



Chapter 5 Control Statements: Part 2



OBJECTIVES



- The essentials of counter-controlled repetition.
- ☐ To use the for and do...while repetition statements to execute statements in a program repeatedly.
- ☐ To understand multiple selection using the switch selection statement.
- ☐ To use the break and continue program control statements to alter the flow of control.
- □ To use the logical operators(逻辑运算符) to form complex conditional expressions(条件表达式) in control statements.
- ☐ To avoid the consequences of confusing the equality and assignment operators.

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Topics



- **□** 5.1 Introduction
- **□** 5.2 Essentials of Counter-Controlled Repetition
- **□** 5.3 for Repetition Statement
- □ 5.4 Examples Using the for Statement
- □ 5.5 do...while Repetition Statement
- **□** 5.6 switch Multiple-Selection Statement
- **□** 5.7 break and continue Statements
- **□** 5.8 Logical Operators
- □ 5.9 Confusing Equality (==) and Assignment (=)
 Operators
- **□** 5.10 Structured Programming Summary



5.1 Introduction



□选择: if, if...else, switch

□循环: while, for, do...while

■ Logical operators to make powerful conditional expressions (&&, ||)



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5.2 Essentials of Counter-Controlled Repetition

- 9. int counter = 1; // declare and initialize control variable
 10. while (counter <= 10) // loop-continuation condition</p>
 11. {
 12. cout << counter << " ";</p>
 13. counter++; // increment control variable by 1
 14. } // end while
- 15. cout << endl; // output a newline
 - Names counter(命名计数器变量)



int counter; counter = 1;

- Declares it to be an integer(声明为整数)
- Reserves space for it in memory(在内存为其保留空间)
- Sets it to an initial value of 1(设定一个初始值)



5.2 Essentials of Counter-Controlled Repetition

- □ 计数器变量(控制变量Control Variable)的命名 counter
- □ 计数器变量的初始值(initial value) counter = 1
- □测试计数器变量<u>终值</u>(final value)的条件 counter <= 10
- □每次循环时计数器变量修改的增量或减量 (increment或decrement) counter++, ++counter,

- 1. int counter = 0;
- 2. while (++counter <= 10)

- **3.** {
- 4. cout << counter << " "; 1 2 3 4 5 6 7 8 9 10
- 5. } // end while
- 6. cout << endl; // output a newline
 - 1. int counter = 0;
 - 2. while (counter++ <= 10)
 - **3.** {
 - 4. cout << counter << " ";
 - **5.** } // end while
 - 6. cout << endl; // output a newline



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□需求:如何使用for语句输出1-10的数字?

```
    int counter = 1; // declare and initialize control variable
    while (counter <= 10) // loop-continuation condition</li>
    {
    cout << counter << "";</li>
    counter ++; // increment control variable by 1
    } // end while
    cout << endl; // output a newline</li>
```



□语法规范:

循环初始化, 赋初始值 下一次循环

下一次循环准备,修改变量

for(<exp1>; <exp2>; <exp3>)
<statements>

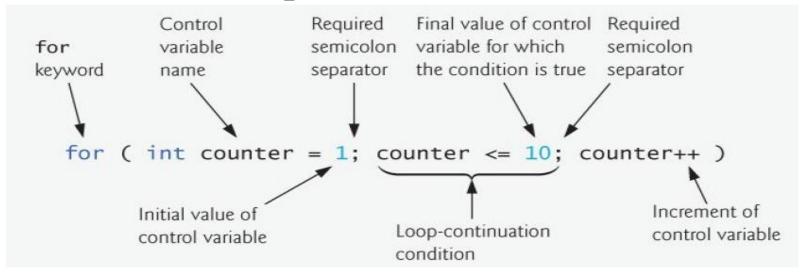
循环体

循环条件,测试终值

- □ <exp1>, <exp2>, <exp3>可以是任意表达式,并 且都可以省略
- □通常, <exp1>为赋值表达式; <exp2>为表示条件的关系或逻辑表达式; <exp3>为自增、自减表达式



□ 1. Header Components



□ 2. Body({ })

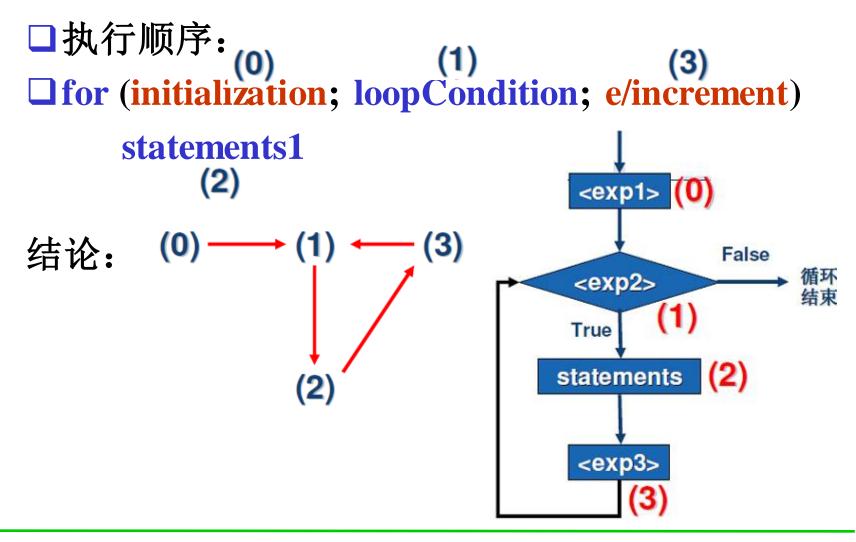


```
    for ( int counter = 1; counter <= 10; counter++ )</li>
    cout << counter << " ";</li>
    cout << endl;</li>
```

