# Tute 3 COMP1511 23T1

**Jack Robbers** 

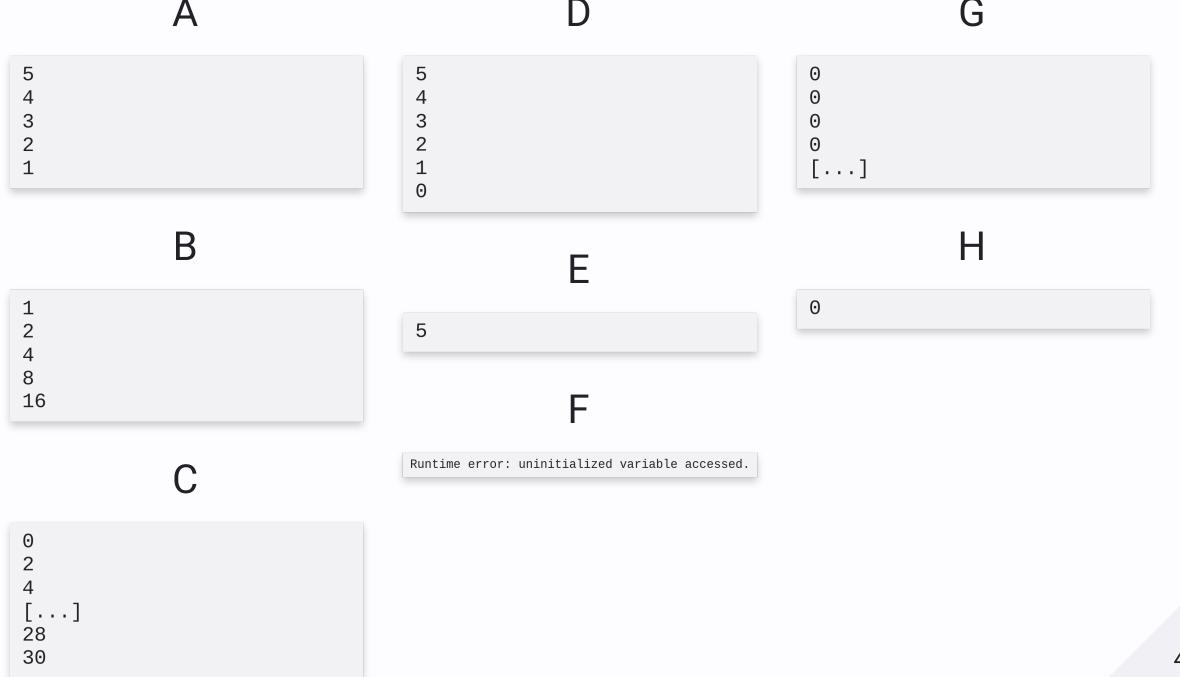
## content

- 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.