

Computer Programming

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Session: “for” statement in C++

Quick Recap of Relevant Topics



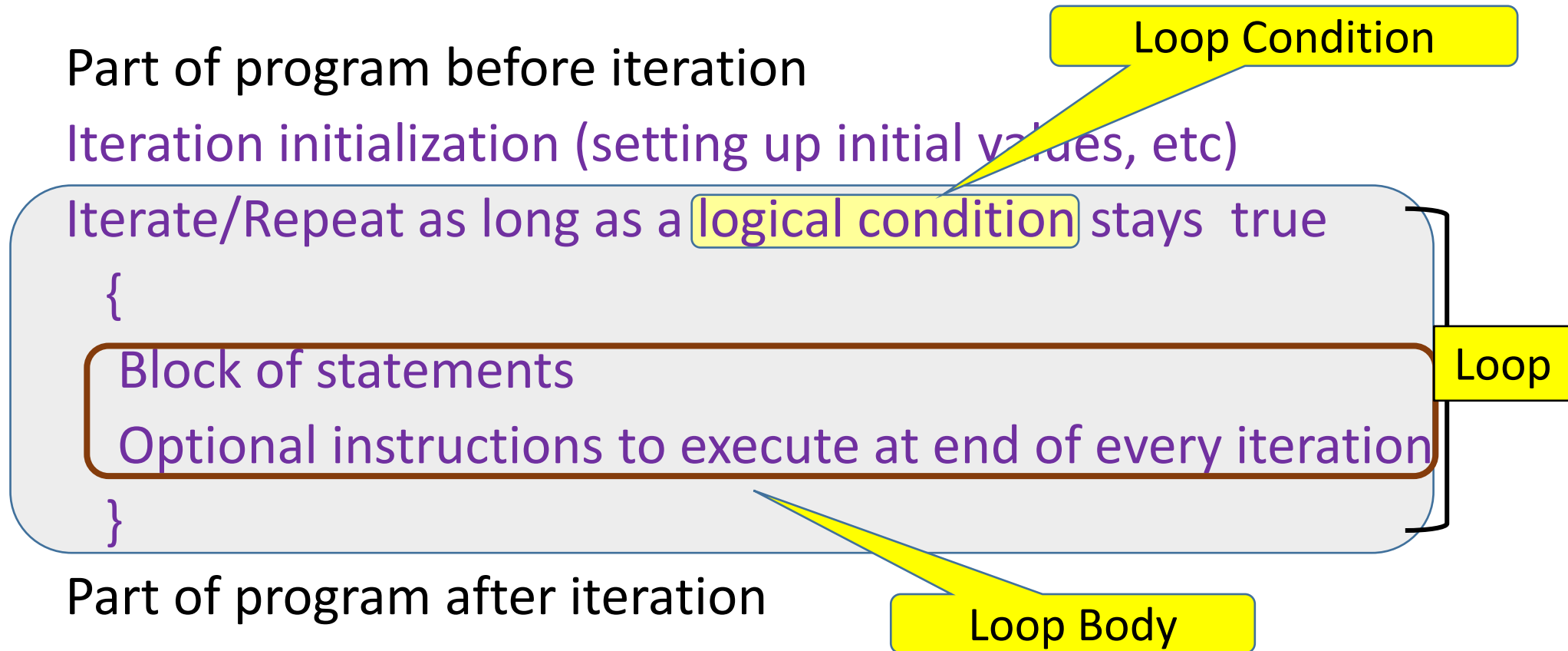
- Iteration idioms in programming
- Necessity and convenience of iteration
- “while” and “do ... while ...” statements in C++

Overview of This Lecture



- Iteration using “for ...” statement in C++
- “break” statement in “for” loops
- Comparison of different iteration constructs in C++

