#### Conditionals

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#### 1. If-then-else

A conditional is a test: 'if something is true, then do this, otherwise maybe do something else'. The C++ syntax is

```
if ( something ) {
   // do something;
} else {
   // do otherwise;
}
```

- The 'else' part is optional
- You can leave out braces in case of single statement.



### 2. Complicated conditionals

Chain:

```
if ( /* some test */ ) {
} else if ( /* other test */ ) {
Nest:
if ( /* some test */ ) {
  if ( /* other test */ ) {
 } else {
    . . .
```



# 3. Comparison and logical operators

Here are the most common logic operators and comparison operators:

Operator	meaning	example
==	equals	x==y-1
!=	not equals	x*x!=5
>	greater	y>x-1
>=	greater or equal	sqrt(y) > = 7
<,<=	less, less equal	
&&,	and, or	x<1 && x>0
and,or	and, or	x<1 and $x>0$
!	not	!( x>1 && x<2 )
not		not (x>1 and x<2)

*Precedence* rules of operators are common sense. When in doubt, use parentheses.



#### Exercise 1

The following code claims to detect if an integer has more than 2 digits.

```
Output:
... with 50 as input
....
... with 150 as input
....
That number 150 had
more than 2 digits
```

Fix the small error in this code. Also add an 'else' part that prints if a number is negative.

You can base this off the file if.cxx in the repository



### Review quiz 1

#### True or false?

- The tests if (i>0) and if (0<i) are equivalent.
   <pre>/poll "Same tests: 'i>0' and '0<i' ?" "T" "F"</pre>
- The test

```
if (i<0 && i>1)
cout << "foo"
```

prints foo if i<0 and also if i>1. /poll "'if (i<0 && i>1)' is true if i negative and if i greater than one" "T" "F"

The test

```
if (0<i<1)
  cout << "foo"</pre>
```

prints foo if *i* is between zero and one. /poll "'if (0<i<1)' true if i between 0 and 1" "T" "F"



## Review quiz 2

Any comments on the following?

```
bool x;
// ... code with x ...
if ( x == true )
   // do something
```



#### Exercise 2

Read in an integer. If it is even, print 'even', otherwise print 'odd':

```
if ( /* your test here */ )
   cout << "even" << '\n';
else
   cout << "odd" << '\n';</pre>
```

Then, rewrite your test so that the true branch corresponds to the odd case.



### Exercise 3

Read in a positive integer. If it's a multiple of three print 'Fizz!'; if it's a multiple of five print 'Buzz!'. It is a multiple of both three and five print 'Fizzbuzz!'. Otherwise print nothing.

#### Note:

- Capitalization.
- Exclamation mark.
- Your program should display at most one line of output.



### Turn it in!

- If you have compiled your program, do: coe\_fizzbuzz yourprogram.cc
   where 'yourprogram.cc' stands for the name of your source file.
- Is it reporting that your program is correct? If so, do: coe\_fizzbuzz -s yourprogram.cc where the -s flag stands for 'submit'.

Note: this will send your file to the instructors with a **time stamp**. If you submit again after the deadline, you will be recorded as a late submission.



## **Prime Project Exercise 4**

Read two numbers and print a message stating whether the second is as divisor of the first:

```
Code:
1 int number, divisor;
2 bool is a divisor:
3 /* ... */
4 if (
5 /* ... */
    ) {
  cout << "Indeed, " << divisor</pre>
           << " is a divisor of "
           << number << '\n':
10 } else {
      cout << "No, " << divisor</pre>
11
           << " is not a divisor of "
12
           << number << '\n':
13
14
   }
```

```
Output:
( echo 6 ; echo 2 ) |
     divisiontest.
Enter a number:
Enter a trial divisor:
Indeed, 2 is a divisor
     of 6
( echo 9 : echo 2 ) |
     divisiontest
Enter a number:
Enter a trial divisor:
No, 2 is not a divisor
    of 9
```



### 4. Switch statement example

Cases are executed consecutively until you 'break' out of the switch statement:

```
Code:
1 switch (n) {
2 case 1 :
3 case 2 :
4   cout << "very small" << '\n';
5   break;
6 case 3 :
7   cout << "trinity" << '\n';
8   break;
9 default :
10   cout << "large" << '\n';
11 }</pre>
```

```
Output:

for v in 1 2 3 4 5 ; do \
echo $v | ./switch
; \
done
very small
very small
trinity
large
large
```



### 5. Local variables in conditionals

The curly brackets in a conditional allow you to define local variables:

```
if ( something ) {
   int i;
   .... do something with i
}
// the variable `i' has gone away.
```

Good practice: only define variable where needed.

Braces induce a scope.

