

CS - 114 : Computer Workshop

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The Conditional Operator ?:

- This makes use of an expression that is either true or false. An appropriate value is selected, depending on the outcome of the logical expression.

- Example :

- `interest = (balance > 5000) ? balance * 0.2 : balance * 0.1;`

- Equivalent to:

```
if (balance > 5000)
    interest = balance * 0.2;
else
    interest = balance * 0.1;
```

- Example :

```
x = ((a > 10) && (b < 5)) ? a + b : 0 6
```

- Example :

```
(marks >= 60) ? printf("Passed \n") : printf("Failed \n")
```

The **switch** Statement

- This causes a particular group of statements to be chosen from several available groups.
- Uses **switch** statement and **case** labels.
- Syntax of the **switch** statement:

```
switch (expression) {  
    case expression-1: { ..... }  
    case expression-2: { ..... }  
    case expression-m: { ..... }  
    default: { ..... }  
}
```

The **switch** Statement : Example

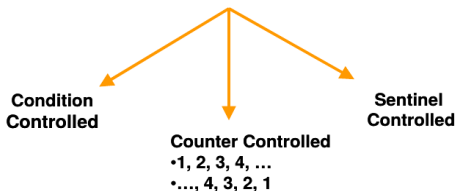
```
switch ( letter ) {  
    case 'A':  
        printf ("First letter \n");  
        break;  
    case 'Z':  
        printf ("Last letter \n");  
        break;  
    default :  
        printf ("Middle letter \n");  
        break;  
}
```

The **break** Statement

- Used to **exit** from a switch or **terminate** from a loop.
- With respect to "**switch**", the "**break**" statement causes a transfer of control out of the entire "switch" statement, to the first statement following the "switch" statement.
- Can be used with other statements also ...

Types of Repeated Execution

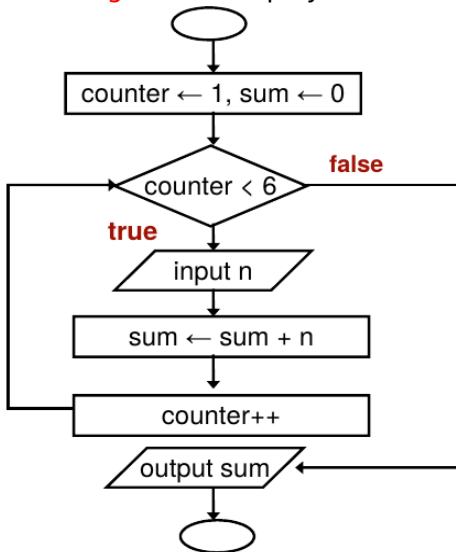
- **Loop**: Group of instructions that are executed repeatedly while some condition remains true.



- How loops are controlled

Condition-controlled Loop

- Read 5 integers and display the value of their summation.



Condition-controlled Loop

- Given an exam marks as input, display the **appropriate message** based on the rules below:
- If marks is greater than 35, display “PASS”, otherwise display “FAIL”. Assign **“A,A+,B,B+,C,C+,D”**.
- However, for input outside the 0-100 range, display **“WRONG INPUT”** and prompt the user to input again until a valid input is entered.

Sentinel-Controlled Loop

- Receive a number of positive integers and display the summation and average of these integers.
- A negative or zero input indicates the end of input process

- **Input Example:**

30 16 42

-9

Sentinel
Value



- **Output Example:**

Sum = 88

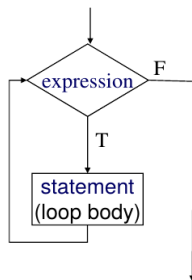
Average = 29.33

while loop

- The “**while**” **statement** is used to carry out looping operations, in which a group of statements is executed repeatedly, as long as some condition remains satisfied.
- The while-loop will not be entered if the loop-control expression evaluates to false (zero) even before the first iteration. **break** can be used to come out of the **while loop**.
- Sum of first N natural numbers

```
while (expression)  
statement
```

```
while (i < n) {  
    printf ("Line no : %d.\n",i);  
    i++;  
}
```