12345678910









□与while循环的对应关系

```
for(<exp1>; <exp2>; <exp3>)
<statements>
```

```
<exp1>;
while (<exp2>)
{
     <statements>;
     <exp3>;
}
```



for (<u>int counter = 1</u>; <u>counter <= 10</u>; <u>counter++</u>)
 cout << counter << "";
 cout << endl;

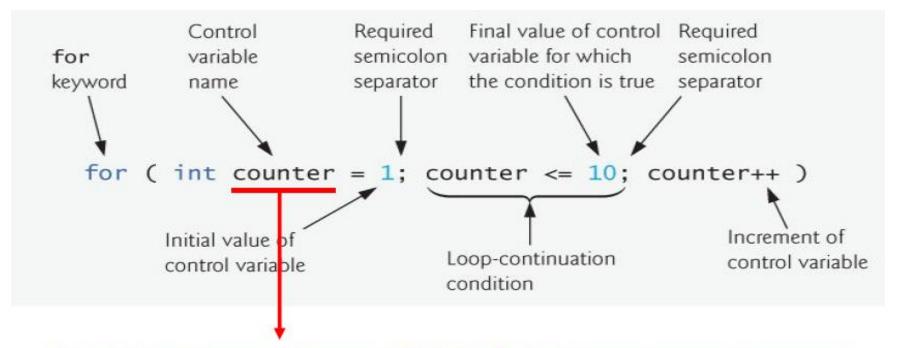
两种循环代码是否完全等价?

```
9. int counter = 1; // declare and initialize control variable
10. while (counter <= 10) // loop-continuation condition</li>
11. {
12. cout << counter << " ";</li>
13. counter ++; // increment control variable by 1
14. } // end while
15. cout << endl; // output a newline</li>
```



- for (int counter = 1; counter <= 10; counter++)
 cout << counter << " ";
 cout << counter << endl;
- int counter = 1; // declare and initialize control variable
 while (counter <= 10) // loop-continuation condition
 {
 cout << counter << " ";
 counter++; // increment control variable by 1
 } // end while
 cout << counter << endl; // output a newline





控制变量可以在for结构以外声明,也可以在for 结构内部(for头部)声明,但其作用域会有不同



□如果在for结构中声明变量,则不要在for语句 外使用该变量(避免下面的用法)

```
for ( int i = 0; i <= 10; i++ )
{ ...... }
cout << i << endl;
```

□如果确实希望在for语句外使用,则不要在for 结构中声明该变量

```
int i = 0;
for (; i <= 10; i++)
{ ......}
cout << i << endl;</pre>
```



Q & A



□写出输出结果:

```
    int counter = 10;
    while ( --counter )
    cout << counter << " ";</li>
    cout << endl; // output a newline</li>
```

987654321

```
    int sum = 0, i = 1;
    for (; i<=100;)</li>
    sum += i++;
    cout << sum << endl;</li>
```

5050





Comma expression(逗号表达式)

Operator	Symbol	Form	Operation
Comma	,	x, y	Evaluate x then y, return value of y

- □① 用逗号隔开的一系列表达式,从左往右依次 计算
- □② 逗号操作符在c++操作符中优先级最低
- □③ 逗号表达式的值:最右边的表达式的值
- □ ④ 主要作用: 用于for循环中初始化多个条件, 使用多个自增(自减)表达式 int x = 0, y = 2; int z = (++x, x + y);



Comma expression(逗号表达式)

for (int
$$i = 1, j = 10$$
; $i \le 10$; $i + +, j - -$) statement;



Omitted expressions(省略的表达式)