Recall Generic Iteration Construct



“for ...” Statement in C++

**Semi-colons not to denote end of executable statements,
but to separate three parts inside “for (....)”**

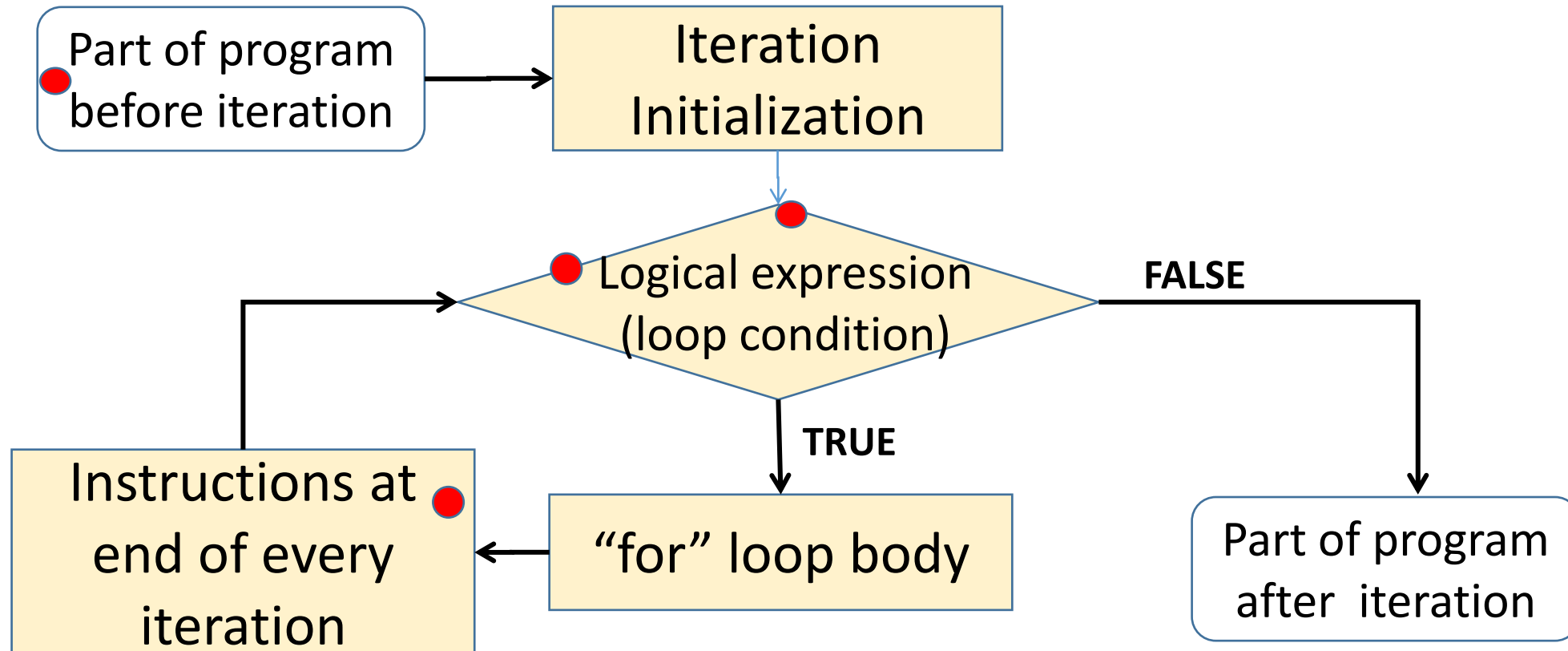
Part of program before iteration

```
for (iteration initialization; loop condition;  
    instructions to execute at end of every iteration)  
{  
    Block of statements (“for” loop body )  
}
```

Part of program after iteration

**Note absence of
semi-colon**

Flowchart Representation of “for”



Points to Remember About “for”



for (initialization; loop condition; instructions after every iteration)
{ “for” loop body }

