**DAY-08**

**Control Statements:**  
🡪We use elseif ladder when we want to test other than numeric/single char i.e string, float.

🡪Switch is used only for checking numeric/single char (ascii character)

**Syntax:**

switch(cond)

{

case 1:

--

break;

case 2:

--

break;

default:

--

break;( it is not necessary when default is at end but when default is at start then it must be present)

}

🡪 break is not given in case then the immediate case will get executed

🡪We cannot have duplicate cases in switch but in else if ladder we can have

🡪It cannot take duplicates bcoz it forms a table of unique values(switch table) and internal binary search happens

🡪so that it directly goes to that case.

🡪Process excited normally---> cleared residual memory or clear everything

we can directly take the input in switch(input)

**Loop:**

1. initialize variable

2. cond check

3. sts to be executed

4. counter

3 types:

1. do while

2. while

3. for

2 category :

1. entry control

2. exit control

🡪**Do while:**

do

{

//statements to be executed

}while(cond);

**Code:**

#include <stdio.h>

int main()

{

char taste='g';

int emptyPlate=5;

int sFull = 0;

do

{

printf("\nHave a Bite of food\n");

emptyPlate--;

printf("\nStomach Full (1/0): ");

scanf("%d",&sFull);

printf("\nHow was the taste (g/b): ");

scanf(" ");

taste = getchar();

printf("\nEmpty Plate Value: %d",emptyPlate);

}while((taste=='g') && (sFull==0) && (emptyPlate>=0));

printf("\nProgram Ended\n");

return 0;

}

🡪if scanf hasnt worked properly then we have to handle the error

🡪We need to define macros when we use numerics like 0 or 1

**Why theres a semicolon at the end of do while?**

**FOR LOOP:**

🡪For loop is more powerful than while loop bcoz in initialize section we can have multiple variables

and also we can have multiple counters and also multiple conditional sts

🡪Moreover in a singleline we can get all the things done and easy to understand

🡪We can ommit one or more section

**ELSE IF LADDER:**

**Syntax:**

if(cond1)

{

}

else if(cond2)

{

}

else if(cond3)

{

}

else

{

}

**Code:**

#include <stdio.h>

int main()

{

char clrCode;

clrCode = getchar();

if(clrCode == 'B')

printf("\nBlack\n");

else if(clrCode == 'N')

printf("\nBrown\n");

else if(clrCode == 'R')

printf("\nRed\n");

else if(clrCode == 'O')

printf("\nOrange\n");

else

printf("\nEnter the correct colour code");

printf("\nProgram Ended\n");

return 0;

}