# Chapter 3

Flow Control & Exception

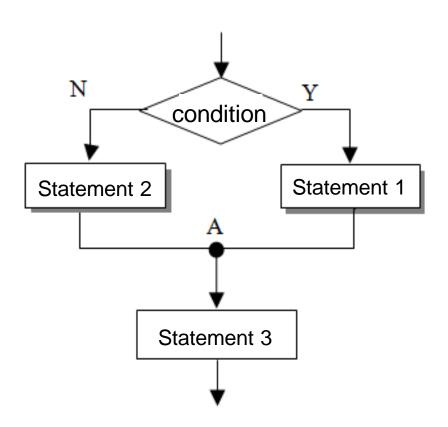
## 3.1 Selection Statements

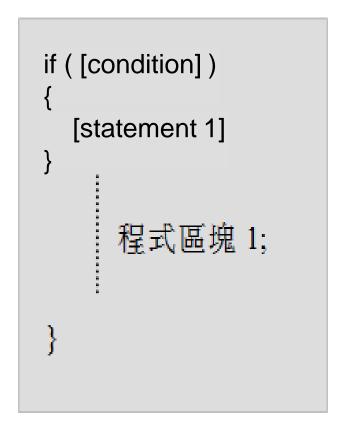
3 selection statements in C#

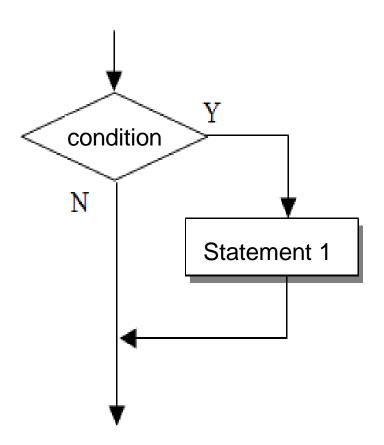
- 1. if... else
- 2. if ... else if ... else
- 3. switch

## 3.1.1 if else

```
if ([condition])
  [statement 1]
else
  [statement 2]
[statement 3]
```









{} can be leave out if the statement is only in 1 line, usage:

```
if ( [condition] )
[statement]
```

Ex1: get the absolute value of the number "num": usage:

```
if ( num < 0)
  num = -num;</pre>
```

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Ex2: if "num" is a multiple of 3, show the quotient of "num" which is divided by 3. Usage:

```
if ( num % 3 == 0)
{
   quotient = num / 3;
   Console.WriteLine("{0}被3整除的商為{1}", num, quotient);
}
```

Ex3: the price is 100 dollars if the age is <= 10 or > 60, otherwise, the price is 200 dollars. Usage:

```
if ((age <= 10) || (age > 60))
{
    price = 100;
}
else
{
    price = 200;
}
```

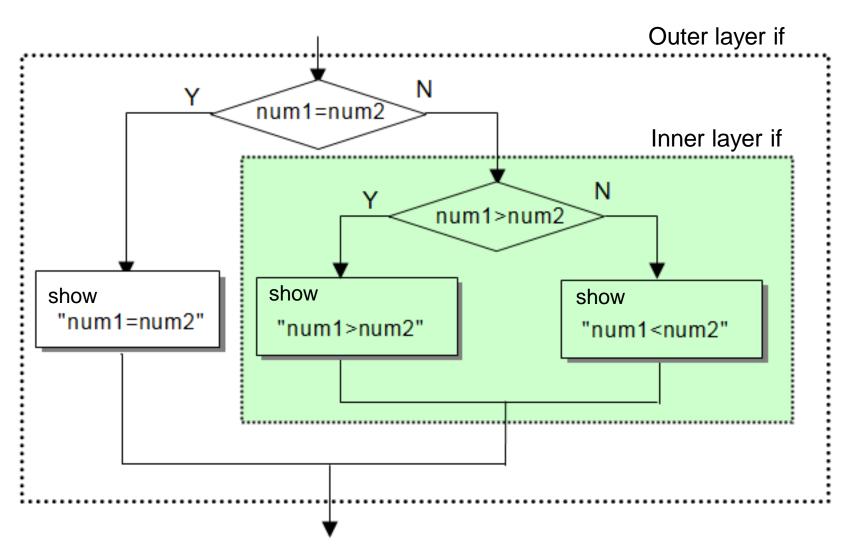


- Nested if is formed by the if-else section which has another if-else section inside
- 3 conditions to determine complete 2 if-else statements to form nested if

