Tute 3 COMP1511 22T3

Jack Robbers

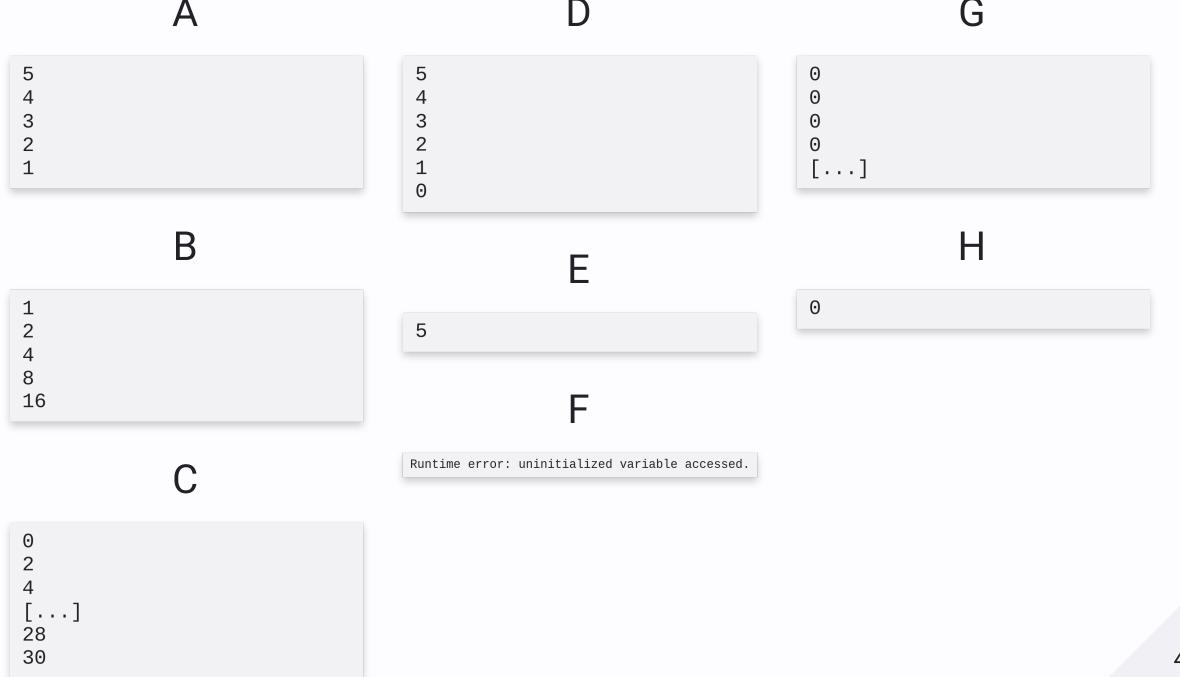
content

- while loops
- enums and structs
- variable names

1D while loops

stions

easiest to look at https://cgi.cse.unsw.edu.au/~cs1511/23T1/tut/03/que



2D while loops

stions

easiest to look at https://cgi.cse.unsw.edu.au/~cs1511/23T1/tut/03/que

```
int row = 0;
while (row < SIZE) {
   int col = 0;
   while (col < SIZE) {
      printf("X");
      col = col + 1;
   }
   printf("\n");
   row = row + 1;
}</pre>
```

B 0XXX OXOX 0X0X XXOX 0X0XXX0X XXX0 OXOX 0X00 XXXX XXXX X00X X00X 0X00 0X00 XXXX

enums and structs

in your groups, come up with a struct and accompanying enum(s) to describe a menu item at a resturant.

e.g

```
struct menu_item {
    double price
    enum course course
};

enum course {
    BREAKFAST,
    LUNCH,
    DINNER
};
```

structs

a way of grouping related information together

enums

for different options for what the value of something could be

variable names

In your groups, come up with at few variable names for each category (if will likely fall into multiple)

- valid
- invalid
- bad style
- good style

variable name rules

Valid C:

- can only contain letters, numbers, or underscores.
- must not start with a number.
- cannot be a reserved keyword (e.g return)

Good style:

- use snake_case
- be descriptive or conventional (e.g i in loops)
- #defines in SHOUTING_SNAKE_CASE.