



WRONG

```
int i=1;
for (; ; ) {
    if (i <= n) {
        cout << i << endl;
```

3  
i++;

else {  
 break;  
}

NOTE: The for loop doesn't know when to stop

Solution: break  
gets you out of the current loop.

Example: Using multiple inits, condition and updates

```
for (int a=0, b=1, c=0; a <= 0 && b <= 1 && c <= 2; a--, b--, c++)
{
    cout << a << " " << b << " " << c << endl;
```

Question: Print 1 to n.

```
int n;
cout << "Enter the value of n" << endl;
cin >> n;
int sum = 0;
for (int i=1; i <= n; i++) {
    sum += i;
}
cout << sum << endl;
```

output

Enter the value of n

5  
15



Question: Print Fibonacci numbers

(20)

0 1 1 2 3 5 8 13 21....

code:

```
int n = 10;
int a = 0;
int b = 1;
cout << a << " " << b << " ";
for (int i = 1; i <= n; i++) {
    int nextNumber = a + b;
    cout << nextNumber << " ";
    a = b;
    b = nextNumber;
}
```

output

0 1 1 2 3 5 8 13 21 34 55 89

Question: Print if Prime

not a prime number

```
int n;
cout << "enter the value of n" << endl;
cin >> n;
bool isPrime = 1;
for (int i = 2; i <= n; i++) {
    if (n % i == 0) {
        isPrime = 0;
        break;
    }
}
if (isPrime == 0) {
    cout << "Not a prime number" << endl;
} else {
    cout << "is a prime number" << endl;
}
```

## Output

Enter the value of n

101

is a prime Number

(21)

continue: • Used to skip an iteration of the current loop.  
• It skips the remaining block of code for that iteration

Ex

```
for (int i=0; i<5; i++)
```

```
{
```

```
    cout << "HI" << endl;
```

```
    cout << "Hey" << endl;
```

```
    continue
```

```
    cout << "Reply to kcode" << endl;
```

```
}
```

Output

HI

Hey

HI

Hey

HI

Hey

HI

Hey

HI

Hey

## Output Question

①

```
for (int i=0; i<5; i++)
```

```
{
```

```
    cout << i << " ";
```

```
    i++;
```

```
}
```

Output

0 2 4

②

```
for (int i=0; i<=5; i--)
```

```
{
```

```
    cout << i << " ";
```

```
    i++;
```

```
}
```

Output

0 0 0 0 0

(infinite times)

③

```
for (int i=0; i<=15; i+=2)
```

```
{
```

```
    cout << i << " ";
```

```
    if (i < 1) {
```

```
        continue;
```

```
    }
```

```
    i++;
```

```
}
```

Output

0 3 5 7 9 11 13 15



④

```
for (int i=0; i<5; i++)
{
    for (int j=i; j<5; j++) {
        cout << i << " " << j << endl;
    }
}
```

output

22

```
0 0
0 1
0 2
0 3
0 4
0 5
1 1
1 2
1 3
1 4
1 5
2 2
2 3
2 4
2 5
3 3
3 4
3 5
4 4
4 5
```

⑤

```
for (int i=0; i<5; i++)
{
    for (int j=i; j<5; j++)
    {
        if (i+j == 10) {
            break;
        }
        cout << i << " " << j << endl;
    }
}
```

3

3

Scope: The life-time of a variable, where does the variable exists and after what time of code will it get destroyed. In short, its accessibility.

Ex

```
int main()
{
    int a = 3;
    cout << a << endl;
    if (true) {
        cout << a << endl;
    }
}
```

a is accessible throughout the main() function, after it is declared.

# Operator Precedence

(23)

Precedence table:

Precedence order	Operator	Associativity
1	() [] $\rightarrow$	Left to Right
2	++ -- -(unary) ! ~ * & sizeof	Right to Left
3	* / %	L to R
4	+ -	L to R
5	<< >>	L to R
6	< <= > >=	L to R
7	= !=	L to R
8	& (bitwise AND)	L to R
9	^ (bitwise XOR)	L to R
10	(bitwise OR)	L to R
11	&& (Logical AND)	L to R
12	(Logical OR)	L to R
13	? : (conditional)	R to L
14	= += -= *= /= %= (assignment operators)	R to L
15	, (comma operator)	L to R

- Just like BODMAS prioritizes Brackets, we can also prioritize calculations using Brackets.

$$\begin{array}{ccccccc}
 0 & 1 & 2 & 3 & 4 & 5 & 6 \\
 \downarrow & \downarrow & \downarrow & \downarrow & \downarrow & \downarrow & \downarrow \\
 1 & 0 & 1 & 0 & 1 & 0 & 1 \\
 \text{that's 2} & & & & & & \text{that's 1}
 \end{array}$$

$$\begin{array}{ccccccc}
 0 & 1 & 0 & 1 & 0 & 1 & 0 \\
 \leftarrow & & & & & & 
 \end{array}$$