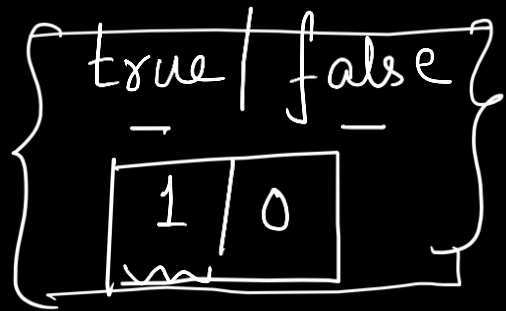


Lecture 4

Conditions in C, Ternary Operator, Problem Solving Using Conditions

C - Booleans

yes/no



int a = 6; int b = 7;

bool - type not a built in type
printf("%d", a);

$b < 7$
 $a < b$

(#include <stdbool.h>) 1

bool isGood = true; 1
 isBad = false; 0

format specifier - %d

printf("%d", isGood);

1

Note:

(Boolean values are returned as
0 & 1)

#Conditions

if (1) {

==
} else {
==
}

Intuition

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<div><div>a = 6</div><div>6 > 8 x</div><div><div>a > b</div><div>a > c</div><div>8 > 10 x</div></div><div>false</div></div>	<div><div>b = 8</div><div>8 > 6 +</div><div><div>b > a</div><div>b > c</div><div>8 > 10 f</div></div><div>false</div></div>	<div><div>c = 10</div><div>10 > 6 +</div><div><div>c > a</div><div>c > b</div><div>10 > 8 +</div></div><div>true</div></div>
---	---	--

== 0

Ternary Operator

variable = (condition) ? expressionTrue : expressionFalse.

C-switch

```
switch ( expression ) {
```

```
    case x:
```

```
        break;
```

```
    case y:
```

```
        break;
```

```
    default:
```

```
}
```

fall through

Break keyword

→ terminate execution of the code block. (in loop, or switch statement permanently)

Case keyword

→ In switch statement to define a block of code that executes when the switch expression matches a specific value.