

**IT1010 – Introduction to Programming****Semester 1, 2023****Objectives:**

At the end of the class the students should be able to:

- Write and debug while, do ..while and for loops

**Exercise 1**

1. This is a sample C program that displays numbers from 1 to 4 using *while* repetition control structure.

Using the debugging option, observe how the control value changes in given loop.

```
//This program displays numbers from 1 to 4 #include <stdio.h>
int main(void)
{
    int count = 1;
    while(count <= 4)
    {
        printf("%d\t", count); count++;
    }
    return 0;
}
```

**Step 01**

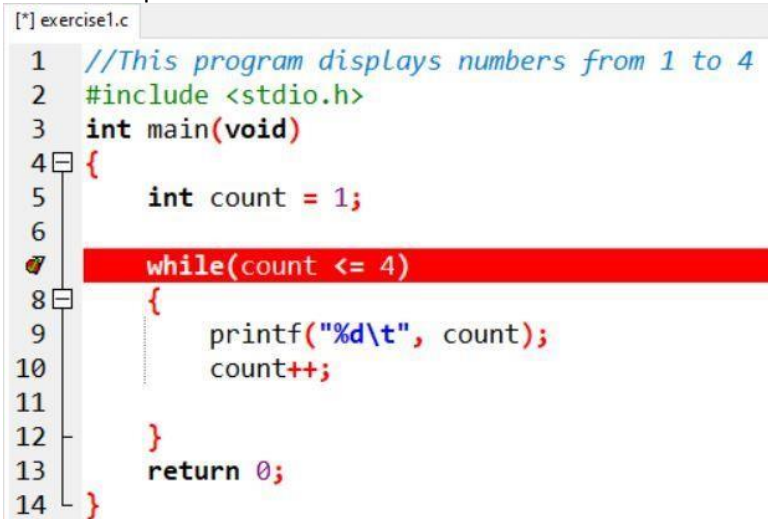
Type the above sample code and save the program as **exercise1.c** in folder **Lab05** in the desktop

**Step 02**

Compile and run the program

**Step 03**

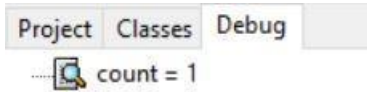
Set a break point at the line no. 07.



```
[*] exercise1.c
1 //This program displays numbers from 1 to 4
2 #include <stdio.h>
3 int main(void)
4 {
5     int count = 1;
6     while(count <= 4)
7     {
8         printf("%d\t", count);
9         count++;
10    }
11    return 0;
12 }
13 }
14 }
```

**Step 04**

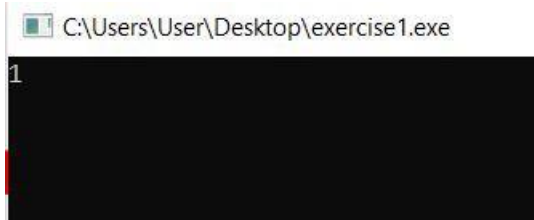
Using debugging option, add a watch to the variable called count.

**Step 05**

Using next line button, execute next statement. Then, the statement in line no. 7 will be executed. Here, the loop condition will be tested for the first time and  $(1 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 06**

Use next line button again to execute next statement. Then, the statement in line no. 9 will be executed. In output window, "1" will be printed.

**Step 07**

Using next line button, execute next statement. Then, the statement in line no. 10 will be executed. The value of countvariable will be changed to 2.



First repetition will be completed.

**Step 08**

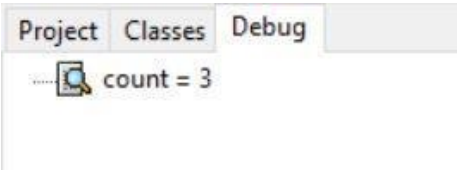
Using next line button, execute next statement. Then, the statement in line no. 7 will be executed again. Here, the loop condition will be tested for the second time and  $(2 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 09**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "2" will be printed.

  
C:\Users\User\Desktop\exercise1.exe  
1      2**Step 10**

Using next line button, execute next statement. Then, the statement in line no. 10 will be executed again. The value of countvariable will be changed to 3.

  
Project   Classes   Debug  
count = 3

Second repetition will be completed.

**Step 11**

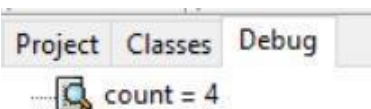
Using next line button, execute next statement. Then, the statement in line no. 7 will be executed again. Here, the loop condition will be tested for the third time and  $(3 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 12**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "3" will be printed.