### Example(ifelse1):

Try to write a program to get integer input from keyboard, then:

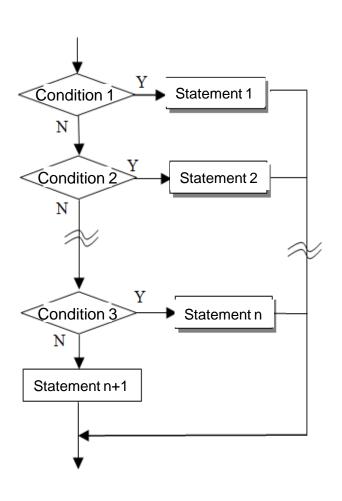
- 1. If num1 = num2, show "num1 = num2"
- 2. If num1 > num2, show "num1 > num2"
- 3. If num1 < num2, show "num1 < num2"



### Example(ifelse1):

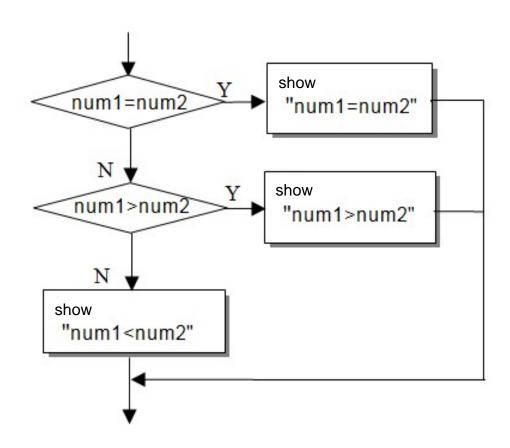
# 3.1.2 if else if else Multiple Selection

```
if ([condition 1])
  [statement 1]
else if ([condition 2])
  [statement 2]
else if ([condition n])
  [statement n]
else
  [statement n+1]
```



### **Example(ifelseif1):**

From the former practice, use if...else if...else multiple selection statements to rewrite the program

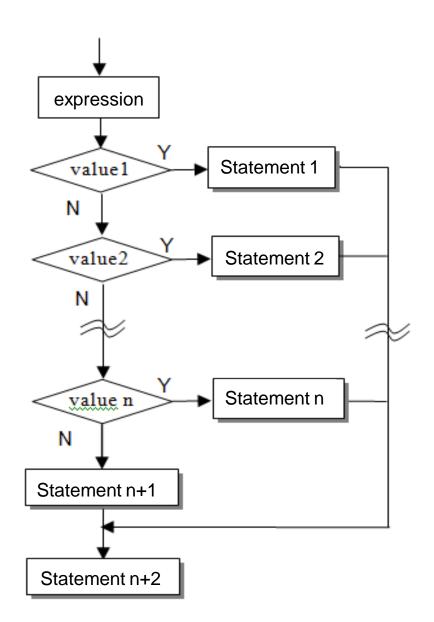


## 3.1.3 switch Multiple Selection

- Difference
  - ① if ... else if ... else can use many different conditions
  - 2 switch allows only 1 statement
- Too many "if" statements cause complexity and low maintainability, but "switch" statement does not



```
switch ([expression])
  case [value 1]:
     [statement 1]
     break;
  case [value 2]:
     [statement 2]
     break;
  case [value n]:
     [statement n]
     break;
  default:
     [statement n+1];
[statement n+2];
```