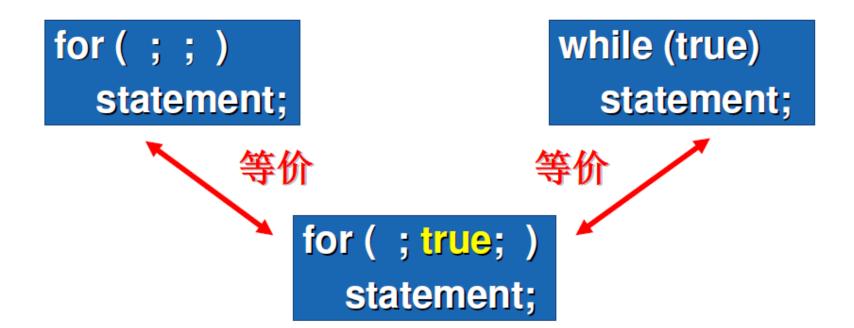
- □① for头部中的三个表达式都可以省略,但分号 必须保留
- □②如果在for语句之前已经对控制变量进行了初始化,那么在for语句中可以省略初始化表达式
- □③ 如果自增(自减)表达式作为语句放在循环体中,则可以省略for语句头结构中的第三个表达

```
式 1. int counter = 1;
2. for (; counter < 10; )
3. {
4. cout << counter << " "; // 1 2 3 4 5 6 7 8 9
5. counter++;
```

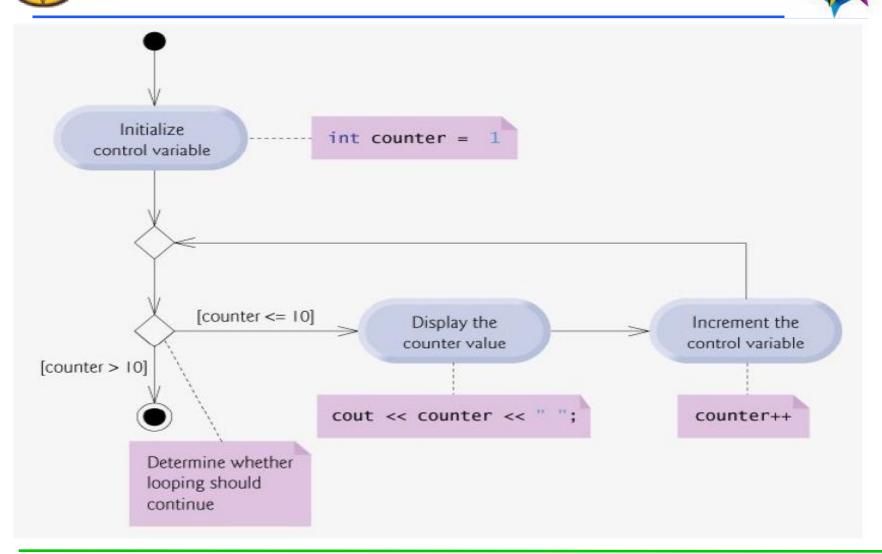


Omitted expressions(省略的表达式)

- □④ 如果循环条件省略,C++认为条件为"真"
 - ,将会无限循环









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 \Box for (int i = 1; i <= 100; i++) cout << i; 1, 2, 3, 4,, 100 \Box for (int i = 20; i >= 2; i -= 2) cout << i; 20, 18, 16, 14,, 2 \Box for (int i = 7; i <= 77; i += 7) cout << i; 7, 14, 21, 28, 35,, 77 \Box for (int i = 7; i <= 80; i += 7) cout << i; 7, 14, 21, 28, 35,, 77

```
□问题1: 计算2至20之间偶数之和
1.
     int total = 0;
2.
     for ( int number = 2; number <= 20; number += 2 )
3.
       total += number:
                            2 + 4 + 6 + \dots + 20 = 110
     for ( int number = 2, total = 0;
4.
             number <= 20;
5.
             total += number, number += 2);
6.
                             2 + 4 + 6 + \dots + 20 = 110
7.
     for ( int number = 2, total = 0;
             number <= 20;
8.
9.
            number += 2, total += number);
```

□问题2: 计算
$$1+\frac{1}{3}+\frac{1}{5}...+\frac{1}{9}$$

□问题3: 一个人在银行存款1000.00美元,利率为5%,假设所有利息留在账号中,计算并打印出10年内每年年未的金额。用下列公式求出金额:

$$\mathbf{a} = \mathbf{p}(1+\mathbf{r})^{\mathbf{n}}$$

□其中: p是原存款额,r是年利率,n是年数,a是 年末总存款

```
// P154. Fig. 5.6
1.
2.
     // Compound interest calculations with for.
      #include <iostream>
3.
4.
      using std::cout;
      using std::endl;
5.
      using std::fixed;
6.
7.
8.
      #include <iomanip>
      using std::setw; // enables program to set a field width
9.
      using std::setprecision;
10.
11.
     #include <cmath> // standard C++ math library
12.
      using std::pow; // enables program to use function pow
13.
```

```
16
       double amount; // amount on deposit at end of each year
17
18
       double principal = 1000.0; //
                                             即设置输出数据所占的宽度
19
       double rate = .05; // interest
                                     如果输出值超出设定域宽,
20
                                   际宽度输出. 仅适用于下一次输出
21
       // display headers
22
       cout << "Year" << setw( 21 ) << "Amount on deposit" << endl;
23
24
       // set floating-point number format
                                                                     此
                                        sticky setting(粘性设置)
       cout << fixed << setprecision( 2 );</pre>
25
                                        后的输出会按照此处的设定.
                                                                     直
26
                                        到重新设定
27
       // calculate amount on deposit for
28
       for ( int year = 1; year <= 10; year++ )
29
30
         // calculate new amount for specified year
31
         amount = principal * pow( 1.0 + rate, year );
32
                                                (1.0 + rate) year
33
         // display the year and the amount
34
         cout << setw( 4 ) << year << setw( 21 ) << amount << endl;
35
       } // end for
36
37
       return 0; // indicate successful termination
38
     } // end main
```

