

# Conditional Statement and Loops

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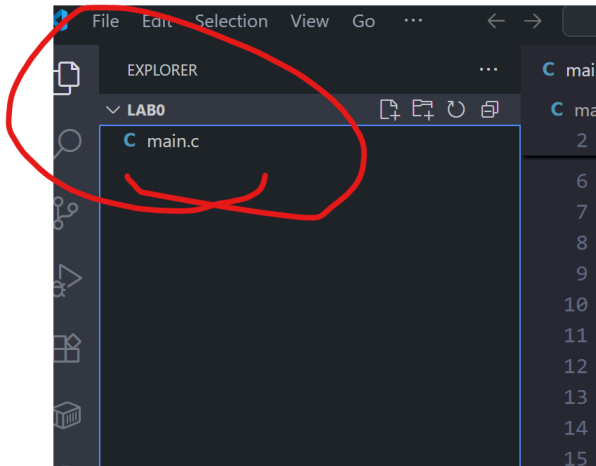
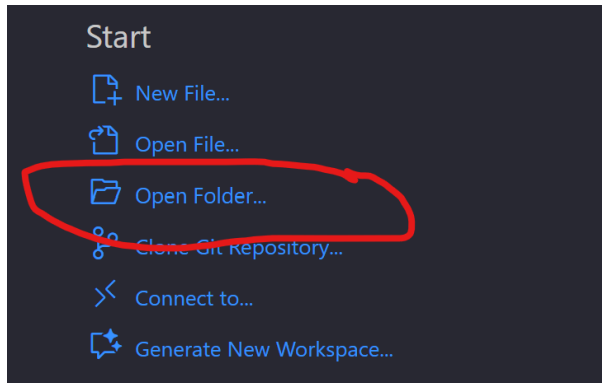
# Previously

- Programming: Low Level and High Level
- Entry point: `main`
- Non-sequential Execution using Functions
  - Example: Hey Jude
- Function
  - Definition

```
return_type function_name(in_type var1...)
```
  - Function Calls
  - Example: Calculate Circumference
- Have a look at examples!
- **Adapt** these examples to questions!

# Issues in Previous Lab

- Use "Open Folder" to open the folder that contains your `.c` file! Do not directly double click on the file!



# Issues in Previous Lab

- Input of a function can be the output of another function
  - The input of a function can be any expression whose value is compatible with the input type.

```
#include <stdio.h>
double square(double a){
    return a*a;
}
void main(){
    double a = 2;
    printf("%f", square(square(a))); // output 16
}
```

# Conditional Statement

- We have seen how we can use functions to control the follow of the code.
  - Call a function
- Now, we will introduce two other ways to write non-sequential code:
  - Conditional Statement
  - Loops

# Conditional Statement

- In many cases, we want to write a program responding to different conditions.
  - If a score  $\geq 40$ , print "pass". Otherwise, print "fail".
  - If user's input equals to password, proceed to log in. Otherwise, print out an error message.

# If-Else

- This simple conditional statement is called "if-else" statement and exists in many programming languages.
- If-Else statement in C is written as follows:

```
if (condition){  
    statements to be executed,  
    if condition is true  
    ...  
} else{  
    statements to be executed,  
    if condition is false  
}
```

- If condition is true, the program bypasses all statements following `else`.
- `condition` can be logical and relational expressions.

