ENGG1003 - Friday Week 2

More Flow Control and Examples

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March 10, 2019

DO ... WHILE

- Same as WHILE except executes *at least once*
- The condition is tested at the end
- Loops repeats if condition is TRUE
- Pseudocode syntax:

```
DO
    stuff
WHILE condition
```

- C syntax:

```c
do {
  // do stuff
} while(condition)
```

DO ... WHILE

- A toy example in C:

```c
int main() {
  int x = 0;
  do {
    x = x - 1;
  } while(x > 0)
  return 0;
}
```

DO ... WHILE

- A slightly less toy example:

```
1  #include <stdio.h>
2  int main() {
3    int x;
4    do {
5      printf("Enter an integer: ");
6      scanf("%d", &x);
7      if(x%2==0)
8        printf("%d is even\n", x);
9      else
10       printf("%d is odd\n", x);
11   } while(x >= 0);
12   return 0;
13 }
```

DO ... WHILE

- **NB:** The previous example had:

```
1     if(x%2==0)
2       printf("%d is even\n", x);
3     else
4       printf("%d is odd\n", x);
```

- The { } block is optional if *only one statement* is after an if(), while(), etc
- I omitted it to reduce line count so that the code would fit on the slide

do ... while(); is Optional

- It is never *absolutely necessary* to use do ... while();
- Sometimes it is easier
- eg: Initial value irrelevant with do while();

while()

```
int x = 1;
while(x >= 0) {
  printf("Enter an integer: ");
  scanf("%d", &x);
  if(x%2==0)
    printf("%d is even\n", x);
  else
    printf("%d is odd\n", x);
}
```

do while();

```
int x;
do {
  printf("Enter an integer: ");
  scanf("%d", &x);
  if(x%2==0)
    printf("%d is even\n", x);
  else
    printf("%d is odd\n", x);
} while(x >= 0);
```

Fibonacci Sequence

- The *Fibonacci Sequence* is the series of numbers, starting with 0 and 1, where each number is the sum of the two which came before it
- ie: 0, 1, 1, 2, 3, 5, 8, 12, 21, ...
- **Task:** Write a C program which outputs the Fibonacci Sequence for all integers small enough to fit into an `int`.

Fibonacci Sequence

- Lets break this into two problems:
  1. Calculate the Fibonacci Sequence
  2. Worry about the stop condition
- Always try to break programming problems down into small chunks
- Real-world problems are too difficult to complete "all in one go"

Fibonacci Sequence

- How do we calculate the Fibonacci Sequence?
- Note that we need to keep track of *three* numbers:
  - The next number
  - The previous two numbers
- I will use these variable names:

```
1 int xN;    // x N
2 int xNm1;  // N minus 1
3 int xNm2;  // N minus 2
```

Fibonacci Sequence

- Each time a new number is calculated, what happens to the variables?
- All 3 variables change, the sequence in which they change is crucial:

```
1 xN = xNm1 + xNm2; // Calculate next value
2 xNm2 = xNm1;//Move old values "down the chain"
3 xNm1 = xN;
```

- Note that the *oldest* value is overwritten first
  - It is the one which is no longer needed for calculation

Fibonacci Sequence

- Lets sketch some pseudocode:

```
BEGIN
    int xNm2 = 0
    int xNm1 = 1
    int xNext
END
```

FOR Loops

- A FOR loop executes a given number of times
- Used when the number of loop repeats is known *before* entering the loop
  - Repeat count could be "hard coded" as a number
  - Could also be a variable
- Can be easier to read than WHILE
- Example pseudocode syntax:

```
FOR x = 1 to 10
   Do something ten times
ENDFOR
```

- The *loop variable* is automatically incremented

BREAK Statements

- Sometimes you want to exit a loop *before* the condition is re-tested
- The flow-control mechanism for this is a BREAK statement
- If executed, the loop quits
- BREAKs typically go inside an IF to control their execution

Loop continue Statements

- A continue causes execution to jump back to the loop start
- The *condition* is tested before reentry

FOR Example 1

- Two equivalent ways to implement the $\cos()$ series from before are:

NB: $|\text{tmp}|$ means "absolute value of tmp".

```
BEGIN
  INPUT x
  sum = 0
  FOR k = 0 to 10
    tmp = (-1)^k x^(2k) / (2k)!
    sum = sum + tmp
    IF |tmp| < 1e-6
      BREAK
    ENDIF
  ENDWHILE
END
```

```
BEGIN
  INPUT x
  tmp = 1
  k = 0
  sum = 0
  WHILE (k<10)AND(|tmp|>1e-6)
    tmp = (-1)^k x^(2k) / (2k)!
    sum = sum + tmp
    k = k + 1
  ENDWHILE
END
```