15

int main()

#include <cmath>

- \square double pow(double x, double y);
- □计算x的y次幂
- \square pow(1.0 + rate, year)
- □ Argument Coercion, 实参的强制类型转换 (Ch6.5)

- □ 格式化流算子
- □① 带参数的流操作算子 setw(int), setprecision(int) #include<iomanip>
- □② 不带参数的流算子 fixed, left, right (缺省) #include<iostream>

- □ 格式化流算子
- □① 粘性设置(sticky setting): 可以设定程序其后 所有cout的输出格式,直到被重置,如:

setprecision(int), fixed, left, right 等等

□② 非粘性设置: 只作用在紧接着的cout输出上, 如: setw(int)



Topics



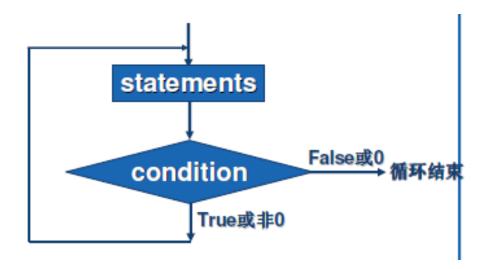
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5.5 do...while Repetition Statement



- **□ do**{
- statements
- ☐ } while (condition);





5.5 do...while Repetition Statement

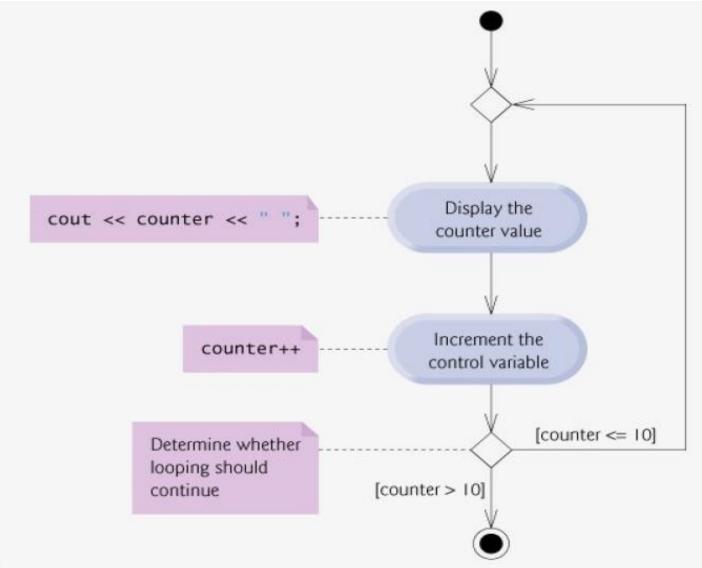


```
// P157 Fig. 5.7: fig05_07.cpp
     // do...while repetition statement.
2.
     #include <iostream>
3.
     using std::cout;
4.
5.
     using std::endl;
6.
7.
     int main()
8.
         int counter = 1; // initialize counter
9.
10.
11.
         do
12.
            cout << counter << " "; // display counter
13.
14.
            counter++; // increment counter
         } while ( counter <= 10 ); // end do...while
15.
16.
         cout << endl; // output a newline
17.
         return 0; // indicate successful termination
18.
     } // end main
```



5.5 do...while Repetition Statement







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□switch多选:根据表达式(expression)的值,执行不同的操作

```
switch ( value ){
    case 常量表达式1: 语句1
    case 常量表达式2: 语句2
    .....

    case 常量表达式n: 语句n
    default:
    语句n+1
}
```

值为整型、字符 型或枚举型

必须为常量,并 且不能有多个值 相等的case分支

□从常量表达式1开始逐个比对value的值,从与之相等的常量表达式标签(Label)处开始执行!

```
    float f = 0.3;
    switch (f) {
    case 0.1: cout << "0.1" << endl;</li>
    case 0.2: cout << "0.2" << endl;</li>
    default: cout << "default" << endl;</li>
```

- □ error C2450: switch expression of type 'float' is illegal
- □ switch()中的value必须为整型、字符型或者枚 举型的变量/表达式!

```
1. char cc = 'A';
   2. char dd = 'B';
   3. switch( cc ) {
        case 'A': cout << "A is input" <<endl;
   4.
        case(dd) cout << "B is input" << endl;
   5.
        default: cout << "default" << endl;
   6.
   7. }
error C2051: case expression not constant
□case后必须是常量表达式!
```

```
1. char cc = 'A';
2. switch( cc ) {
      case 'A': cout << "A is input" <<endl;
3.
      case 'B': cout << "B is input" << endl;
4.
      case(65): cout << "what is input?" << endl;
5.
      default: cout << "default" << endl;
6.
7. }
error C2196: case value '65' already used
□各case常量表达式的值应各不相同!
□ASCII表, P900
```

```
    char cc = 'B';
    switch(cc) {
    case 'A': cout << "A is input" << endl;</li>
    case 'B': cout << "B is input" << endl;</li>
    case 'C': cout << "C is input" << endl;</li>
    default: cout << "default" << endl;</li>
```

□从值匹配处开始执行!