# If-Else

```
int score = 41;
if(score >= 40){
    printf("pass!\n");
}else{
    printf("fail!\n");
}
//prints "pass"
```

- `else` clause is optional.

```
int password = 4321;
if(password == 1234){
    printf("password correct!\n");
}
printf("1...");
printf("2...\n");
// Prints out 1... 2...
```



# Relational and Logical Expressions

- We often use relational and logical expressions as conditions in if-else statements.
- Relational operator compares expressions on both sides of the operator.
  - `score>3` , compares variable `score` with constant `3` .
- Logical operator performs logical operations given expressions on both sides of the operator
  - Logic OR or logic AND
  - `a> 0 || b >0` . `a` greater than 0 OR `b` greater than 0.
- The values of these expressions can either be 0 (FALSE) or 1(TRUE)

# Relational and Logical Operators

- Relational Operators

- `>` strictly greater. `2>1` is TRUE.
- `>=` greater or equal. `2>=3` is FALSE.
- `==` equals to. `1 == 1` is TRUE.
  - Note, single `=` is assignment operator. It assigns the value of RHS to the variable on the LHS. Do not get confused!
- `!=` not equal. `2 != 1` is TRUE.

- Logical Operators

- `&&` logic AND. `1>0 && 1>-1` is TRUE.
- `||` logic OR. `1>0 || -1>0` is TRUE.

# if-else-if Ladder

- What if we have more than two branches?
- For example, we classify students into 5 categories:
  - $\text{score} \geq 70$ , first class.
  - $60 \leq \text{score} < 70$ , two-one (above average)
  - $50 \leq \text{score} < 60$ , two-two (average)
  - $40 \leq \text{score} < 50$ , pass
  - $\text{score} < 40$ , fail.
- Can we use conditional statement to do that?

# if-else-if Ladder

```
if (condition1){  
    statment1;  
} else if(condition2){  
    statment2;  
} else if(condition3){  
    statment3;  
}  
...  
else{ //optional  
    statement0;  
}
```

- The program will check conditions **sequentially**.
- Once a true condition is found
  - It executes the associated statements.
  - then **bypasses the rest of the ladder**.

# if-else-if Ladder

The ladder below prints out the classification given a score.

```
int score = 55; // score is 55.
if (score >= 70){
    printf("First Class.\n");
} else if(60<=score && score < 70){
    printf("Two-One.\n");
} else if(50<=score && score < 60){
    printf("Two-Two.\n");
} else if(40<=score && score < 50){
    printf("Pass.\n");
}
else{
    printf("Fail\n");
}
// prints out Two-Two
```

- Note that if an earlier condition check is true, it bypasses

# if-else-if Ladder

If I made a mistake on the second condition

```
int score = 55;
if (score >= 70){
    printf("First Class.\n");
} else if(50<=score && score < 70){ // typo, 60->50
    printf("Two-One.\n");
} else if(50<=score && score < 60){
    printf("Two-Two.\n");
} else if(40<=score && score < 50){
    printf("Pass.\n");
}
...
```

- What will happen?
  - Will it still prints out "two-two"?
- Careful! Mistakes like this is hard to detect!

# Loops

- In programming language, we sometimes want to repeat a certain operation for many times.
  - Adding up a sequence of numbers
  - Read a text file until it reaches the last line.
- This mechanism is called **loop**.
- When encounter loops, the CPU will continue to execute a code block, until certain exit conditions are met.
- Loop is another case where code do not run sequentially.

# While Loop

The simplest loop is while-loop and its syntax is:

```
while(condition){  
    statements  
}
```

The statements inside of the brackets will be run repeatedly as long as the `condition` is true.

```
// print out every positive integer smaller or equal than 10  
int i = 1;  
while(i<=10){  
    printf("%d\n", i);  
    i = i + 1;  
}
```

Note that `i` changes every iteration.



# Iteration and Loop Counter

```
int i = 1; // define loop counter
while(i<=10){
    printf("%d\n", i);
    i = i + 1; // increment of i
}
```

- Each repetition of the loop is called **iteration**.
  - The loop above **iterates** 10 times.
- In loop, we commonly have an integer variable keeping the count of repetitions. Such a variable is called **loop counter**.
  - **i** is the loop counter in the above loop.
  - The counter is initialized before the loop and is increased by one before the end of each iteration.