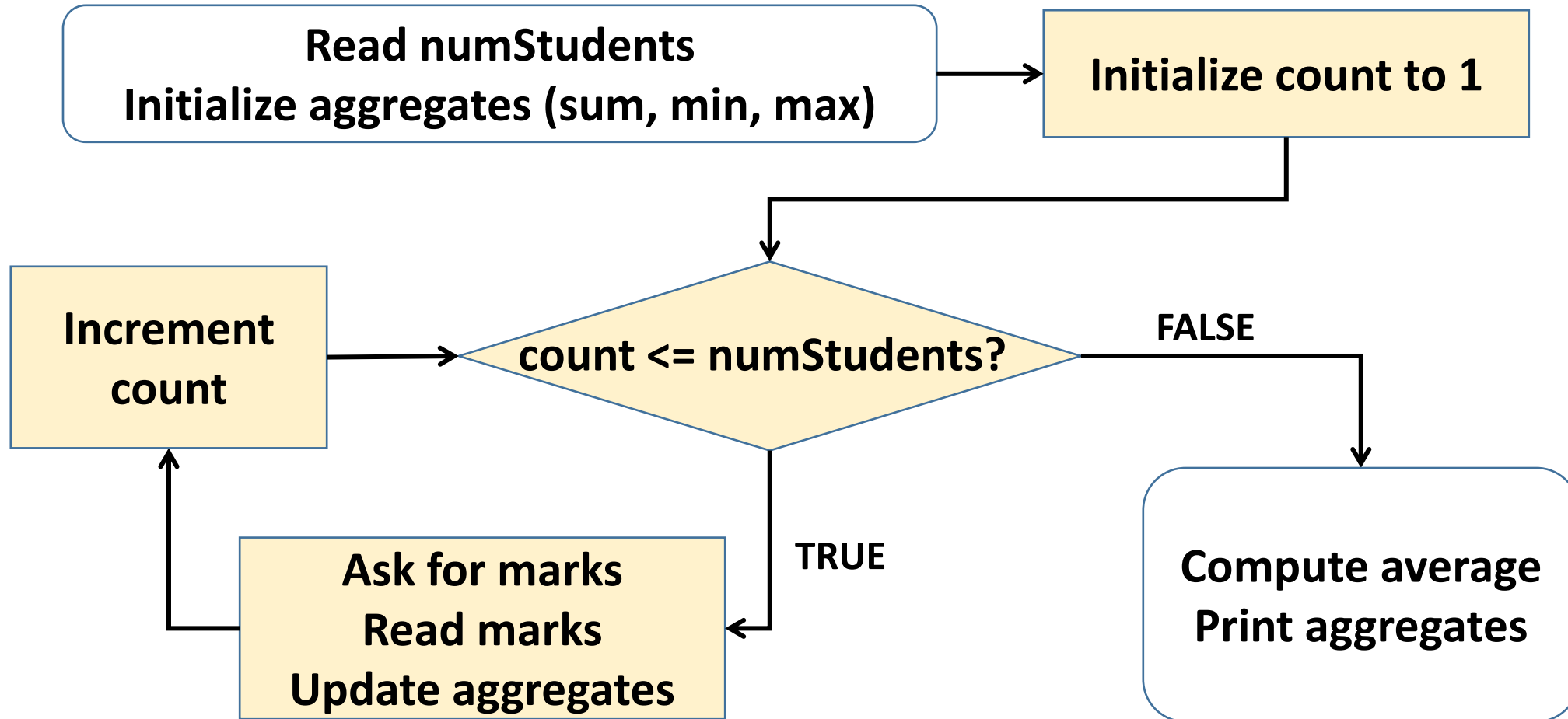
- Initialization code executed **only once** before first entry in loop
- Loop condition checked **before** executing “for” body
 - Can lead to zero executions of “for” body
- Number of times loop condition is checked =
Number of times “for” body executed + 1, if loop terminates
- Loop condition can be changed in “for” body or in “instructions after every iteration”

Revisiting The Quiz Marks Problem



Read number of students in CS101, read quiz 1 marks of all CS101 students and print their sum, average, maximum and minimum

Flowchart Representation



C++ Program with “for”



```
int main() {  
    int marks, sum = 0, min, max, numStudents;  
    float average, count; // Variable declarations  
    cout << "Give number of students: ";    cin >> numStudents;  
    for (count = 0.0; count <= numStudents; count = count + 1)  
    { cout << "Give marks of student " << count << ": ";  
        cin >> marks;  
        // Update sum, max, min  
    }  
    average = sum/count;  
    // Print average, sum, min, max  
    return 0;  
}
```

C++ Program with “for”



```
int main() {  
    int marks, sum = 0, min, max, numStudents;  
    float average, count; // Variable declarations  
    cout << "Give number of students: "; cin >> numStudents;  
    for (count = 0.0; count <= numStudents; count = count + 1)  
    { cout << "Give marks of student " << count << ": ";  
        cin >> marks;  
        // Update sum, max, min  
    }  
    average = sum/count;  
    // Print average, sum, min, max  
    return 0;  
}
```

C++ Program with “for”



```
int main() {  
    int marks, sum = 0, min, max, numStudents;  
    float average, count; // Variable declarations  
    cout << "Give number of students: ";    cin >> numStudents;  
    for (count = 1.0; count <= numStudents; count = count + 1)  
    { cout << "Give marks of student " << count << ": ";  
        cin >> marks;  
        // Update sum, max, min  
    }  
    average = sum/count;  
    // Print average, sum, min, max  
    return 0;  
}
```

C++ Program with “for”

```
int main() {
```

```
    int min, max, sum = 0;
    float average;
    int count, // variable for iterations
    cout << "Give number of students: "; cin >> numStudents;
```

Initialization code

Loop condition

Instruction to
execute after
every iteration

```
    for (count = 1.0; count <= numStudents; count = count + 1)
```

```
    { cout << "Give marks of student " << count << ": ";
      cin >> marks;
      // Update sum, max, min
    }
```

“for” loop body

```
    average = sum/count;
    // Print average, sum, min, max
    return 0;
```

```
}
```

C++ Program with “for”

```
int main() {  
    int marks, sum = 0, min, max, numStudents;  
    float average, count; // Variables  
    cout << "Give number of students: ";  
    for (count = 1.0; count <= numStudents; count++)  
    { cout << "Give marks of student " << count << ": ";  
      cin >> marks;  
      // Update sum, max, min  
      sum = sum + marks;  
      if (count == 1) { min = marks; max = marks; }  
      else {  
          min = (min > marks) ? marks: min;  
          max = (max < marks) ? marks: max;  
      }  
    }  
    average = sum/count;  
    // Print average, sum, min, max  
    return 0;  
}
```