FOR Example 2 - Factorials

- Use FOR to count from 2 to our input number
- Keep a running product as we go

```
BEGIN
   INPUT x
   result = 1
   FOR k = 2 TO x
      result = result * k
   ENDFOR
END
```

- Is this algorithm robust? What happens if:
  - x = -1
  - x = 1
  - x = 0 (**NB:** 0! = 1 because *maths*)

GOTO

- There exists a GOTO flow control mechanism
  - Sometimes also called a *branch*
  - An ability some consider to be unnatural
- It "jumps" from one line to a different line
- It exists for a purpose
- That purpose does not (typically) exist when writing C code
  - C *supports* a `goto` statement
  - It results in "spaghetti code" which is hard to read
  - Don't use it in ENGG1003
- You *can* use branch instructions in ELEC1710

Increment Example

```c
#include <stdio.h>
int main() {
  int x = 0;
  int y = 0;
  int z = 0;
  y = ++x + 10;
  printf("Pre-increment: %d\n", y);
  y = z++ + 10;
  printf("Post-increment: %d\n", y);
  return 0;
}
```

Listing 1: increment.c

Pre/post-inc/decrements have many applications, more details in coming weeks.

Binary Nomenclature

- The value range is a result of the underlying binary storage mechanism
- A single binary digit is called a *bit*
- There are 8 bits in a *byte*
- In programming we use the "power of two" definitions of kB, MB, etc:
  - 1 kilobyte is $2^{10} = 1024$ bytes
  - 1 Megabyte is $2^{20} = 1048576$ bytes
  - 1 Gigabyte is $2^{30} = 1073741824$ bytes
  - (Advanced) These numbers look better in hex: $0\text{x}3\text{FF}$, $0\text{x}\text{FFFFF}$, etc.

Binary Nomenclature

- Observe that kilobyte, Megabyte, Gigabyte, etc use scientific prefixes
- These *normally* mean a power of 10:
  - kilo- $= 10^3$
  - Mega- $= 10^6$
  - Giga- $= 10^9$
  - ...etc (see the inside cover of a physics text)
- Computer science stole these terms and re-defined them

Binary Nomenclature

- This has made some people *illogically angry*
- Instead, we can use a more modern standard:
  - 2^{10} bytes $=$ 1 kibiByte (KiB)
  - 2^{20} bytes $=$ 1 Mebibyte (MiB)
  - 2^{30} bytes $=$ 1 Gibibyte (GiB)
  - ...etc
- Generally speaking, KB (etc) implies:
  - powers of two to *engineers*
  - powers of ten to *marketing*
    - The number is smaller
    - Hard drive manufacturers, ISPs, etc like this

Unambiguous Integer Data Types

- Because the standard int and long data types don't have fixed size unambiguous types exist
- Under OnlineGDB (ie: Linux with gcc) these are defined in stdint.h (#include it)
- You will see them used commonly in embedded systems programming (eg: Arduino code)
- The types are:
  - int8_t
  - uint8_t
  - int16_t
  - ...etc

Code Blocks in C

- Semi-revision:
- The curly braces { } encompass a *block*
- You have used these with $\mathrm{if}()$ and $\mathrm{while}()$
- They define the set of lines executed inside the $\mathrm{if}()$ or $\mathrm{while}()$

Code Blocks in C

- You can place blocks anywhere you like
- Nothing wrong with:

```
1 int main() {
2   int x;
3   {
4     printf("%d\n", x);
5   }
6   return 0;
7 }
```

- This just places the printf(); inside a block
- It doesn't do anything useful, but...

Variable Scope

- A variable's "existence" is limited to the block where it is declared
  - Plus any blocks within that one
- Example this code won't compile:

```
1  #include <stdio.h>
2  int main() {
3    int x = 2;
4    if(x == 2) {
5      int k;
6      k = 2*x;
7    }
8    printf("%d\n", k);
9    return 0;
10 }
```

Variable Scope

- Note that k was declared inside the $\mathrm{if}()$
- That means that it no longer exists when the $\mathrm{if}()$ has finished
- This generates a compiler error

#define Constants

TODO

for(;;) Loops

TODO