B is input
C is input
default
Press any key to continue

```
1. char cc = 'B';
2. switch (cc) {
    case 'A': cout << "A is input" << endl; break;
    case 'B': cout << "B is input" << endl; break;
    case 'C': cout << "C is input" << endl; break;
5.
    default: cout << "default" << endl;
7. }
□switch一般需要与break搭配使用!
□break: 退出switch语句
```

□需求: 从键盘接受成绩输入,统计各个档次成绩的成绩数

- □输入的成绩数量不确定
 - ❖标记值控制的循环
- □成绩档次为5档
 - ❖switch多选

```
54 int grade;

60 while( (grade = cin.get()) != EOF)

61 {
```

- □从标准输入读取一个字符(如 'a')
- □将读入的字符赋值给整型变量grade,因此取该字符的ASCII码值(97)

```
54 int grade;

60 while((grade = cin.get())!= EOF)

61 {
```

□赋值表达式的值即=右边的值,EOF作为标记值(Sentinel)来判断输入是否结束。

$$a = b = c = 0;$$

```
54 int grade;
60 while( (grade = cin.get() ) != EOF)
61 {
```

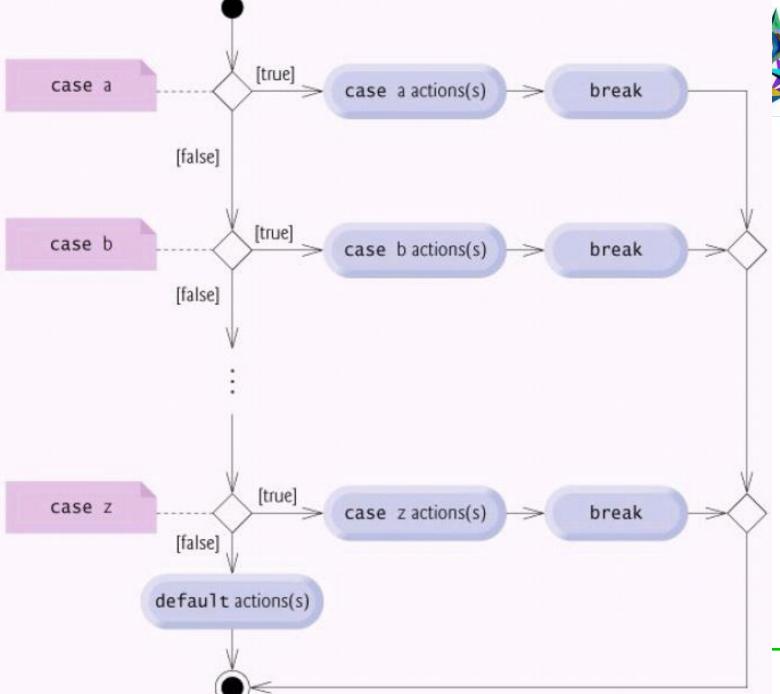
□EOF (End of File)是<iostream>头文件中定义的符号常量(Symbolic integer constant),表示文件结束.具体值是操作系统相关的,

Win32中为Ctrl+Z

#define EOF (-1)









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```
□break:立即退出最内层的
    switch/while/for/do...while语句,执行后续语句
// P165, Fig. 5.13
   for ( count = 1; count <= 10; count++ ) // loop 10 times
12
      if ( count == 5 )
13
        break; // break loop only if count is 5
14
15
                                1234
      cout << count << " ";
16
                                Broke out of loop at count = 5
   } // end for
17
18
   cout << "\nBroke out of loop at count = " << count << endl;
19
```





```
i = 1:
1. for (int i = 1; i \le 5; i++)
                                               1234
                                               Broke out of loop at count = 5
2. {
                                               i = 2:
3. cout << "i = " << i << ":" << endl;
                                               1234
4. for (int count = 1; count \leq 10; count + Broke out of loop at count = 5
                                              i = 3:
5. {
                                               1234
     if ( count == 5 ) break; // if count is 5 Broke out of loop at count = 5
                                               i = 4:
7. cout << count << '' '';
                                               1234
Broke out of loop at count = 5
                                              i = 5:
     cout << "\nBroke out of loop at count</pre>
                                               1234
10. } // end outer for
                                               Broke out of loop at count = 5
11. cout << "Cannot break to here!" <<en Cannot break to here!
```





□ continue: 跳过最内层while/for/do...while 结构的剩余语句,执行下一次循环.

