C PROGRAMMING Flow Controls

What are Flow Controls?

The control statements used in the C language help a user to specify a program control's flow. In simpler words, the control statements help users specify the order of execution of the instructions present in a program. These make it possible for the program to make certain decisions, perform various tasks repeatedly, or even jump from any one section of the code to a different section.

List of flow Controls

- if statement
- •if...else statement
- •for loop
- while loop
- break and continue

Syntax of if statement

```
if (test expression){Code}
```

How if statement works

- The if statement evaluates the test expression inside the parenthesis ().
- If the test expression is evaluated to true, statements inside the body of if are executed.
- If the test expression is evaluated to false, statements inside the body of if are not executed.

How if statement works

Expression is false. Expression is true. int test = 5; int test = 5; if (test < 10) if (test > 10) ➤ // codes // codes // codes after if ➤ // codes after if

Example of if statement

Program to display a number if it is negative

```
int number;
printf("Enter an integer: ");
scanf("%d", &number);

if (number < 0)
{
    printf("You entered a negative number");
}</pre>
```

Syntax of if...else statement

```
if (test expression)
   Code
else
   Code
```

How if...else statement works?

If the test expression is evaluated to true,
 statements inside the body of if are executed.
 statements inside the body of else are skipped from execution.

If the test expression is evaluated to false,
 statements inside the body of else are executed.
 statements inside the body of if are skipped from execution.

How if...else statement works?

Expression is true. Expression is false. int test = 5; int test = 5; if (test < 10) if (test > 10) // body of if // body of if else else // body of else // body of else

Example of if...else statement

Program to display a number if it is positive or negative

```
int number;
printf("Enter an integer: ");
scanf("%d", &number);
if (number < 0)
     printf("You entered a negative number");
else
     printf("You entered a positive number");
```