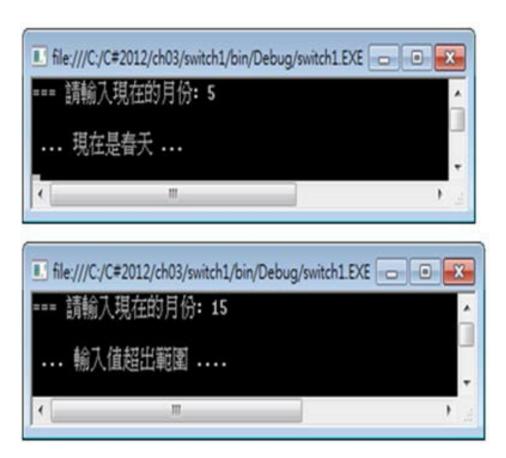


# Case in different style

If condition 1, 2, 4 is true: case 1: case 2: If result of condition is "Y" or "y" or true: case 4: case "y": case "Y": Statement; break; Statement; break;

#### **Example(switch1):**

Try to use switch statement to get month input from keyboard and show the season of the month. If the input is not 1~12, show message.

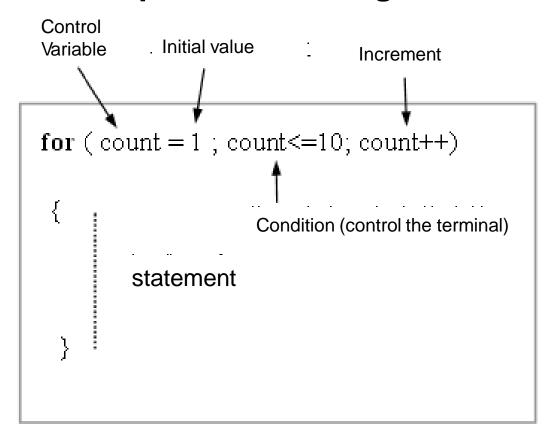


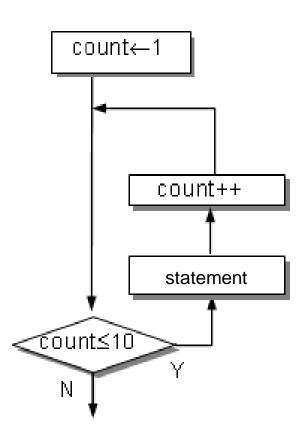


- Also called loop
- Some sections in the program have to be repeated in several times or until the condition is not fulfilled
- "for" statement: assign the number of times, called counter controlled loop
- "while" statement: run according to the condition, called condition controlled loop

## 3.2.1 for

 Counter controlled loop begins from left bracket of for loop and ends at right bracket







- Use "break" statement to leave from halfway for loop
- Use "continue" statement to jump to the beginning of "for" loop immediately and carry on execution

### **Ordinary for loop usage:**

- ① for ( k=1; k<= 5; k++) k = 1, 2, 3, 4, 5. The loop executes 5 times
- ② for ( k=1; k<=5; k+=2)
  k = 1, 3, 5. The loop executes 3 times</pre>



### ③ Initial value and iterator can be a decimal

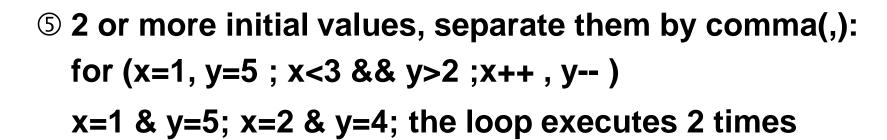
for (
$$k=-0.5$$
;  $k<=1.5$ ;  $k+=0.5$ )

$$k = -0.5, 0, 0.5, 1.0, 1.5$$
. The loop executes 5 times

### Iterator is decrement

for 
$$(k=6; k>=1; k=2)$$

$$k = 6, 4, 2$$
. The loop executes 3 times

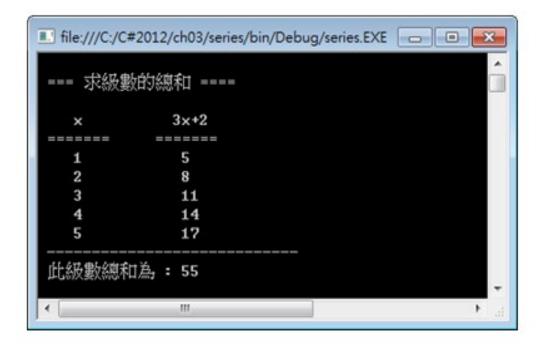


- © Initial values and condition can have expressions for (k=x ; k<=y+9 ; k+=2) if x=1, y=-2, then k=1,3,5,7. The loop executes 4 times
- ⑦ Infinite loop
  for (;;)