# For Loop

- For loop is another type of loop mechanism in C.

```
for(init statement; condition; update statement){  
    statements to be repeated  
}
```

- i. It initializes a counter.
  - ii. Check condition,
    - If it is satisfied, run statements
    - If not, exit the loop.
  - iii. Run update statements
  - iv. Go back to ii.
- The same operation as the `while` loop, but in one line.

# For Loop

Prints out all positive integer smaller than 10

```
int i;  
for(i=1; i<=10; i = i + 1){  
    printf("%d\n", i);  
}
```

You can put the declaration of `i` inside of the loop too.

```
for(int i=1; i<=10; i = i + 1){  
    printf("%d\n", i);  
}
```

It is more succinct than the `while` loop. Iteration counter `i` initialized, checked and updated all in one line.

# for vs while loop

- Both loop mechanisms are the same:
  - **Initialize, Check, Do, Update!**
- Use `while` loop when **you do not know how many times the loop will be run.**
  - When asking user's input, you do not know when the user will finish.
  - When playing a game, you do not know when user will hit the "exit" button.
- Use `for` loop when **you know exactly how many times the loop will repeat.**
  - Print out number from 1-10.
  - Sum up students' scores in a class.

# To sum up

- In this lecture, we learned how to write non-sequential code using:
  - Conditional Statements
    - `if-else`
    - `if-else if-else` ladder
  - Relational and Logical operators.
    - `>, >=, ==, !=, &&, ||` .
  - Loops
    - `while` loop
    - `for` loop

# Lab

Download Homework 2 file from github, and unzip.

Open the folder that contains the source code.

# Homework 2.1

- Open `score.c` file, and run the program step by step using debugger as I did in the lecture.
  - Use F10 to step over.
  - See the workflow of the if-else ladder yourself.
- Change the `score` variable declared in line 4 to `10`, `40`, `50`, `90` and guess the output without running the code.
  - Did you guess right?
  - If not, trace the execution of the code using a debugger and see where you got wrong.

# Homework 2.2

- Now, open `odd_even.c`
- Write an `if-else` in the specified place, so that the program prints the following messages.
  - `odd` , if variable `num` is odd.
  - `even` , if variable `num` is even.
- Hint: `modulo` operation in c is `%` .
  - `4%4` is 0.
  - `4%3` is 1.
- Hint, you can copy the `if-else` statement from the lecture slides and modify it to fit your needs.



# Homework 2.3 (submit)

- Now, open `factor.c` .
- Write an if-else-if ladder in the specified location, so that the program output
  - `divided by 3` , if `num` can be divided by 3.
  - `divided by 4` , if `num` can be divided by 4.
  - `divided by 9` , if `num` can be divided by 9.
  - If `num` can not be divided by `3,4,9` , output `Oops!` .
- One special rule:
  - If `num` can be divided by both `a` and `b` and `a>b` , it should only output `divided by a` .
- Hint, think about the workflow of `if-else-if` ladder.

## Homework 2.4

- Open `whileloop.c` .
- Run the debugger and trace the program step by step.
- Open `forloop.c` .
- Run the debugger and trace the program step by step.
- Make sure you understand the workflow of a for loop and a while loop.
  - Ask questions if you are confused.

# Homework 2.5 (submit)

- Open `factor2.c` .
- Write a function `is_divisible` that accepts one integer input `num` and returns no output.
  - Depending on the input `num` , `is_divisible` should printout messages according to the same rules described in homework 2.3.
  - You can copy and paste your code from homework 2.3.
- Now call `is_divisible` inside a loop in `main` , so the program check the divisibility for all integers ranging from 939 to 945, inclusive.

# Submission (important!)

To help us automate the marking process, please make sure your submission is named as:

- `STU_ID.c` , where `STU_ID` should be a string starting with two letters followed by numbers, e.g. `ab1234` .
- The same ID is also used in your email address. For example, if you send an email to `STU_ID@bristol.ac.uk` , you should receive that email.
- DO NOT use `.cpp` as the extension name! In the assessed CWs, we will only mark submissions with the correct name.