```
1. for (int count = 1; count <= 10; count++)
2. {
      if ( count == 5 ) // if count is 5,
        continue; // skip remaining code in loop
                                  (0) \longrightarrow (1) \longleftarrow (3)
      (2)
    cout << count << " ";
6. } // end for
                    1234678910
```





```
1. int count = 0;
2. while (count <= 9)
3. {
4.
     if (count \neq = 5) // if count is 5,
5.
       continue;
     count++; // 死循环, 不应跳过下一次循环准备
7.
    cout << count << " ";
8.
9. } // end while
                            1234678910
```





```
1. int count = 0;
                          1234678910
2.
3. do{
     count++;
     if ( count == 5 ) // if count is 5,
       continue;
6.
7.
     cout << count <
8.
9. } while (count <= 9)
```





- □break: 跳出所在的语句体,执行后续语句
- □continue: 返回至循环头部, 执行下次循环
- □•for 返回至for头部的下一次循环准备
- □• while 返回至while头部的循环条件判断
- □• do...while 返回至while头部的循环条件判断



i = 1:

```
1234
1. for (int i = 1; i \le 5; i++)
                                              Broke out of loop at count = 5
2. {
   if (i==2) continue;
3. cout << "i = " << i << ":" << endl;
                                              i = 3:
                                              1234
4. for (int count = 1; count \leq 10; count+
                                              Broke out of loop at count = 5
5. {
                                              i = 4:
                                              1234
     if ( count == 5 ) break; // if count is 5
                                              Broke out of loop at count = 5
7. cout << count << '' '';
                                              i = 5:
                                              1234
Broke out of loop at count = 5
9. cout << ''\nBroke out of loop at count =
                                              Cannot break to here!
10. } // end outer for
```

11. cout << "Cannot break to here!" << endl;

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- **□** 5.6 switch Multiple-Selection Statement
- **□** 5.7 break and continue Statements
- **□** 5.8 Logical Operators
- □ 5.9 Confusing Equality (==) and Assignment (=)
 Operators
- **□** 5.10 Structured Programming Summary





- □多个逻辑表达式值同时为TRUE,才为TRUE
- □真值表(Truth Table)

expression1	expression2	expression1 && expression2	
false	false	false	
false	true	false	
true	false	false	
<u>true</u>	<u>true</u>	<u>true</u>	





- 1. int a = 2, b = 3, c = 3;
- 2. if (a == 1 && b++ >= 2 && c==3){
- 3. C++;
- 4.

$$b = 3, c = 3$$

- 5. cout << "b = " << b << ", c = " << c << endl;
 - □多个逻辑表达式,从左至右依次求值
 - □ 短路求值(short-circuit evaluation)
 - ❖若a不等于1,那么整个表达式值肯定为false,此时后续两个逻辑表达式不做计算
 - ❖副作用





- □多个逻辑表达式值只有全部为False,才False
- □真值表(Truth Table)

expression1	expression2	expression1 expression2		
<u>false</u>	<u>false</u>	<u>false</u>		
false	true	true		
true	false	true		
true	true	true		





- int a = 2, b = 3, c = 3;
 if (a == 2 || b++ >= 2 || c==3) {
 c++;
 }
 cout << "b = " << b << ", c = " << c << endl;
- □ 多个逻辑表达式,从左至右依次求值,只要有一个为True,则True
- □ 短路求值(short-circuit evaluation)
 - ❖若a等于2,那么整个表达式值肯定为true,此时后续两个逻辑表达式不做计算
 - ❖副作用





```
if ( !( grade == sentinelValue ) )
  cout << "The next grade is " << grade << endl;

if ( grade != sentinelValue )
  cout << "The next grade is " << grade << endl;</pre>
```

□取反,真值表(Truth Table)

expression	!expression	
false	true	
true	false	





Operators						Associativity	Туре
()						left to right	parentheses
++	-	static_cast< type >()				left to right	unary (postfix)
++	1	+	-	(!)		right to left	unary (prefix)
*	1	%				left to right	multiplicative
+	-					left to right	additive
<<	^					left to right	insertion/extraction
<	۳	>	>=			left to right	relational
==	!=					left to right	equality
8.8						left to right	logical AND
						left to right	logical OR
?:						right to left	conditional
=	ļ.	-=	*=	/=	% =	right to left	assignment
,						left to right	comma





□要求1≤month≤ 12, 否则赋值为1

```
☐ if(! (1 <= month && month <= 12) )

month = 1;