### **Example(series):**

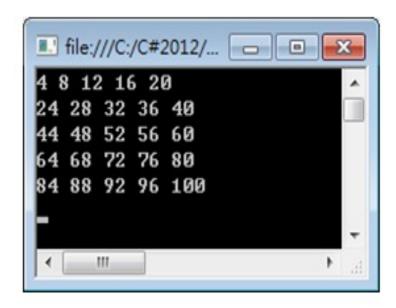
Get the sum of the following series

$$\sum_{x=1}^{5} (3x+2) = \frac{5}{x=1} + \frac{8}{x=2} + \frac{11}{x=3} + \frac{14}{x=4} + \frac{17}{x=5} = ?$$





Try to write a program to show the multiples of 4 between 1 and 100. Print 5 numbers in 1 line



# 3.2.2 Nested Loop

- A loop which has loops inside forms a nested loop usually used in 2-d array
- Use nested loop to show numbers like a ladder 1<sup>st</sup> stair shows 1,
   2<sup>nd</sup> stair shows 1 2,
   3<sup>rd</sup> stair shows 1 2 3 ...
   a space between numbers, show 6 stairs

# м

### **Example(forsample):**

Assume i is the number of llines, k stands for the number to show

When 
$$i = 1$$
, show  $k = 1~1$   
When  $i = 2$ , show  $k = 1~2$   
...  
When  $i = 6$ , show  $k = 1~6$ 

#### Source code:

# 3.2.3 Pre-test Loop

- The condition statement is at the beginning of the loop
- Decide to enter the loop or not by the result of condition
  - ① fulfilled, execute the statements in the loop once and back to the beginning of the loop
  - 2 not fulfilled, exit the loop
- First time enter the loop, and the condition is false, exit the loop immediately

# 3.2.3 Pre-test Loop

Grammar	Flow chart
while ( [condition] ) {     [statement] }	statement



- The condition statement is put at the end of the loop
- First run does not examine the condition, then the condition is checked at the end of loop
  - ① the statements run one more time if the condition is fulfilled, then the condition at the end of loop is examined again
  - 2 exit the loop until the condition is not fulfilled
- The statement in the loop runs at least one time

# 3.2.4 Post-test Loop

Grammar	Flow chart
do { [statement] } while ( [condition] );	statement

### **Example(factorial):**

Try to write a program which uses pre-test loop to calculate factorial. First the user inputs an integer, then the factorial of the number is computed.



## 3.3 break and continue

```
continue
         break
for (...) {
                           for (...) {
                             [statement 1];
  [statement 1];
  [statement 2];
                             [statement 2];
  break; ———
                             continue; —
  [statement n-1];
                              [statement n-1];
  [statement n];
                             [statement n];
                           while ([condition]) {
                             [statement 1];
  [statement 1];
                              [statement 2];
  [statement 2];
                             continue; -
  break;
                              [statement n-1];
  [statement n-1];
                             [statement n];
  [statement n];
```

### 3.3 break and continue

```
do
                                       do
                                          [statement 1];
  [statement 1];
                                          [statement 2];
  [statement 2];
  ... break; —
                                         continue;
  [statement n-1];
  [statement n];
                                          [statement n-1];
} while ( [condition] );
                                          [statement n];
                                       } while ( [condition] );
```

#### **Example(breakcontinue):**

Try to write a program which accumulate numbers, use break and continue to decide whether continue accumulating or not in do...while loop.



## **Practice 3.2: Ticket machine**

- Step 1: Select origin and destination station.
- Step 2: Ask if user is a student (for discount).
- Step 3: Print out total amount and ask user to insert money. (remember to check if it's enough!)
- Step 4: Ask if user want to use again
- Ticket price:
  - 台北<->台中 500
  - 台中<->高雄 500
  - 台北<->高雄 1000



### Tips:

- Use while loop to run the program continually.
- Use if to decide how much price you choose from the station.
- Use if to determine if the program will keep running or not.
- You have to cast the price from String to Integer when you calculate the price.