  
C:\Users\User\Desktop\exercise1.exe  
1      2      3**Step 13**

Using next line button, execute next statement. Then, the statement in line no. 10 will be executed again. The value of countvariable will be changed to 4.

  
Project   Classes   Debug  
count = 4

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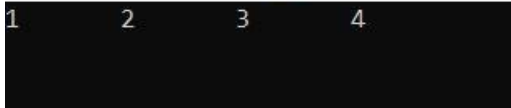
Third repetition will be completed.

**Step 14**

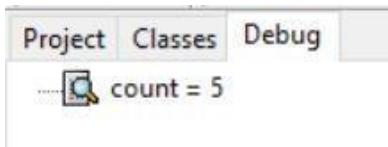
Using next line button, execute next statement. Then, the statement in line no. 7 will be executed again. Here, the loop condition will be tested for the fourth time and  $(4 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 15**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "4" will be printed.

**Step 16**

Using next line button, execute next statement. Then, the statement in line no. 10 will be executed again. The value of countvariable will be changed to 5.



Fourth repetition will be completed.

**Step 17**

Using next line button, execute next statement. Then, the statement in line no. 7 will be executed again. Here, the loop condition will be tested for the fifth time. But  $(5 \leq 4)$  will be false. So that, the repetition will be terminated.

**Step 18**

Using next line button, execute next statement. Then, the statement in line no. 13 will be executed. Then, your program execution will be terminated.

Here, you can observe how control variable values are changed within the loop and how loop condition tested. There will be four repetitions and the loop condition will be tested five times.

**Step 19**

Using **Stop Execution** button, stop debugging process.

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2. Type the following program and save the program as **exercise1A.c** in folder **Lab05** in the desktop

```
#include <stdio.h> int
main(void)
{
    int count = 1;
    while(count <= 20)
    {
        printf("%d\t", count); count+=2;
    }
    return 0;
}
```

Debug the above program and answer the following questions.

- What are the values taken by count variable during the execution of the program.
- How many times the while condition will be checked during the execution of program.

**Exercise 2**

1. This is a sample C program to input integer numbers from the keyboard and display until user inputs -1.

Using debugging option, observe the variable value changes in the given loop.

```
/*This is a sample C program to input integer numbers from the keyboard and
display until user inputs -1*/ #include <stdio.h>
int main(void)
{
    int number;
    printf("Enter number : "); scanf("%d",
    &number);
    while(number != -1)
    {
        printf("%d\n", number);
        printf("Enter number : "); scanf("%d",
        &number);
    }
    return 0;
}
```

**Step 01**

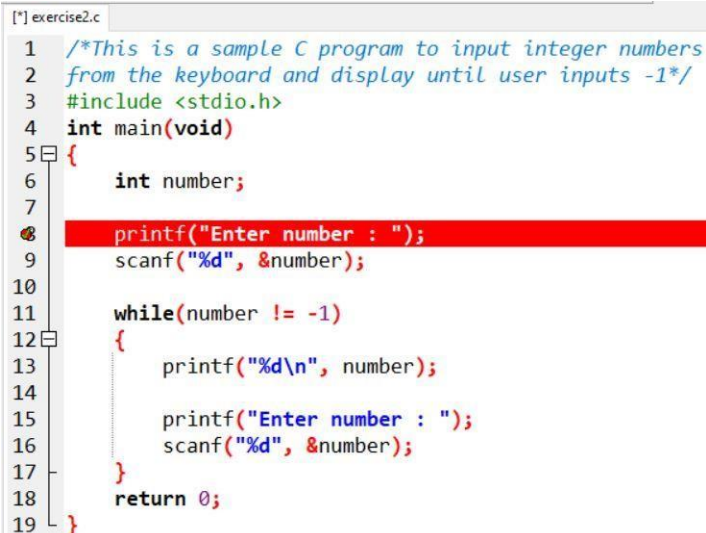
Type the above sample program and save the program as **exercise2.c**

**Step 02**

Compile and run the program

**Step 03**

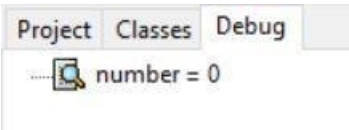
Set a break point at the line no. 08



```
1  /*This is a sample C program to input integer numbers
2  from the keyboard and display until user inputs -1*/
3  #include <stdio.h>
4  int main(void)
5  {
6      int number;
7
8      printf("Enter number : ");
9      scanf("%d", &number);
10
11     while(number != -1)
12     {
13         printf("%d\n", number);
14
15         printf("Enter number : ");
16         scanf("%d", &number);
17     }
18     return 0;
19 }
```

**Step 04**

Using debugging option, add a watch to the variable called number.



