

# **Tute 3**

**COMP1511 22T3**

**Jack Robbers**

# content

- while loops
- enums and structs
- variable names

# 1D while loops

easiest to look at

<https://cgi.cse.unsw.edu.au/~cs1511/23T1/tut/03/questions>

0  
2  
4  
[...]  
28  
30

</div> <div>  
D

5  
4  
3  
2  
1  
0

E

5

# 2D while loops

easiest to look at

<https://cgi.cse.unsw.edu.au/~cs1511/23T1/tut/03/questions>

XXX0

C

0X00  
XXXX  
0X00  
0X00

</div> <div>

B

0X0X  
0X0X  
0X0X  
0X0X

D

# enums and structs

<div class=columns> <div> in your groups, come up with a struct and accompanying enum(s) to describe a menu item at a restaurant. </div> <div>

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.

## Good style:

- use snake\_case
- be descriptive or conventional (e.g `i` in loops)
- #defines in SHOUTING\_SNAKE\_CASE.