Programming – 08/10/19

* Example Code – Showing an and condition operation.

int a = 0;

int b = 0;

if (a == 0 && b == 0)

{

printf(“Both a and B are zero”);

}

* Example code – Showing an OR condition operation.

If (a == 0 || b == 0)

{

printf(“Either a is zero or b is zero”);

}

* Example code – Showing a not operation so (A is NOT equal to zero)

If (!(a == 0))

{

printf(“Either a is zero or b is zero”);

}

* Example code – Nested IF statement.

Int a = 0;

Int b = 0;

If (a == 0)

{

If (b == 0)

{

Printf(“Both a and b are zero”);

} // end inside if

} // end outside if

* Try not to go more then three levels deep with an if statement. It’s terrible to debug.
* The switch statement is used as an alternative to multiple if-else statements.
* ^ Executes way faster then multiple IF/ELSE variables.
* Example code – switch statements

// Program that uses a switch statement.

#include <stdio.h>

Int main()

{

char my-op;

printf(“Please enter a mathematical operator”);

scanf(“%1s”, &my-op);

switch (my-op)

{

Case ‘+’ :

{

Printf(“You entered a plus\n”);

Break;

}

Case ‘-‘ :

{

Printf(“You entered a minus\n);

Break;

}

Case ‘\*’ :

{

Printf(“You entered a multiplication sign\n):

Break;

}

Default:

{

Printf(“Invalid operator entered”);

}

} // End switch

} // End main

* Switches can only be shorts, int, long, or char.
* Cannot be multiple variables, can only be ONE variable.
* Switch statements will not work with floats