Project Classes Debug

number = 0

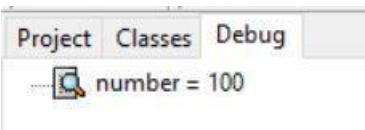
**Step 05**

Using next line button, execute next statement. Then, the statement in line no. 8 will be executed. In output window, "Enter number :" will be printed.

**Step 06**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed. In output window, you can input 100 as the first user input.

Then, number variable value will be changed.



Project Classes Debug

number = 100

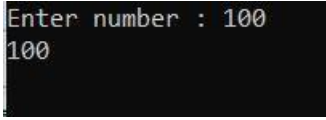
**Step 07**

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Using next line button, execute next statement. Then, the statement in line no. 11 will be executed. Here, the loop condition will be tested for the first time and  $(100 \neq -1)$  will be true. So that, the statements in loop will be executed next.

**Step 08**

Using next line button, execute next statement. Then, the statement in line no. 13 will be executed. In output window, "100" will be printed.



```
Enter number : 100
100
```

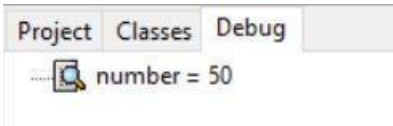
**Step 09**

Using next line button, execute next statement. Then, the statement in line no. 15 will be executed. In output window, "Enter number :" will be printed.

**Step 10**

Using next line button, execute next statement. Then, the statement in line no. 16 will be executed. In output window, you can input 50 as the second user input.

Then, number variable value will be changed.



```
Project Classes Debug
number = 50
```

The first repetition will be completed.

**Step 11**

Using next line button, execute next statement. Then, the statement in line no. 11 will be executed again. Here, the loop condition will be tested for the second time and  $(50 \neq -1)$  will be true. So that, the statements in loop will be executed next.

**Step 12**

Using next line button, execute next statement. Then, the statement in line no. 13 will be executed again. In output window, "50" will be printed.



```
C:\Users\User\Desktop\exercise2.exe
Enter number : 100
100
Enter number : 50
50
```

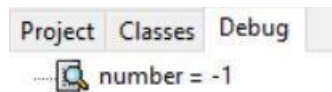
**IT1010 – Introduction to Programming****Semester 1, 2021****Step 13**

Using next line button, execute next statement. Then, the statement in line no. 15 will be executed again. In output window, "Enter number : " will be printed.

**Step 14**

Using next line button, execute next statement. Then, the statement in line no. 16 will be executed again. In output window, you can input -1 as the third user input.

Then, number variable value will be changed.



The second repetition will be completed.

**Step 15**

Using next line button, execute next statement. Then, the statement in line no. 11 will be executed again. Here, the loop condition will be tested for the third time and  $(-1 \neq -1)$  will be false. So that, the repetition will be terminated.

**Step 16**

Using next line button, execute next statement. Then, the statement in line no. 18 will be executed. Then, your program execution will be terminated.

Here, you can observe how variable values are changed within the loop and how loop condition tested. There will be two repetitions and the loop condition will be tested three times.

**Step 17**

Using **Stop Execution** button, stop debugging process.

2. Start the debugging process again and set a break point at line no. 08. Using next line button, execute next statements. Here, enter -1 as the first user input. Then, observe how variable values are changed within the loop and how loop condition tested.

If user inputs -1 as the first user input, how many repetitions will be there ?

If user inputs -1 as the first user input, how many times the loop condition will be tested?

**Exercise 3**

1. This is a sample C program that displays numbers from 1 to 4 using *for* repetition control structure.

Using debugging option, observe the variable value changes in given loop.

```
//This program displays numbers from 1 to 4 #include <stdio.h>
```



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```
int main(void)
{
    int count;
    for(count = 1; count <= 4; count++)
    {
        printf("%d\t", count);
    }
    return 0;
}
```

**Step 01**

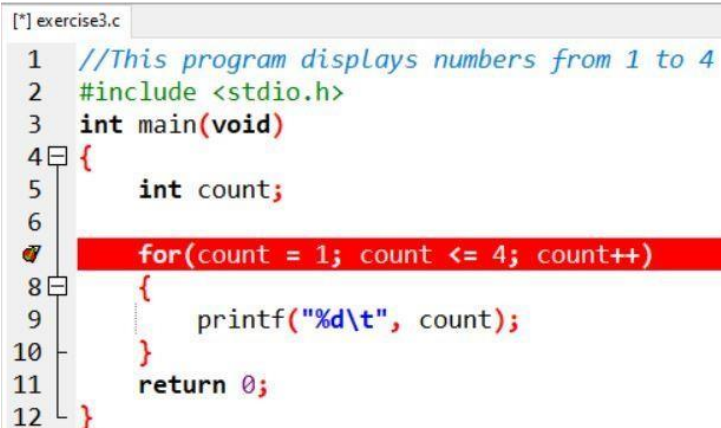
Type the above sample program and save the program as **exercise3.c**

**Step 02**

Compile and run the program

**Step 03**

Set a break point at the line no. 07.




The screenshot shows a code editor window titled "[\*] exercise3.c". The code is as follows:

