**Controll Structures** 

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Introduction

# Advantages

- your program is able to make decisions
- multiply call of program-statements
- more capabilities

Introduction

## An example

An good example is a division. Before you divide dividende and divisor you will check that the divisor is not zero. With controll structures you can realize this decision.



## comperative operators

Operator	meaning		
<	smaller than		
<=	smaller than or equal		
>	greater than		
>=	greater than or equal		
==	equal		
!=	unequal		

# Some examples

comparison	result	
5 >= 6	false	
1.7 < 1.8	true	
4 + 2 == 5	false	
2*4 != 7	true	

## The operators

A boolean expression is an expression that has logical operators operating on boolean variables. A boolean expression evaluates to either true or false.

Operator	meaning	
&&	AND	
	OR	
!	NOT	

## truth table of boolean operators

### AND & OR operator

Α	В	A && B	A  B
false	false	false	false
false	true	false	true
true	false	false	true
true	true	true	true

### Negation

А	!A	
true	false	
false	true	

## Examples for Boolean expressions

Х	у	boolean expression	result
1	-1	x <= y    y >= 0	false
0	0	x > -2 && y == 0	true
-1	0	x && !y	true
0	1	!(x+1)   y - 1 >0	false

### If Then statement

```
#include <stdio.h>
2
   int main (int argc, char *argv[]){
     int x = 1;
     if(x==1)//boolean statement
      // if boolean statement is true
      printf("x = 1 \setminus n");
8
     return 0;
10
11
```

The program will print "x = 1"

### If Then Else statement

```
#include <stdio.h>
   int main (int argc, char *argv[]){
     int x = 0:
     if(x==1)//boolean statement
     ł
      // if boolean statement is true
      printf("x = 1 \setminus n");
     }
     else
10
      // if boolean statement is false
11
      printf(" x != 1");
12
13
     return 0;
14
   }
15
```

The program will print " $\times != 1$ "



### switch-case

A switch statement allows a variable to be tested for equality against a list of values.

```
#include <stdio.h>
   int main (int argc, char *argv[]){
             switch(expression){
3
             case constant-expression
                                          statement(s);
                            break; /* optional */
             case constant-expression
                                          statement(s):
8
                            break; /* optional */
9
       /* you can have any number of case statements */
10
             default : /* Optional */
11
                                          statement(s):
12
13
               return 0;
14
```

## for-loop

The for loop loops from one number to another number and increases by a specified value each time.

#### The structure

```
for(Start value; end condition; increase value)
  statement ;
```

### An example

```
#include < stdio.h>
2
   int main(int argc, char *argv[])
3
   {
          int i;
5
          for (i = 0; i < 10; ++i)
          {
               printf ("Value of i : %d\n", i);
8
          return 0;
10
   }
11
```

The program will print the numbers from zero to nine.

## while-loop

The while-loop is very simple. The while loop can be used if you know the condition that you loop will continue

#### Basic structure

```
while (condition)
1
       //Code to execute while the condition is true
5
```

## An example

```
#include <stdio.h>
2
   int main(int argc, char *argv[])
   {
4
      int x = 0; /* Don't forget to declare variables */
5
6
       while ( x < 10 ) { /* While x is less than 10 */
7
         printf( "%d\n", x );
8
                          /* Update x so the condition
         ++x:
9
       can be met eventually */
10
     return 0;
11
  }
12
```

### do-while-loop

do-while-loops are useful for things that want to loop at least once.

### Basic structure

```
do {
    //Code to execute while the condition is true
} while ( condition );
```

## An example

```
#include <stdio.h>
2
   int main(int argc, char *argv[])
   {
      int x;
5
6
       x = 0:
      do {
8
       /* "Hello, world!" is printed at least one time
9
         even though the condition is false */
10
         printf( "Hello, world!\n" );
11
      } while ( x != 0 );
12
     return 0;
13
14
   }
```