

## while loop

while loop is similar to for loop, i.e. while loop is alternative to for loop. People use as per their comfort.

e.g.:

1 to n  
using for loop :

```

for (i=1; i<=10; i=i+1)
{
    cout << i << " ";
}
    
```

initialisation      condition to break loop      updation.

using while loop :

syntax:-

```

initilize
while (break)
{
    "
    update
}
    
```

```

int i = 1;
while (i <= 10)
{
    cout << i << " ";
    i = i + 1;
}
    
```

i = 11    Print  
848    1 2 3 4 ... 10  
... 10

11  
11 <= 10  
↑  
false → out of loop

\* WAP to print table using while loop.

$n = 8$

→

$8 \times 1 = 8$

$8 \times 2 = 16$

$8 \times 3 = 24$

$8 \times 4 = 32$

$8 \times 5 = 40$

int  $i = 1$ ;

while ( $i \leq 10$ )

{

cout <<  $n$  << "x" <<  $i$  << " = " <<  $n \times i$  << endl;

$i = i + 1$ ;

}

$8 \times 10 = 80$

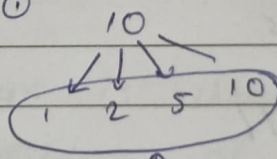
Refer code: 09- while and do-while loop in c++  
/ Class code / Table.cpp.

\* WAP to print factors of  $n$ .

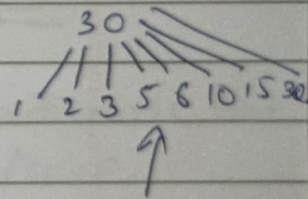
Factors ← number that can divide  $n$ .

e.g

①



factors of 10.



factors of 30.

int  $i = 1$ ;

while ( $i \leq n$ )

{

if ( $n \% i == 0$ )

cout <<  $i$  << " ";

$i = i + 1$ ;

}

Refer code: ... / factors.cpp



\* H/W      odd > All 1 to n  
                 even > using while loop.

### do-while loop

- ① initialize
- ② update
- ③ break condition

↑  
in do-while loop.

- ① initialize
- ② break condition
- ③ update

↑  
in for/while loop

In do-while loop first ~~part~~ execute the body then condition check, so even if condition is false initially then also loop will be executed once.

Syntax :-

```
do {
    //
    // update
} while (break);
```

e.g.:-      print 1 to n  
                 int i=1;  
                 do {  
                      cout << i << " ";  
                      i++;  
                 } while (i <= n);

n = 5	
i = 1	print 1
1 <= 5	true
i = 2	print 2
2 <= 5	true
i = 3	!

\* Wap to print sum of n natural no.

Sum = 0  
n = 10      Sum = Sum + i → 1  
1 to 10      3 → 2  
Sum = 0      6 → 3  
Sum = Sum + i;      10 → 4  
i = 1      15 → 5  
~~do~~ Program:      21 → 6  
28 → 7  
36 → 8  
45 → 9  
55 → 10

```
int i=1, sum=0;
do {
    Sum = Sum + i → Sum += i
    i++;
} while (i <= 10)
cout << sum;
```

### Break, Continue

**Break:** Break is used to terminate the ~~loop~~ flow of program/loop.

**Continue:** Continue is used to skip the ~~current~~ current execution and continue with next iteration.

e.g.: Suppose we want a program that will print 1 to n, but when  $i=5$ , ~~loop~~ we don't want further to print anything.

```
i = 1
while (i <= n)
{
    if (i == 5)
        break;
    cout << i;
    i++;
}
```

Op: 1 2 3 4



e.g. Print 1 to n

if  $x = 7$  then don't print further.

```
n = 10
x = 7
i = 1
while (i <= n)
{
    if (i == x)
    {
        break;
    }
    cout << i;
    i++;
}
```

continue:-

Skip current iteration.

e.g.: Hop to print 1 to n, if n divide by 4 then skip the number.

```
i = 1
for (i = 1; i <= 10; i++)
{
    if (i % 4 == 0)
    {
        continue;
    }
    cout << i << " ";
}
```

op: 1 2 3 5 6 7 9 10

## Switch

$i = 1 \rightarrow \text{Rohit}$   
 $i = 2 \rightarrow \text{Mohit}$   
 $\text{else} \rightarrow \text{Sohit}$

```

if (i == 1)
    cout << "Rohit";
else if (i == 2)
    cout << "Mohit";
else
    cout << "Sohit";
    
```

Above program can also be written using Switch Statement.

$i = 1$

Syntax.

$i = 1$  ↙ variable  
 switch ( i )

```

{
    case 1:
        // break;
    case 2:
        // break;
    :
    default:
        //
        break;
}
    
```

```

switch ( i )
{
    case 1:
        cout << "Rohit";
        break;
    case 2:
        cout << "Mohit";
        break;
    default:
        cout << "Sohit";
        break;
}
    
```

if we don't use break in case then "fall through" will happen. i.e. all the ~~statement~~ below case will also be executed

Refer code : .../switch.cpp.



e.g.:-

```
char name = ' ' ;
switch (name)
{
    case 'a' :
        cout << "Hello" ;
        break ;
    case 'b' :
        cout << "Nope" ;
        break ;
}
```

★ default in switch is optional.

Refer code : ../switch.cpp

on case we can use int, char but can't use float or double type of value.

### Scope of a variable

- Block starts from '{' and ends at '}'.
- scope of a variable is within block only (curly braces).
- within a same block duplicate variable name is not valid, but in case of child block duplicate <sup>variable</sup> name is valid.
- child block ← block within block.



e.g. ① `int main()`

```

{
    int num = 10;
    cout << num; // 10
    int num = 20; X not valid.
}

```

② `int main()`

```

{
    int num = 10;
    cout << num; // 10
    if (num == 10)
    {
        int num = 20; ✓ valid.
        cout << num; // 20
    }
    cout << num; // 10.
}

```

Here num's scope is within if block only outside if block this num is not available.

o/p: 10 20 10

Refer code: ../scope.cpp.