```
1 //This program displays numbers from 1 to 4
2 #include <stdio.h>
3 int main(void)
4 {
5     int count;
6
7     for(count = 1; count <= 4; count++)
8     {
9         printf("%d\t", count);
10    }
11    return 0;
12 }
```

A red horizontal bar highlights the line `for(count = 1; count <= 4; count++)` (line 7). A small icon on the left margin indicates a break point is set at this line.

**Step 04**

Using debugging option, add a watch to the variable called count.

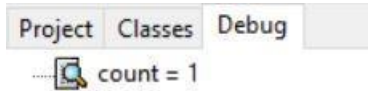


The screenshot shows a debugger interface with tabs for "Project", "Classes", and "Debug". Below the tabs, a watch window displays the variable `count = 0`.

**Step 05**

Using next line button, execute next statement.

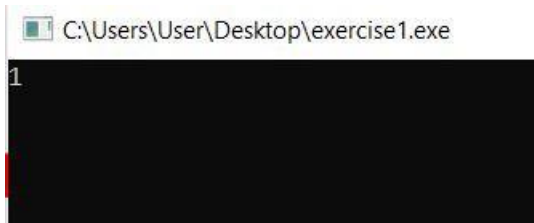
Then, the first expression (`count = 1`) and the second expression (`count <= 4`) of *for* loop will be executed. Since first expression (`count = 1`) is executed, the value of count variable is changed to 1.



Since the second expression is executed, the loop condition will be tested for the first time and  $(1 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 06**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed. In output window, "1" will be printed.

**Step 07**

Using next line button, execute next statement. Then, the third expression ( $\text{count}++$ ) of *for* loop will be executed. The value of countvariable will be changed to 2.



First repetition will be completed.

**Step 08**

Using next line button, execute next statement.

Then, the second expression ( $\text{count} \leq 4$ ) of *for* loop will be executed.

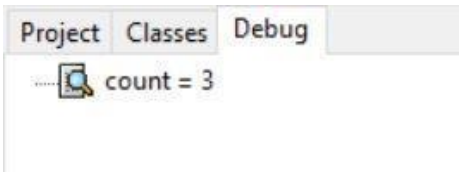
Here, the loop condition will be tested for the second time and  $(2 \leq 4)$  will be true. So that, the statements in loop will be executed next.

**Step 09**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "2" will be printed.

**Step 10**

Using next line button, execute next statement. Then, the third expression (count++) of *for* loop will be executed. The value of countvariable will be changed to 3.



Second repetition will be completed.

**Step 11**

Using next line button, execute next statement.

Then, the second expression (count <= 4) of *for* loop will be executed.

Here, the loop condition will be tested for the third time and (3 <= 4) will be true. So that, the statements in loop will be executed next.

**Step 12**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "3" will be printed.

**Step 13**

Using next line button, execute next statement. Then, the third expression (count++) of *for* loop will be executed. The value of countvariable will be changed to 4.

Third repetition will be completed.

**Step 14**

Using next line button, execute next statement.

Then, the second expression (count <= 4) of *for* loop will be executed.

Here, the loop condition will be tested for the fourth time and (4 <= 4) will be true. So that, the statements in loop will be executed next.

**Step 15**

Using next line button, execute next statement. Then, the statement in line no. 9 will be executed again. In output window, "4" will be printed.

**Step 16**

Using next line button, execute next statement. Then, the third expression (count++) of *for* loop will be executed. The value of countvariable will be changed to 5.

Fourth repetition will be completed.

**Step 17**

Using next line button, execute next statement.

Then, the second expression (count <= 4) of *for* loop will be executed.

Here, the loop condition will be tested for the fifth time and (5 <= 4) will be false. So that, the repetition will be terminated.

**Step 18**

Using next line button, execute next statement. Then, the statement in line no. 11 will be executed. Then, your program execution will be terminated.

Here, you can observe how variable values are changed within the loop and how loop condition tested. There will be four repetitions and the loop condition will be tested five times.

**Step 19**

Using **Stop Execution** button, stop debugging process.