

CSC 111 – Admin

- All classes, labs, etc. in person unless otherwise announced
- Waitlist – class has been expanded to max capacity
- Assignment 2 Posted – due Sunday.
- Lab marking happens in your registered lab

GLOBAL SCOPE

LOCAL SCOPES

Different
variables

```
#include <stdio.h>
```

```
int global_var 4;
```

```
void print_number();
```

global scope
accessed anywhere

```
int main ( ) {  
    int x = 10 + global_var;  
    int num = 20;  
    print_number();  
    return 0;  
}
```

No access
between
local
scopes

```
void print_number ( ) {  
    int num = 10 * MY_CONST;  
    printf("%d\n", num);  
}
```

Defining a function that take arguments

General form:

Concrete example:

Function prototype

```
void fn_name(type parameter_name);
```

```
void print_number(int num);
```

Must match

```
void fn_name (type parameter_name) {  
    C statement 1;  
    C statement 2;  
}
```

```
void print_number (int num) {  
    printf("%d\n", num);  
}
```

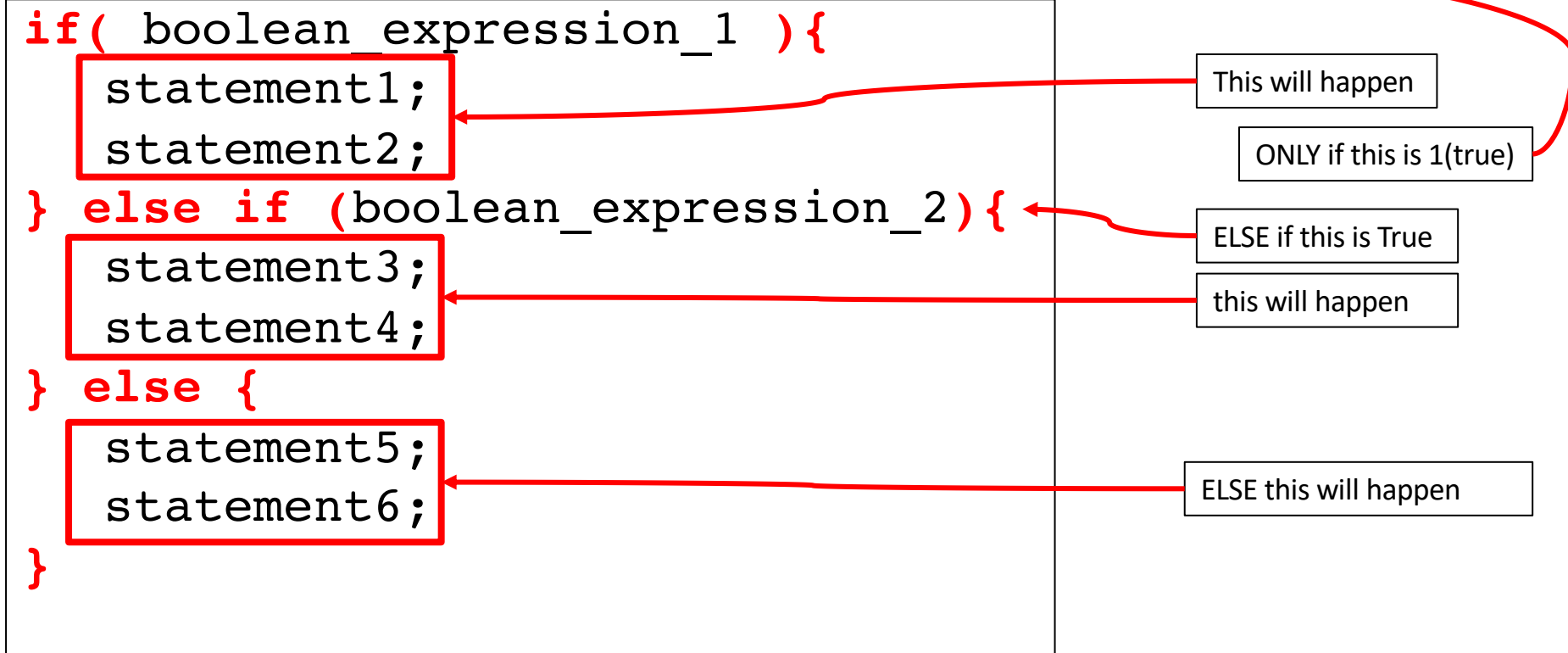
Function definition

Relational Operators and Boolean expressions

Relational Operator	meaning	Example Boolean expression	Result of Boolean expression
>	greater than	<code>x > y</code>	1 if x is greater than y, 0 otherwise
<	less than	<code>x < y</code>	1 if x is less than y, 0 otherwise
>=	greater than or equal to	<code>x >= y</code>	1 if x is greater than or equal to y, 0 otherwise
<=	less than or equal to	<code>x <= y</code>	1 if x is less than or equal to y, 0 otherwise
==	equal to	<code>x == y</code>	1 if x is equal to y, 0 otherwise
!=	not equal to	<code>x != y</code>	1 if x is not equal to y, 0 otherwise

False represented by 0
True represented by 1

Conditional statements – if/else if/else



GLOBAL SCOPE

LOCAL SCOPES

```
#include <stdio.h>
```

```
void print_number(int num);
```

```
int main ( ) {  
    int x = 11;  
    print_number(11);  
    x = 10;  
    print_number(10);  
    return 0;  
}
```

```
/* Purpose: ...
```

```
* Parameters: int num – a number  
*/
```

```
void print_number (int num) {  
    int x = 11;  
    if(num == x) {  
        int y = 2;  
        num += (y + x);  
        printf("%d\n", num);  
