

**Before we start design and
decisions ...**

Let's do a quiz!



C Programming

Design and Decisions

So far ...
mechanics!



You need
design skills too



“...And that, in simple terms, is what’s wrong with your software design.”

SEF will cover certain design
topics in more detail later

You need
something to get you started
now

Pseudocode

It's an English
representation
of what
the design
should look like



English, not C

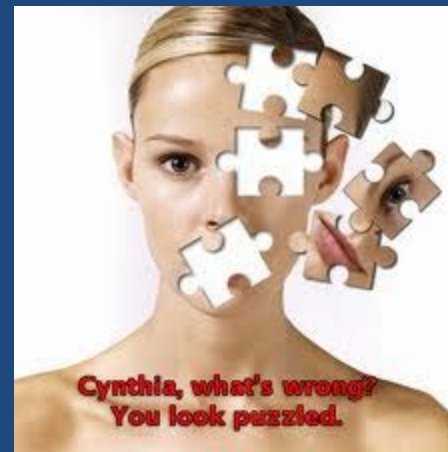
Use English-like statements to
break down
what you want to do

Start
at a
very high
level



For each English-like
pseudocode
statement,
ask yourself
this question ...

"Do I know how to do this easily?"





For each "no" answer,
expand that one
pseudocode line into
more pseudocode

Review!

What's pseudocode used for?

Example



Problem:
"Describe how
to make a
peanut butter
sandwich."



Think about
what's done,
at a very high
level

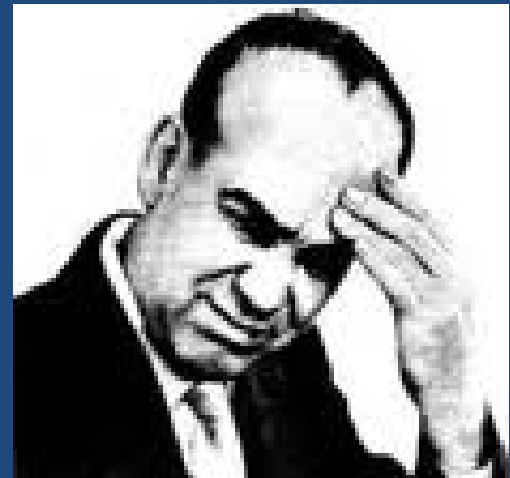
Get materials.

Prepare materials.

Make sandwich.

Ask yourself the question:

"Do I know how to do this
easily?"



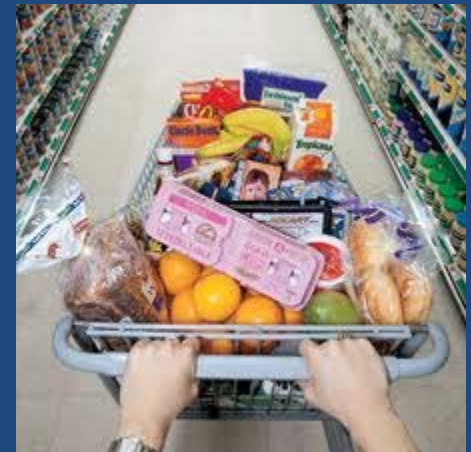
Get materials.

Do I know how to do this
easily?



No.

I don't know what the materials
are.



So, break it
down.



Get materials.



Get bread.

Get peanut butter.

Get knife.

Get plate.

Then, for each statement we
just made, ask the question:

Do I know how to do this
easily?



I think I can answer "yes" to all
four statements.

So I go on to the next
statement.

Prepare materials.

Do I know how to do this
easily?

No.

Open bread bag.

Get 2 slices of bread out of bag.

Put bread slices on plate.

Open peanut butter jar.

Do I know how to do these
easily?

I'll say yes.

Go on to the next statement.



Make sandwich.

Do I know how to do
this easily?



No.

Put peanut butter on one slice
of bread.

