

# Control Structures

- A program can proceed:
  - Sequentially
  - Selectively (branch) - making a choice
  - Repetitively (iteratively) - looping

# Conditional Execution

- `if` is a reserved word
- The most basic syntax for `if`:

```
if( condition )  
    {statement;}
```
- The statement is executed if the condition evaluates to `true`
- The statement is bypassed if the condition evaluates to `false`

# **bool** Data Type and Conditions

- A condition can be a `bool` variable
- The data type `bool` has logical (Boolean) values `true` and `false`
- `bool`, `true`, and `false` are reserved words
- The identifier `true` has the value 1
- The identifier `false` has the value 0

# `int` Data Type and Conditions

- Earlier versions of C++ did not provide built-in data types that had Boolean values
- Logical expressions evaluate to either 1 or 0
  - The value of a logical expression was stored in a variable of the data type `int`
- You can use the `int` data type as a condition

# Logical Expressions

- General syntax for `if`:

```
if( logical-expression )  
    statement
```

- A logical expression is any expression that evaluates to `true` or `false`
  - A literal (anything but `0` is true)
  - A variable (any built-in type)
  - A function (should return `bool` or `int`)
  - Any expression that evaluates to `bool` or `int`

# Logical Expressions

- Arithmetic expressions
  - Built with arithmetic operators
  - Evaluate to numbers (integer or floating-point)

`3 + 5`

`(7 / 2) * 4.0`

- Logical expressions
  - Built with relational operators
  - Evaluate to `true` or `false`

`3 == 3`

`"hello" < "goodbye"`

# Relational Operators

TABLE 4-1 Relational Operators in C++

Operator	Description
==	equal to
!=	not equal to
<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to

# Comparing Numbers

- Integer and floating-point types can be compared
  - `8 < 15` evaluates to `true`
  - `6 != 6` evaluates to `false`
  - `2.5 > 5.8` evaluates to `false`
  - `5.9 <= 7` evaluates to `true`



# Comparing Characters

TABLE 4-2 Evaluating Expressions Using Relational Operators and the ASCII Collating Sequence

Expression	Value of Expression	Explanation
' ' < 'a'	true	The ASCII value of ' ' is 32, and the ASCII value of 'a' is 97. Because 32 < 97 is true, it follows that ' ' < 'a' is true.
'R' > 'T'	false	The ASCII value of 'R' is 82, and the ASCII value of 'T' is 84. Because 82 > 84 is false, it follows that 'R' > 'T' is false.
'+' < '*'	false	The ASCII value of '+' is 43, and the ASCII value of '*' is 42. Because 43 < 42 is false, it follows that '+' < '*' is false.
'6' <= '>'	true	The ASCII value of '6' is 54, and the ASCII value of '>' is 62. Because 54 <= 62 is true, it follows that '6' <= '>' is true.

# Comparing strings

- Relational operators can be applied to strings
- Strings are compared character by character, starting with the first character
- Comparison continues until either a mismatch is found or all characters are found equal
- If two strings of different lengths are compared and the comparison is equal to the last character of the shorter string
  - The shorter string is less than the larger string
- Note: this does not work for comparing 2 string literals!

# Examples

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## EXAMPLE 4-9

```
if (score >= 60)
    grade = 'P';
```

In this code, if the expression `(score >= 60)` evaluates to **true**, the assignment statement, `grade = 'P';`, executes. If the expression evaluates to **false**, the statements (if any) following the **if** structure execute. For example, if the value of `score` is 65, the value assigned to the variable `grade` is 'P'.

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## EXAMPLE 4-10

The following C++ program finds the absolute value of an integer:

**//Program: Absolute value of an integer**

```
#include <iostream>

using namespace std;

int main()
{
    int number, temp;

    cout << "Line 1: Enter an integer: ";           //Line 1
    cin >> number;                                   //Line 2
    cout << endl;                                    //Line 3

    temp = number;                                   //Line 4

    if (number < 0)                                   //Line 5
        number = -number;                           //Line 6

    cout << "Line 7: The absolute value of "
         << temp << " is " << number << endl;      //Line 7

    return 0;
}
```

**Sample Run:** In this sample run, the user input is shaded.

Line 1: Enter an integer: -6734

Line 7: The absolute value of -6734 is 6734

# Common Syntax Errors

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## EXAMPLE 4-11

Consider the following statement:

```
if score >= 60      //syntax error
    grade = 'P';
```

This statement illustrates an incorrect version of an **if** statement. The parentheses around the logical expression are missing, which is a syntax error.

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## EXAMPLE 4-12

Consider the following C++ statements:

```
if (score >= 60);      //Line 1
    grade = 'P';      //Line 2
```

Because there is a semicolon at the end of the expression (see Line 1), the **if** statement in Line 1 terminates. The action of this **if** statement is null, and the statement in Line 2 is not part of the **if** statement in Line 1. Hence, the statement in Line 2 executes regardless of how the **if** statement evaluates.

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# Two-way Conditional Execution

- `if` can be paired with `else`

```
if( logical-expression )  
    statement1  
else  
    statement2
```

- If the condition is `true`, `statement1` is executed
- If the condition is `false`, `statement2` is executed