☐ if( month < 1 || month > 12 )

month = 1;
```





- 2. << ", False = " << false << endl;
- 3. cout << boolalpha
- 4. << "True = " << true
- 5. << ", False = " << false << endl;
- □ 没有参数的流操作算子,粘性设置!

True = 1, False = 0
True = true, False = false



Topics



- 5.1 Introduction
- **□** 5.2 Essentials of Counter-Controlled Repetition
- **□** 5.3 for Repetition Statement
- □ 5.4 Examples Using the for Statement
- **□** 5.5 do...while Repetition Statement
- **□** 5.6 switch Multiple-Selection Statement
- **□** 5.7 break and continue Statements
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5.9 Confusing Equality (==) and Assignment (=) Operators

- 1. if (payCode = 4) // Logic Error
- cout << "You get a bonus!" << endl;
- 3. if (payCode == 4)
- 4. cout << "You get a bonus!" << endl;
- □易产生混淆的原因:
- □ 任何具有值的表达式都可以作为判断语句的条件
- □ 任何赋值语句都具有值,即赋值于该变量的值

5.9 Confusing Equality (==) and Assignment (=) Operators

```
payCode = 4;
```

- □ 变量Variable: 左值(lvalues) □ 常量Constant: 右值(rvalues)
- 一般是指可以搁在赋值表达式的 只能搁在赋值表达式的右边 左边

if (4 == payCode) // 建议
cout << "You get a bonus!" << endl;
if (4 = payCode) // 编译错误
cout << "You get a bonus!" << endl;

