Break and Continue

Coding Practices

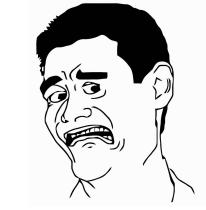
- "Good Code"
 - Easy to understand
 - Easy to read
 - If you had to give it to someone who didn't know what you were working on, they could figure it out in <5 minutes



Coding Practices

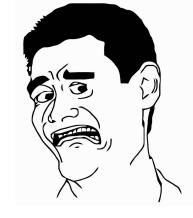
- "Bad Code"
 - Opposite of good code
 - Still compiles, but is extremely difficult to figure out what it does

- International Obfuscated C Code Contest
 - http://www.ioccc.org/



Break / Continue

 Provide ways to stop a loop BESIDES the terminating condition



- Usually considered "bad code"
 - Loops "should" have only one way to exit (the termination condition)
 - BUT there are some situations where it comes in handy...

Break

 Causes the loop to end IMMEDIATELY whenever the command *break*; is executed

```
int i;
for (i = 0; i < 10; i++) {
   if (i == 5) {
      break;
```



Break

• Visualization: http://cscircles.cemc.uwaterloo.ca/7c-loops/

```
int i;
for (i = 0; i < 10; i++) {
   if (i == 5) {
      break;
```



Prime Numbers



- Numbers that cannot be divided by anything other than themselves and 1
 - o Ex: 1, 3, 5, 7, 11, 13, 17, 23, etc...

- Writing a code that can calculate prime numbers can use a break statement
 - There are better ways to do this...but this is one example

Continue

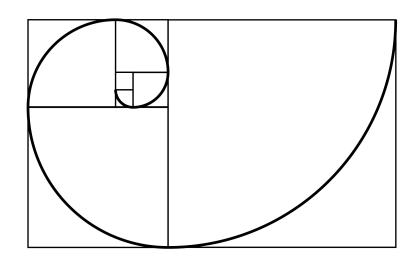
 Causes the remainder of a single repetition to be skipped

```
int i;
for (i = 0; i < 10; i++) {
   if (i == 5) {
      continue;
   printf("%d\n", i);
```



Fibonacci Numbers

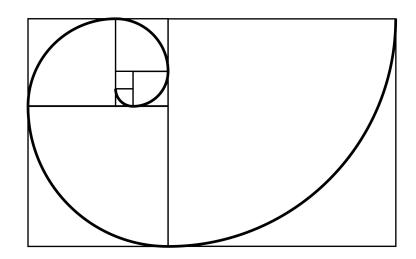
• 1, 1, 2, 3, 5, 8, 13...



What comes next / What is the pattern?

Fibonacci Numbers

• 1, 1, 2, 3, 5, 8, 13...



- Creating a fibonacci sequence of length n can use a break statement
 - There are better and more efficient ways to do this...but this is one way

Continue Coding Challenge

You are in charge of counting down a NASA liftoff

→ but there is a specific script that you have to
follow. You have to say

10, 9, 8, Main engines start, 6, 5, 4, 3, 2, 1, Liftoff

, exactly in that order. Your job is to make a for loop that counts down from 10-0 and prints out your exact script.