## **Example Ticket machine**

III file:///C:/Users/wwolfyTC/Desktop/to transfer/C#簡報/ben/Practic 擇起站 1)台北 2)台中 3)高雄: 1 擇訖站 1)台北 2)台中 3)高雄: 3 共需1000元 投犬金額: 1000 零金額為:200 否繼續使用? 1)是 2)否: 擇起站 1)台北 2)台中 3)高雄: 3 擇訖站 1)台北 2)台中 3)高雄: 1 京 (東維 迄站:台北 共需1000元 「為學生(學生八折) ? 1)是 2)否: 1 金額為:800 入金額: 1000 金額為:200 零金額為:200 是否繼續使用? 1)是 2)否:

III file:///C:/Users/wwolfvTC/Desktop/to transfer/C#簡報/ben/Practice j (季起站 1)台北 2)台中 3)高雄: (譯訖站 1)台北 2)台中 3)高雄: (的結果為: 大金額: 100 金額不足・請重新操作 選擇起站 1)台北 2)台中 3)高雄: 1 選擇訖站 1)台北 2)台中 3)高雄: 2 人的結果為: 5年. 2 為學生(學生八折)?1)是2)否:2 全額為:500 金額:500 否癰續使用? 1)是 2)否:

# 3.4 Program Debug

- The unexpected result may cause
  - ① compilation error
  - ② runtime error
- Syntax error the error occurs during compilation. The identifier is marked by wavy blue underline and unrecognizable.

# .

# 3.4 Program Debug

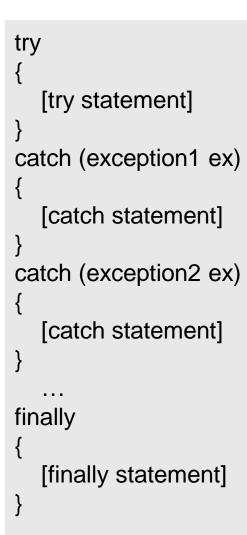
### **Continue**

- Logic Error
  no error occurs after compilation completed, but the
  expected result does not happen when the program
  is running
- Logic error is not grammatical error
  - program flow
  - statement
  - wrong variable application



### 3.5 Exception

- Error occurs when the program is running
- C# provides a structured and easy-to-control solution to handle the unexpected condition



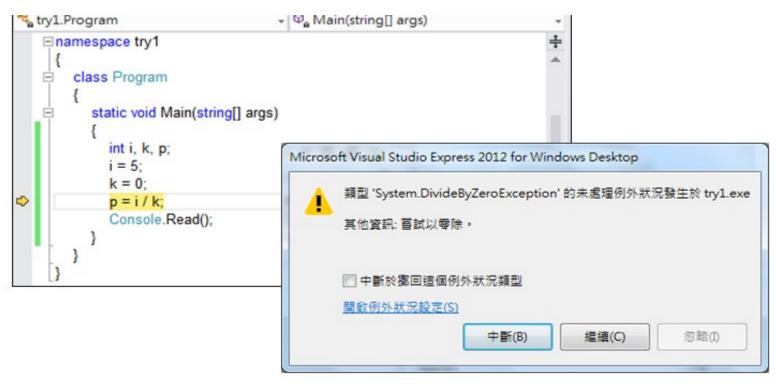
# 3.5 Exception

#### **Continue**

Exception classes	Error reason
ArgumentOutOfRangeException	Argument's data type is out of the range defined by the function parameter
DivideByZeroException	Divisor is zero
IndexOutOfRangeException	Array index is out of the maximum size
InvalidCastException	Data type conversion error
OverFlowException	Data over flow
Exception	Runtime error

#### Example(try1):

Try to write a program which can cause DivideByZeroException. First i, k, p are declared. The initial value of i is 5, k is 0. The program is terminated when i/k causes DivdeByZeroException.