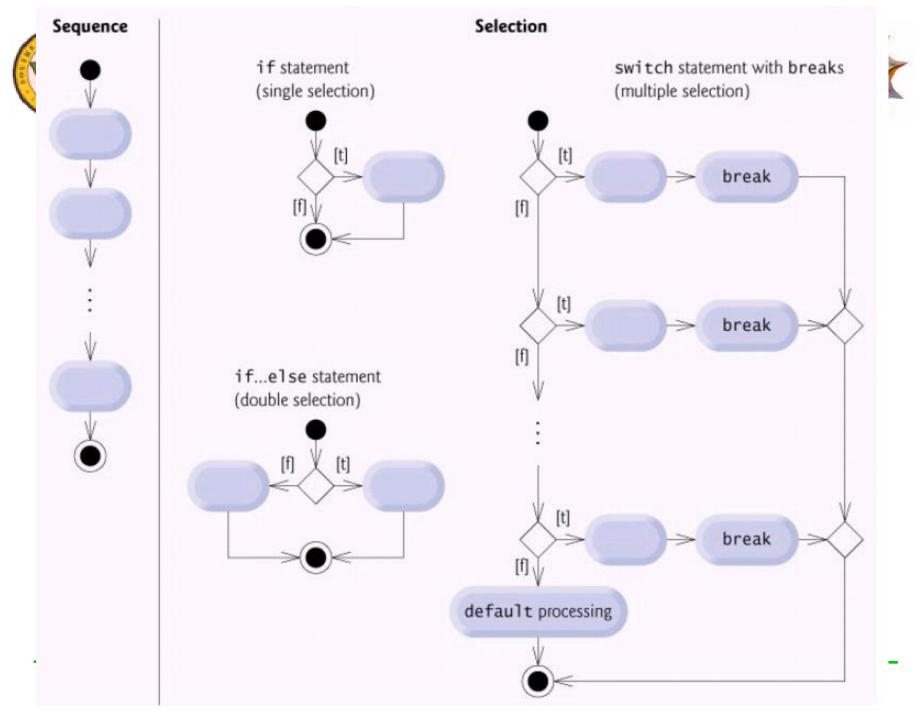
error C2106: '=' : left operand must be I-value



Topics



- 5.1 Introduction
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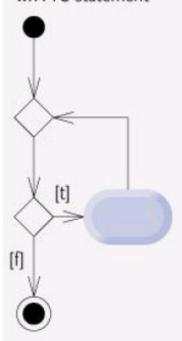




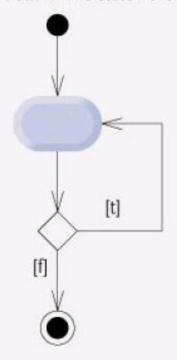


Repetition

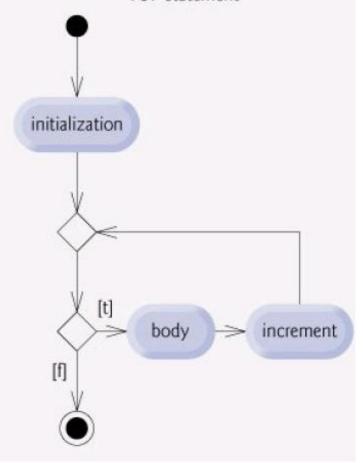
while statement



do...while statement



for statement





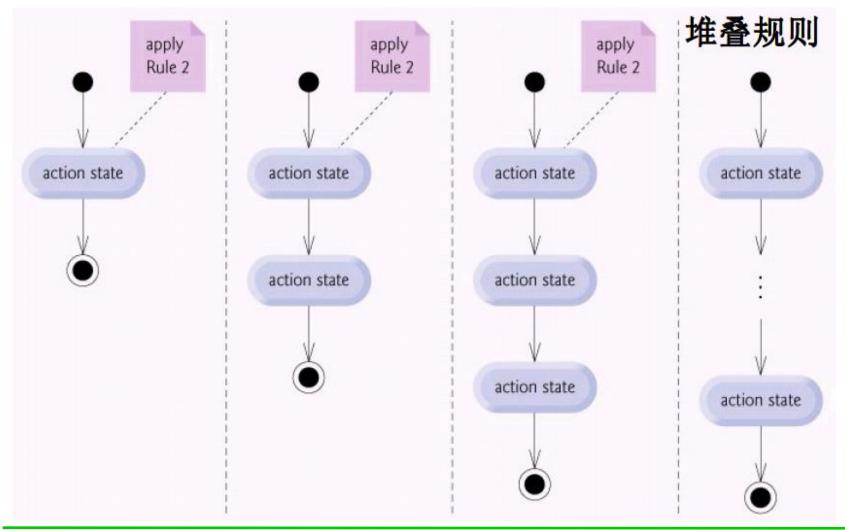


Rules for Forming Structured Programs

- 1 Begin with the "simplest activity diagram".
- ② 堆叠规则: Any action state can be replaced by two action states in sequence.
- ③ 嵌套规则: Any action state can be replaced by any control statement (sequence, if, if...else, switch, while, do...while or for).
- 4 Rules 2 and 3 can be applied as often as you like and in any order.

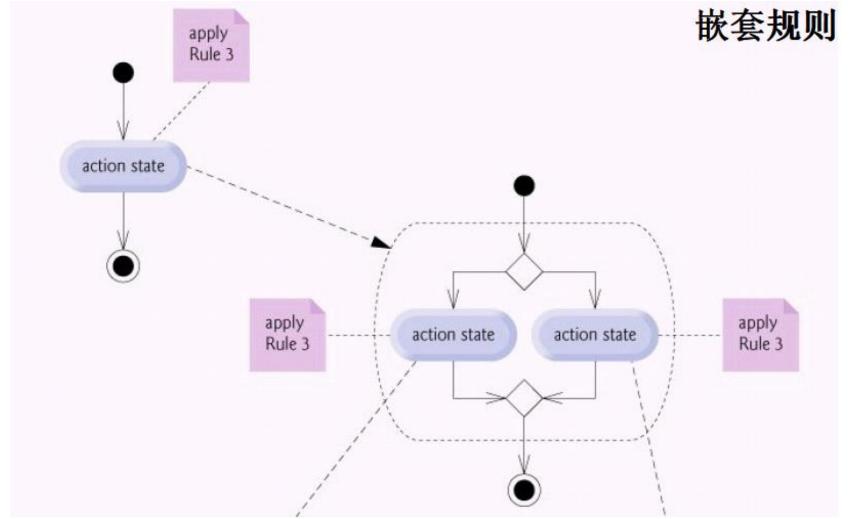




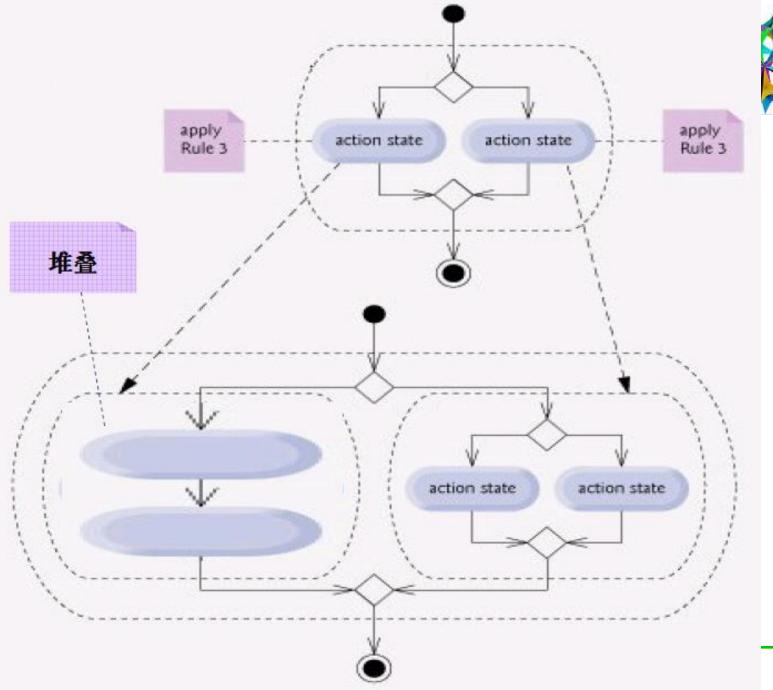
















- □结构化编程的优势在于:我们可以仅使用7个单入口-单出口的控制语句,并以堆叠和嵌套两种方式组合,即可设计出任何程序逻辑!
- □进一步,实际上:
 - ❖if语句可以实现if...else、switch的程序控制功能
 - ❖while语句可以实现for、do...while的程序控制功能



Homework



- □实验必选题目:
- **□** 5.19, 5.23
- □实验任选题目:

- □作业题目(Homework):
- **□** 5.4, 5.5, 5.26