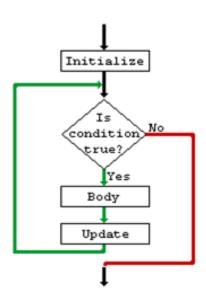


# **Loop Control Structures**

S8\_2



# Learning Objectives

- To learn and appreciate the following concepts
  - break
  - continue
  - typedef and enum



# Learning Outcome

At the end of session the student will be able to

- break
- continue
- typedef and enum

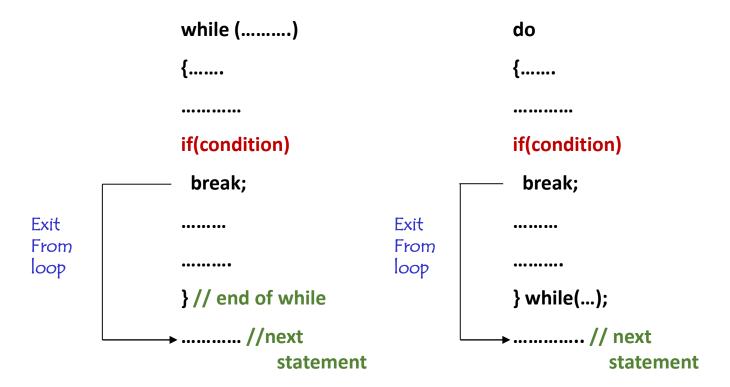


## The break Statement

- Used in order to immediately exit from a loop
- After a break, following statements in the loop body are skipped and execution continues with the first statement after the loop
- If a break is executed from within nested loops, only the innermost loop is terminated



## Exiting a loop with break statement



# Break Statement Examples: Check whether given number is prime or not

```
int j=2, prime=1;
 scanf("%d",&N);
while(j<N)
    if (N \% j) == 0
     prime=0;
     break; /* break out of for loop */
J++;
 if (prime == 1)
     printf("%d is a prime no",N);
else
     printf("%d is a not a prime no",N);
```

#### **Program to generate prime numbers between given 2 limits**

```
scanf("%d %d",&m,&n);
i=m;
while(i<n)
{ int prime=1, j=2;
while(j<i)
      if( i \% j == 0)
         prime=0;
         break; /* break out of inner loop */
         J++;
if (prime == 1) printf("%d\t",i);
i++;
```



### Skipping a part of loop-continue statement

- Skip a part of the body of the loop under certain conditions is done using continue statement.
- As the name implies, **continue** causes the loop to be continued with next iteration, after skipping rest of the body of the loop.

```
► while (.....)
                                                     do
                                                        Statement-1:
    Statement-1;
    Statement-2;
                                                        Statement-2:
   If(condition)
                                                        If(condition)
         continue;
                                                              continue:
                                                        Statement-3:
    Statement-3;
    Statement-4;
                                                        Statement-4:
                                                     } while(...);
 Next_statement
                                                     Next statement
```



## **Continue Statement**

```
#include<stdio.h>
 int main()
 { int j=0;
   while (j <= 8)
    if (j==4)
   { j++ ;
    continue;
   printf("%d ", j);
   j++;
   return 0;
Output: 0 1 2 3 5 6 7 8
```

```
#include<stdio.h>
int main()
{ int j=0;
 while (j <= 8)
   if (j==4)
   continue;
 printf("%d ", j);
  į++;
 return 0;
  Output:0 1 2 3
```

## **User defined Type declarations**

## typedef

■ Type definition - lets you define your own identifiers.

#### **enum**

**■** Enumerated data type - a type with restricted set of values.



## **User defined Type Declaration**

typedef type identifier;

The "type" refers to an existing data type and "identifier" refers to the new name given to the data type.

• After the declaration as follows:

```
typedef int marks;
typedef float units;
```

we can use these to declare variables as shown

marks m1, m2; //m1 & m2 are declared as integer variables

units u1, u2; //u1 & u2 are declared as floating point variables

The main advantage of typedef is that we can create meaningful data type names for increasing the readability of the program.



### **User defined Type Declaration - enum**

```
enum identifier { value1, value2,...,value<sub>n</sub> };
```

- Here, *identifier* is the name of enumerated data type or tag. And *value1*, *value2*,...,*valueN* are values of type identifier.
- By default, value1 will be equal to 0, value2 will be 1 and so on but, the programmer can change the default value.

```
enum card {club, diamonds, hearts, spades};
enum card {club=0, diamonds=10, hearts=20, spades=3};
```



## **Algorithm and Program for Fibonacci series**

```
#include<stdio.h>
Algorithm: Fibonocci Series
                                        int main()
Step 1 : Input Limit
Step 2: First←0,Second←1
                                            int first=0, second=1;
Step 3: print First
                                           int limit, next;
Step 4: WHILE Second < Limit
       begin
                                           scanf("%d",&limit);
                                            printf("%d",first);
           Print Second
           Next← First + Second
                                           while(second < limit)
           First←Second
             Second ← Next
                                               printf("%d",second);
        end
                                               next = first + second;
Step 5:[End of Algorithm]
                                               first = second;
         Stop
                                                second = next;
                                          return 0;
```

## **Tutorial Problems**

- Write a C program to print all natural numbers from n-0 in reverse using while loop
- Write a C program to find last and first digit of any number
- Write a C program to enter any number and print all its factors
- Write a C program to find LCM of two numbers
- Write a C program to convert Binary to Octal number

# Session 8 Summary

- The do Loop
- The break Statement
- The continue Statement
- Typedef and Enum



# **Poll Question**

Go to chat box/posts for the link to the Poll question

Submit your solution in next 2 minutes

Click the result button to view your score