Put other slice of bread on top
of the first slice.

Cut bread.

Do I know how to put peanut
butter on one slice of bread
easily?

No.

Break it down.



Grab knife from handle with dominant hand.

Dip blade of knife into peanut butter.

Grasp bread on edges with other hand.

Get peanut butter on knife.

Spread peanut butter on bread evenly.

Repeat from second line above until enough peanut butter is on bread.

Do I know how to do each of
those statements easily?



I'll say yes.

I'll also say that we know how
to put the bread together

Cutting? No.

Grasp knife in dominant hand.

Cut diagonally across bread.

If four pieces desired, then

Cut diagonally across bread in
other direction.

End if

Why end if?

Indicate what is done in the
case that the if statement is
true

And so on.

One slight backtrack ...

In a previous breakdown, we
repeated a series of actions

Replace that
with
a loop



Grab knife from handle with dominant hand.

Loop

Dip blade of knife into peanut butter.

Grasp bread on edges with other hand.

Get peanut butter on knife.

Spread peanut butter on bread evenly.

Repeat loop until enough peanut butter is on bread.

Combine it all,
using higher-level statements as
comments

// Get materials

Get bread.

Get peanut butter.

Get knife.

Get plate.

// Prepare materials

Open bread bag.

Get 2 slices of bread out of bag.

Put bread slices on plate.

Open peanut butter jar.

// make sandwich

// put peanut butter on one slice of bread
Grab knife from handle with dominant hand.

Loop

 Dip blade of knife into peanut butter.

 Grasp bread on edges with other hand.

 Get peanut butter on knife.

 Spread peanut butter on bread evenly.

Repeat loop until enough peanut butter is on
bread.

Put other slice of bread on top
of the first slice.

// cut bread

Grasp knife in dominant hand.

Cut diagonally across bread.

If four pieces desired, then

Cut diagonally across bread in other direction.

End if

Review!

What's the magic question?

Review!

What's do you do if the answer
is yes?

Review!

What's do you do if the answer
is no?

OK, now how about something
that doesn't involve peanut
butter

Problem: "Display the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. When done, display the total cost for all meals."

Not something that
a random person
would be able to code

But
that random person
could figure out how to do it

and they could do it with
PSEUDOCODE!

Well, sort of

First, examine the problem

Look for
clues
in the
wording

"Display the cost, including tax if applicable, **for each of ten meals.** Each meal's pre-tax price is entered by the user. When done, display the total cost for all meals."

We're dealing with a whole
bunch of items

Loop!



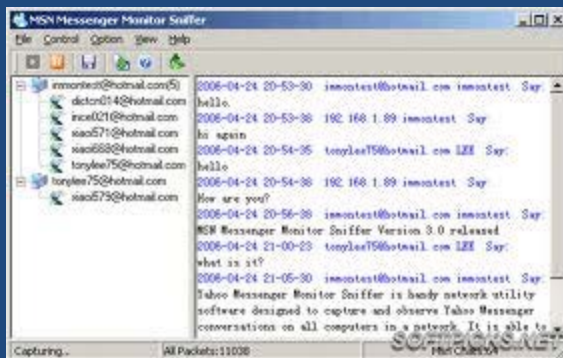
"Display the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is **entered by the user**. When done, display the total cost for all meals."

Input!



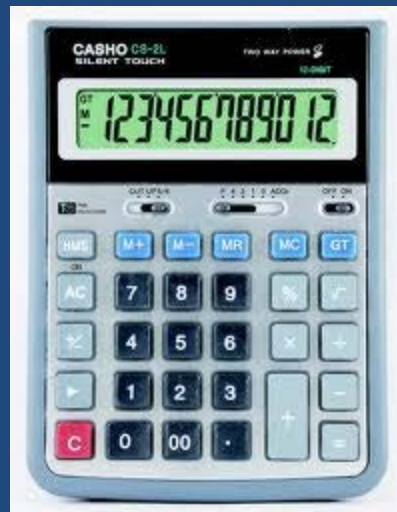
"**Display** the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. When done, display the total cost for all meals."