C++ Program with “for”

```
int main() {  
    int marks, sum = 0, min, max, numStudents;  
    float average, count; // Variable declarations  
    cout << "Give number of students: ";    cin >> numStudents;  
    for (count = 1.0; count <= numStudents; count = count + 1)  
    { cout << "Give marks of student " << count << ": ";  
        cin >> marks;  
        // Update sum, max, min  
    }  
    average = sum/count;  
    // Print average, sum, min, max  
    return 0;  
}
```

“break” Statement in “for” Loops

- Behaviour same as in “while” and “do ... while ...” loops

Jump out of the loop immediately on executing “break”

Recall our variant of the quiz 1 marks problem

Read quiz 1 marks of CS101 students one at a time

Stop reading if -1000 is entered as marks

Print number of marks entered, sum, average, maximum and minimum

Our C++ Program with “break”

```
int main() {  
    int marks, sum = 0, min, max;  
    float average, count; // Variable declarations  
    for (count = 1.0; true; count = count + 1)  
    { cout << "Give marks of student " << count << ": "; cin >> marks;  
      if (marks == -1000) { break; }  
      else { ... Update sum, min, max ... }  
    }  
    average = sum/(count - 1);  
    // Print count - 1, average, sum, min, max  
    return 0;  
}
```

Infinite loop !!!

Jump out of “for” loop
on executing “break”

Our C++ Program with “break”

```
int main() {  
    int marks, sum = 0, min, max;  
    float average, count; // Variable declarations  
    for (count = 1.0; true ; count = count + 1)  
    { cout << "Give marks of student " << count << ": "; cin >> marks;  
      if (marks == -1000) { break; }  
      else { ... Update sum, min, max ... }  
    }  
    average = sum/(count - 1);  
    // Print count - 1, average, sum, min, max  
    return 0;  
}
```

These instructions skipped
after executing “break”

Jump out of “for” loop
on executing “break”

Next statement
executed after “break”

“for” Loops with Empty Parts

```
int main() {  
    int marks, sum = 0, min, max; // Variable declarations  
    float average, count; // Variable declarations  
    for (count = 1.0;          ; count = count + 1)  
    { cout << "Give marks of student " << count << ": "; cin >> marks;  
      if (marks == -1000) { break; }  
      else { ... Update sum, min, max ... }  
    }  
    average = sum/(count - 1);  
    // Print count - 1, average, sum, min, max  
    return 0;  
}
```

Skipping loop condition in “for”
equivalent to “true” loop condition

“for” Loops with Empty Parts

```
        ;  
for ( count = 1.0 ; true ; count = count + 1 )  
{ cout << “Give marks of student “ << count << “: “;  
  cin >> marks;  
  if (marks == -1000) { break; }  
  else { ... Update sum, min, max ... }  
        ;  
}
```

From “for ...” to “while ...”

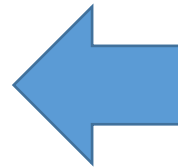
```
for (initialization;  
    loop condition;  
    instrAfterEveryIteration)  
{  
    “for” Loop Body  
}
```



```
Initialization ;  
while (loop condition)  
{  
    “for” Loop Body;  
    instrAfterEveryIteration;  
}
```

From “while ...” to “for ...”

```
for ( ; loop condition; )  
{  
    “while” Loop Body  
}
```



```
while (loop condition) {  
    “while” Loop Body  
}
```

**“for ... ” to “do ... while ...”, and “do ... while ...” to “for ...”
can be done by
recalling the transformation of “while ...” to and from “do ... while ...”**

“for ... “ vs “while ...”

```
for (count = 1.0;  
    count <= numStudents;  
    count = count + 1)  
{  
    // Process marks  
}
```

```
count = 1.0;  
while (count <= numStudents)  
{  
    // Process marks  
    count = count + 1;  
}
```

“Book-keeping” cleanly isolated

Real computation we want to do

“for ... “ vs “while ...”

```
for (count = 1.0;  
    count <= numStudents;  
    count = count + 1)  
{  
    // Process marks  
}
```

```
count = 1.0;  
while (count <= numStudents)  
{  
    // Process marks  
    count = count + 1;  
}
```

Real computation we want to do

“Book-keeping” mixed up

“for ...” vs “while ...”

- Often a programmer's choice dependent on the context
- In general, a good idea to separate book-keeping from real computation
 - Prefer “for ...” loops
- However, loop condition may not simply be based on book-keeping
 - Real computation in loop body may determine loop condition
 - Prefer “while ...” loops

Summary



- “for ...” statement in C++
 - Variants of “for ...” statement
- Use of “break” statement in “for ...” statements
- Comparison with “while ...” and “do ... while ...” statements