- Suppose your Rs 20000 is earning **interest** at 2% per month. How many months until you double your money ?

```
my_money=10000.0;
n=0;
while (my_money < 20000.0) {
    my_money = my_money*1.01;
    n++;
}
printf ("My money will double in %d months.\n",n);
```

While loop: example

```
printf ("Enter positive numbers to max, end with -1.0\n");
max = 0.0;
count = 0;
scanf ("%f", &next);
    while (next != 1.0) {
        if (next > max)
            max = next;
        count++;
        scanf ("%f", &next);
    }
printf ("The maximum number is %f\n", max) ;
```



Nested Loops

```
#define ROWS 3
#define COLS 5
...
row=1;
while (row <= ROWS) {
    /* print a row of 5 '*'s */
    ...
    row++;
}
```

```
row=1;
while (row <= ROWS) {
    /* print a row of 5 '*'s */
    col=1;
    while (col <= COLS) {
        printf ("* ");
        col++;
    }
    printf("\n");
    row++;
}
```

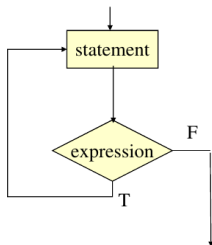
outer
loop

inner
loop

do-while statement

do statement while (expression)

```
main () {  
    int digit=0;  
    do  
        printf("%d\n",digit++);  
    while (digit <= 9);  
}
```



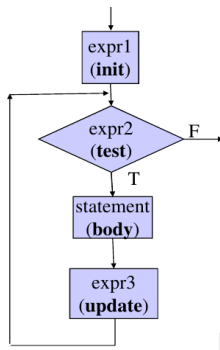
- Usage: Prompt user to input a month value, keep prompting until a correct value of month is input.

```
do {  
    printf ("Please input month {1-12}");  
    scanf ("%d", &month);  
} while ((month < 1) || (month > 12));
```

for Statement

- The **for** statement is the most commonly used looping structure in C.
- General syntax:
 for (expr1; expr2; expr3) statement
 - **expr1 (init)** : initialize parameters
 - **expr2 (test)**: test condition, loop continues if satisfied
 - **expr3 (update)**: used to alter the value of the parameters after each iteration
 - **statement (body)**: body of the loop

for Statement



Sum of first N natural numbers

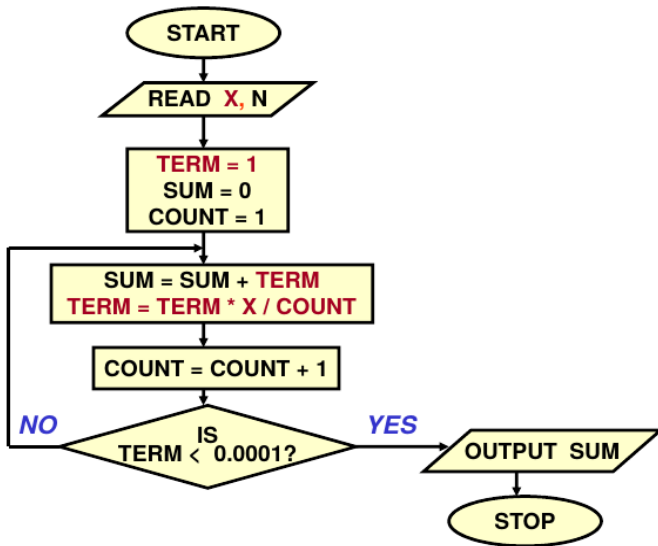
```
int main () {  
    int N, count, sum;  
    scanf ("%d", &N) ;  
    sum = 0;  
    count = 1;  
    while (count <= N) {  
        sum = sum + count;  
        count = count + 1;  
    }  
    printf ("Sum = %d\n", sum)  
    return 0;  
}
```

```
int main () {  
    int N, count, sum;  
    scanf ("%d", &N) ;  
    sum = 0;  
    for (count=1; count <= N; count++)  
        sum = sum + count;  
  
    printf ("Sum = %d\n", sum) ;  
    return 0;  
}
```

