Tutorial 2 Control and Iterations

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bool

```
#include<stdbool.h>
#include <stdio.h>
int main()
    bool a;
    int b;
                                     b = 0;
    for(a=0; a<10;a++)
                        <----- infinite loop
        b++;
        printf("%d %d\n", a, b);
```

Exercise 1:

Assume i=5, j=7, k=4 and m=-2. What does each of the following print?

- a) printf("%d", i==5);
- b) printf("%d", j!=3);
- c) printf("%d", i>=5 && j<4);
- d) printf("%d", !m && k>m);
- e) printf("%d", !k || m);
- f) printf("%d", k-m<j || 5-j>=k);
- g) printf("%d", j+m<=i && !0);
- h) printf("%d", !(j-m));
- i) printf("%d", !(k>m));

Control

if
else
else if
switch

```
if(a!=b)
   if(a>b)
         printf("a>b\n");
   else if(a=0)
         printf("a=0\n");
else if(a==0)
   printf("a=b=0\n");
else
   printf("a=%d\n",a);
```

Exercise 2

```
#include <stdio.h>
int main()
   int a = 10;
   if(!a)
      printf("True\n");
   else
      printf("False\n");
   while(a)
      printf("%d\n", a);
      a--;
```

goto

Allows you to 'jump' to somewhere in a program

```
xx:
...

if(a>b)
goto xx;
```

Iteration

while do while for

```
int i=0;
while(i<10)
   printf("%d", i);
do
   i++;
} while(i<10);
for(i=0; i<10; i++)
    •••
```

Break and continue

```
while(true)
{
  if (someone_has_won() || someone_wants_to_quit() == TRUE)
  {break;}
  take_turn(player1);
  take_turn(player2);
}
```

```
for (player = 1; player<100; player++)
{
    if (player > total_number_of_players)
    {break;}
    if (is_bankrupt(player))
    {continue;}
    take_turn(player);
}
```

Frequent mistakes

Three elements in an iteration:

Initial value
Exit condition
Increment

```
for(i=0; i<10; i++)
{
    printf("%d\n",i);
}
do
{
    printf("%d\n",i);
    i++;
} while(i<10);</pre>
```

Frequent mistakes

Infinite loop: exit condition will never be met No loop:

```
i = 0;
do
   printf("%d\n",i);
} while(i<10);
for(i=0; i>10; i++)
   printf("%d\n",i);
```

```
4.8
```

```
#include <stdio.h>
     int main(void)
        int x, i, j;
        // prompt user for input
        printf("%s", "Enter an integer in the range 1-20:");
        scanf("%d", &x); // read values for x
        for (i = 1; i <= x; i++) { // count from 1 to x
           for (j = 1; j \le x; j++) { // count from 1 to x}
 9
              if (j==i)
10
                   printf("%c", '@'); // output @
H
              else
12
                   printf(" ");
13
           } // end inner for
14
           printf("\n");
15
      } // end outer for
16
    } // end of main
17
```

Exercise 4

• Design a program to create a menu like this:

```
😿 << Waiting for Input >>
Main Menu
  Load Data From File
  Save Current Data to File
  View Students
  Add Student
  Delete Student
  Show Class Stats
  Show Final Grades
: Quit
```