    } else {  
        printf("%d\n", num);  
    }  
    printf("done\n");  
}
```

Cannot access y
in these scopes



Tracing Scope – Example

- What is printed to the screen when the following function is called with the line: **foo(0);**
 - NOTE: documentation omitted intentionally.

```
void foo(int n) {  
    int x = 12;  
    if(n > 0) {  
        int x = 14;  
        x += 10;  
    } else {  
        int n = 20;  
        x += 100;  
    }  
  
    printf("%d %d\n", x, n);  
}
```

What about foo(5); ?

Nested Conditions and Logical Operators

A conditional statements can be inside
a conditional statement

```
if( boolean_expression_1 ){  
    if( boolean_expression_2 ){  
        statement1;  
        statement2;  
    } else {  
        statement3;  
        statement4;  
    }  
    ...  
}
```


Logical operators...

Logical Operator	Example Boolean expression	Result of Boolean expression
!	!(expr)	1 if expr is False, 0 otherwise
&&	expr1 && expr2	1 if expr1 AND expr2 are True, False otherwise
	expr1 expr2	1 if expr1 OR expr2 are True, 0 otherwise

RECALL: in C
False represented by 0
True represented by 1

Adding **logical operators** to precedence table

Precedence	Description	Associativity
Highest	Operations enclosed in brackets (), ++/-- postfix	left to right
	+/- unary operator, ++/-- prefix, (type) cast, !	right to left
	* , / , %	left to right
	+ , -	left to right
	< , <= , > , >=	left to right
	== , !=	left to right
	&&	left to right
	 	left to right
Lowest	= , += , -= , *= , /= , %=	right to left



Exception: Short circuit evaluation

Logical Operator	Example Boolean expression	Result of Boolean expression
	<code>x < y y < z</code>	<p>The <code>x<y</code> evaluates first -></p> <p>If it is True, the rest of the expression is not evaluated</p> <p>If it is False, the <code>y<z</code> is evaluated, then finally the <code> </code> expression is evaluated</p>
&&	<code>x < y && y < z</code>	<p>The <code>x<y</code> evaluates first -></p> <p>If it is False, the rest of the expression is not evaluated</p> <p>If it is True, the <code>y<z</code> is evaluated, then finally the <code>&&</code> expression is evaluated</p>