For - Examples

- **Problem 1:** Write a For statement that computes the sum of all odd numbers between 1000 and 2000.
- **Problem 2:** Write a For statement that computes the sum of all numbers between 1000 and 10000 that are divisible by 17.
- **Problem 3:** Printing square problem but this time make the square hollow.
- **Problem 4:** Print triangular form of stars "*"
- **Problem 5 :** Computing Factorial
- **Problem 6 :** Test if a number is prime or not
- **Problem 7 :** Compute GCD of two numbers

Computing e^x series up to 4 decimal places



The comma operator

- We can give several statements separated by **commas** in place of “expression1”, “expression2”, and “expression3”.

```
for (fact=1, i=1; i<=10; i++)  
    fact = fact * i;
```

```
for (sum=0, i=1; i<=N, i++)  
    sum = sum + i * i;
```

for :: Some Observations

- **Arithmetic expressions** : Initialization, loop-continuation, and increment can contain arithmetic expressions.

for (k = x; k \leq 4 * x * y; k += y / x)

- **“Increment”** may be negative (decrement)

for (counter=9; counter \geq 0; counter - -)

- If loop continuation condition **initially false**:
 - Body of for structure not performed.
 - Control proceeds with statement after for structure.
- **Specifying “Infinite Loop”????**

for :: Some Observations

- **Arithmetic expressions** : Initialization, loop-continuation, and increment can contain arithmetic expressions.

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- If loop continuation condition **initially false**:

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- **Specifying “Infinite Loop”????**

- **while (1)** { statements }
- **for (; ;)** { statements }
- **do** { statements } **while (1);**

The break Statement

- Break out of the **loop { }**
 - can use with : **while, do while, for, switch**
 - does not work with : **if, else**
- Causes **immediate exit** from a while, do/while, for or switch structure.
- Program execution continues with the **first statement** after the structure.

An example

```
#include <stdio.h>
int main() {
    int fact, i;

    fact = 1; i = 1;

    while ( i < 10 ) {                /* run loop –break when fact > 100*/
        fact = fact * i;
        if ( fact > 100 ) {
            printf ("Factorial of %d above 100", i);
            break;                    /* break out of the while loop */
        }
        i ++ ;
    }
}
```


The “break” & “continue” Statement

- Skips the remaining statements in the body of a **while**, **for** or **do/while** structure: Proceeds with the next iteration of the loop.
- **while** and **do/while** : Loop-continuation test is evaluated immediately after the continue statement is executed.
- **for structure** : expression3 is evaluated, then expression2 is evaluated.

```
fact = 1; i = 1;           /* a program segment to calculate 10 !  
while (1) {  
    fact = fact * i;  
    i ++;  
    if ( i < 10 )  
        continue;        /* not done yet ! Go to loop and  
                           perform next iteration*/  
    break;  
}
```

Entering input data :: **scanf** function

- General syntax:

scanf (control string, arg1, arg2, ..., argn);

- "control string" refers to a string typically containing data types of the arguments to be read in"
- the arguments **arg1, arg2, ...** represent pointers to data items in memory.

Example: scanf ("%d %f %c", &a, &average, &type);

- The control string consists of individual groups of characters, with one character group for each input data item.

% sign, followed by a conversion character.

- Commonly used conversion characters:

- **c** : single character
- **d** : decimal integer
- **f** : floating-point number
- **s** : string terminated by null character
- **X** : hexadecimal integer

Writing output data :: **printf** function

- General syntax: : **printf** (control string, arg1, arg2, ..., argn);
 - "control string refers to a string containing formatting information and data types of the arguments to be output"
 - the arguments **arg1, arg2, ...** represent the individual output data items.
- The conversion characters are the same as in scanf.
- Examples:

```
printf ("The average of %d and %d is %f", a, b, avg);  
printf ("Hello \n Good \n Morning \n");  
printf ("%3d  %3d  %5d", a, b, a*b+2);  
printf ("%7.2f  %5.1f" x, y);
```
- Many more options are available:
Read from the book and Practice them in the lab.
- **String I/O**: Will be covered later in the class