Output!



"Display the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. When done, display the total cost for all meals."

Calculate!



"Display the cost, including tax **if** applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. When done, display the total cost for all meals."

Decision!



"Display the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. **When done**, display the total cost for all meals."

At the end!



"Display the cost, including tax if applicable, for each of ten meals. Each meal's pre-tax price is entered by the user. When done, display the **total cost** for all meals."

Accumulation!



Sooooo, we know:

Loop for 10 meals

 Get input of pre-tax price for this meal

 Calculate total cost of this meal

 Display total cost of this meal

 Accumulate final total cost

End loop

Display final total cost

What would
your random person
likely say?

"Well, ask the person how much the meal is, then include the HST if it's above \$4 or just include GST if it's not, and tell them. Keep doing that for the ten meals."

"Don't forget to keep track of how much the cost is so you can tell them a final figure at the end."

Loop for 10 meals

 Get input of pre-tax price for this meal

 Calculate total cost of this meal

 Display total cost of this meal

 Accumulate final total cost

End loop

Display final total cost

And, asking the magic
pseudocode
question ...

Review!

What's that question again?

Loop for 10 meals **Yes**

Get input of pre-tax price for this meal
No

Calculate total cost of this meal **No**

Display total cost of this meal **Yes**

Accumulate final total cost **No**

End loop **Yes**

Display final total cost **Yes**

Get input of pre-tax price for this meal



Prompt user

Get pre-tax price from user

Calculate total cost of this meal



If cost of meal is above \$4, then

 Multiply meal cost by 1.13

else

 Multiply meal cost by 1.05

Accumulate final total cost



final total cost = final total cost
+ cost for this meal

So it becomes ...

Loop for 10 meals

// Get input of pre-tax price for this item

Prompt user

Get pre-tax price from user

// Calculate total cost of this meal

If cost of meal is above \$4, then

 Multiply meal cost by 1.13

else

 Multiply meal cost by 1.05

Display total cost of this meal

// Accumulate final total cost

final total cost = final total cost + cost
for this meal

End loop

Display final total cost

Then convert it to C code

Review!

What's the relationship between
pseudocode and C?

Review!

Why might you want to use pseudocode?

C decisions and loops?



Decisions that are not loops



if statements

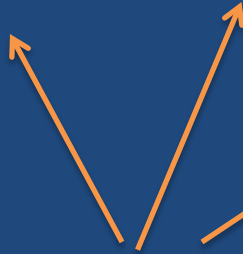
Example

brackets around condition

```
if( mealCost < 4.00 )
```

keyword if

condition



More complete example

```
if( mealCost > 4.00 )  
{  
    mealCost *= 1.13;  
}  
else  
{  
    mealCost *= 1.05;  
}
```



body executed if true



body executed if false

The *else* is optional

The curly braces are optional in
this case but ...

not in MY course!



Course Requirement


Put curly braces around single-line bodies.

Review!

What's a body (in this context)?

Other Stuff

Don't put a semicolon after the
if statement and before the
body

```
if( mealCost < 4.00 ) ;  Bad!  
{  
    mealCost *= 1.13;  
}  
else  
{  
    mealCost *= 1.05;  
}
```


You can't do a three-way
comparison


Using

```
if( 10 < a < 20 )
```

won't work

You can chain if
statements together
by using else followed
by if



```
if( counter < 100 )
{
    printf("The counter is %d\n", counter);
    counter += 4;
}
else if ( counter < 200 )  Not elseif
{
    printf("The counter is getting pretty high\n");
}
else
{
    printf("The counter is too high\n");
}
printf("Counter is now %d\n", counter);
```

You can nest them too



```
if( counter < 100 )
{
    printf("counter is less than 100\n");
    if( counter < 0 )
    {
        printf("correcting a negative counter\n");
        counter = 0;
    }
}
```

Review!