#### Example(try2):

From the former practice, try to insert try...catch to handle the exception.

```
FileName : try2.sln
01
     static void Main(string[] args)
                                             file:///C:/C#2012/ch03/try2/bin/D...
02
03
       int i, k, p;
04
       i = 5;
05
     k = 0;
06
      try
07
          p = i / k; // 將可能發生例外的程式碼置於 trv 區塊
08
09
10
       catch (Exception ex) // 當發生的例外符合 Exception 時會執行此處
11
12
          Console.WriteLine("發生例外");
13
       finally
                         // 無論是否發生例外皆會執行 finally 區塊
14
15
          Console.WriteLine(".... 結束程式執行!! ....");
16
17
18
       Console.Read();
19
```

#### Attributes and methods in common use

Members of exception	Description
GetType	Get data type of exception object
ToString	Get text description of exception object
Message	Get exception message
Source	Get application or object which cause exception
StackTrace	Get methods or functions which cause exception



#### Example(try3):

From the former practice, please use GetType, ToString, Message, Source, StackTrace members of exception object to show the information of exception

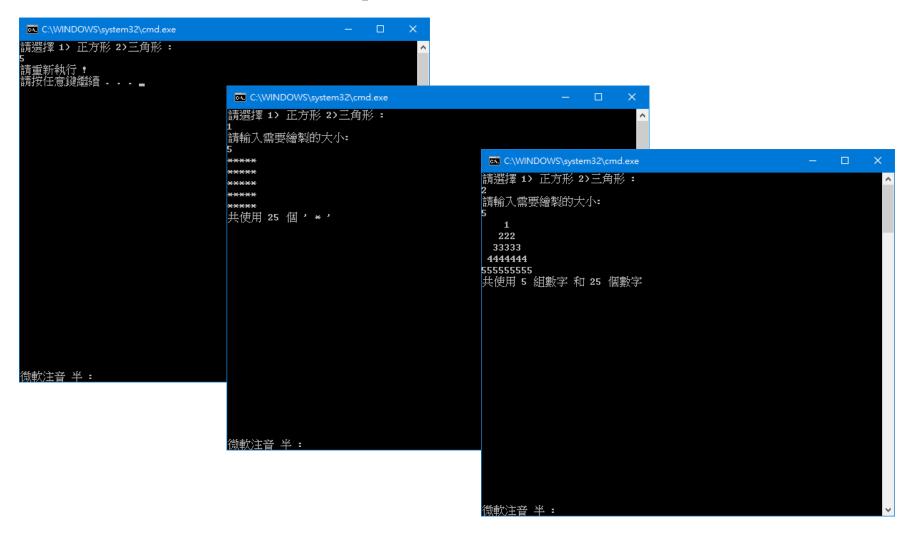
```
M外訊息:嘗試以零除。
發生例外的函式: 於 try3.Program.Main(String[] args) 於 d:\C#2012\ch03\try3\Program.C#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch03\try3\Program.G#2012\ch
```

```
FileName : try3.sln
     static void Main(string[] args)
01
02
03
       int i, k, p;
04
       i = 5;
       k = 0;
05
06
       try
07
08
           p = i / k; // 將可能發生例外的程式碼置於 try 區塊
09
10
        catch (DivideByZeroException ex)
11
           Console.WriteLine("例外訊息: {0}", ex.Message);
12
13
           Console.WriteLine("發生例外的函式: {0}", ex.StackTrace);
14
           Console.WriteLine("發生例外的物件: {0}", ex.Source);
15
           Console.WriteLine("發生例外的物件型別: {0}", ex.GetType());
           Console.WriteLine("發生例外的文字說明: {0}", ex.ToString());
16
17
                // 無論是否發生例外,皆會執行 finally 區塊中的程式碼
18
        finally
19
           Console.WriteLine(".... 結束程式執行!! ....");
20
21
22
        Console.Read();
23
```

### **Practice 3.1: Loop**

- Step1: provide two options: (1) triangle (2) square.
- Step2: input size of the graphic, denote as n.
- Step3: Regarding to the above:
  - If the first input is triangle, print out a n-level triangle with number 1~n.
  - If the first input is square, print out a n\*n square with character '\*'.
- Note: please remember to check illegal input for step 1.

### **Practice 3.1: Loop**



# The End

Take a Break.....