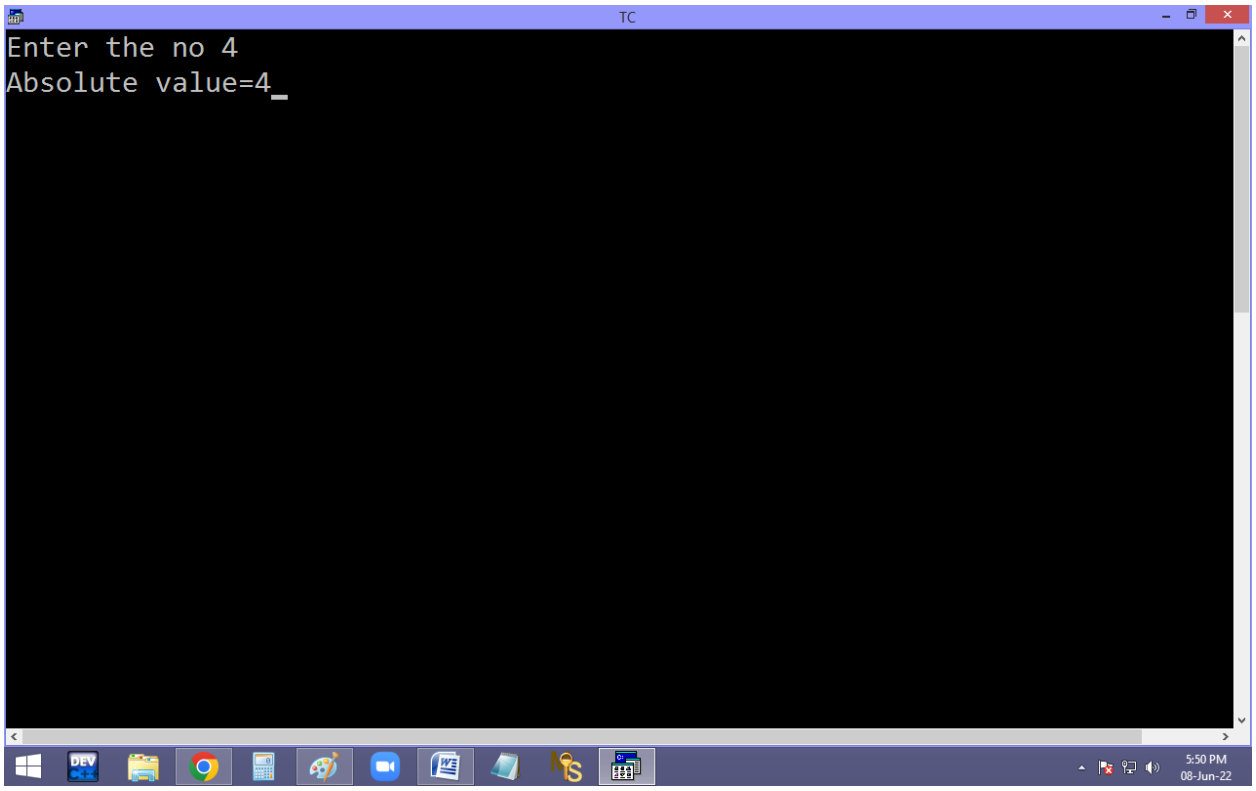

TC
Enter the no -5
Absolute value=5



Using abs():


TC
File Edit Run Compile Project Options Debug Break/watch
Line 3 Col 17 Insert Indent Tab Fill Unindent * E:G1.C
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int n;
clrscr();
printf("Enter the no "); scanf("%d",&n);
printf("Absolute value=%d",abs(n));
getch();
}


TC
Enter the no -4
Absolute value=4


TC
Enter the no 4
Absolute value=4
5:50 PM
08-Jun-22