What's an if statement used for?

Review!

What are the two different possible outcomes from an if statement?

How about looping?



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Decisions that are loops



while statements

Aside: Yes, there are other ways
of making decisions in C

How to decide about decisions?

Look at the description for:

- repeated actions (e.g. user input)
- plurals
- "while"
- "until"
- "repeat"

Loops!

Look at the description for:

- "if"
- "unless"
- "except"
- "case"
- other non-looping decision words

If!

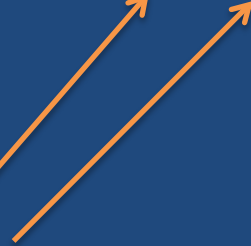
while Example

brackets around condition

```
while( mealCount < 10 )
```

keyword while

condition



Same syntax issues
as
if statements

Nesting while Loop Example

```
int i = 0, j = 0;
while(i < 10 )
{
    j = 0;
    while(j < 10 )
    {
        printf(" j is %d\n", j ++);
    }
    printf(" i is %d\n", i ++);
}
```

Review!

What should you use if you need to add together a whole bunch of numbers but you don't know how many?

Review!

What should you use if you need to calculate a shipping rate depending on if the recipient is in Canada or not?

Review!

What should you use if you need to calculate a shipping rate depending on if the recipient is in Canada, the U.S., or elsewhere?

Review!

What should you use to take different actions depending on what a user has entered?

Review!

What should you use to take different actions depending on what a user enters, ending when they simply press ENTER?

Logical Operators

So far, we've only seen

<

and

>

There are other comparison
operators
(called logical operators)

$<$

\geq

$>$

\leq

Where's equals-to????



Yes, two of them

=

means

assignment

assignment:



```
a = b + c;
```

"Assignment"



"Change the variable"

if(a == 10)
is different from
if(a = 10)

if(a = 10)

means

"if the changing of the value of a to 10 will cause a to be a non-zero value (and, since 10 is non-zero, it will), then the condition is true"

Valid

but

bad!

A good habit to get into to
avoid some of those:
backwards comparison!

Replace:

```
if( a == 10 )
```

with:

```
if( 10 == a)
```

so that forgetting will not be so
bad:

```
if( 10 = a )
```



Compiler Error!

Review!

What does
if(a = 10)
mean?

Review!

What does
`if(a == 10)`
mean?

So, that's equality.

OK, how about Inequality?

Inequality is not $\langle \rangle$

It's \neq

Inequality example

```
if( a != 10 )
```

true and false

In C, false is equivalent to 0.

In C, true is equivalent to
anything except 0.

bool

The *bool* datatype was
introduced in VS2013

You can use it just like a normal
data type, except ...

The only two possible values
are
true
and
false

and
you must use
#include <stdbool.h>

More logical operators

You can also do logical negation:

```
if( ! (a == 10) )
```


And you can join conditions
together using `&&` and `||`

Yes, that's a pair again

&&

is

logical-AND

||

is

logical-OR

&&

requires

both conditions to be true

for

the conjunction to be true

||

requires

either or both of the conditions to
be true

for

the conjunction to be true

Example

```
if( (value >= 5) && (value <= 9) )
```

is looking for a value between 5
and 9, inclusive

Example

```
if( (value < 5) ||  
    (price > 10.5) )
```

is looking for a value less than 5
OR a price greater than 10.5
(or both)

A more complex example

```
if( ((a == b) && (c == d)) || (e  
    == f) )
```

is a bit more difficult to parse
but look at the extra brackets

It is a great idea to use more
brackets than you have to to
ensure the intended order of
operations

Definitely review
the reading
if you are unsure
about any of this

Summary

1. You need to know how to design software.
2. You can use Pseudocode.
3. Decisions are important.
4. If statements and while statements are very useful.