



Jiangxi University of Science and Technology

Chapter 4 Selection

Lecture0401 : Relational Expressions



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Objectives

What we will study in chapter 4

- 4.1 Relational Expressions 关系表达式
- 4.2 The if and if-else Statements
- 4.2 The if-else Chain
- 4.3 The switch Statement
- 4.4 Case Study: Data Validation
- 4.7 Chapter Summary



4.1 Relational Expressions

➤ Flow of control 控制流

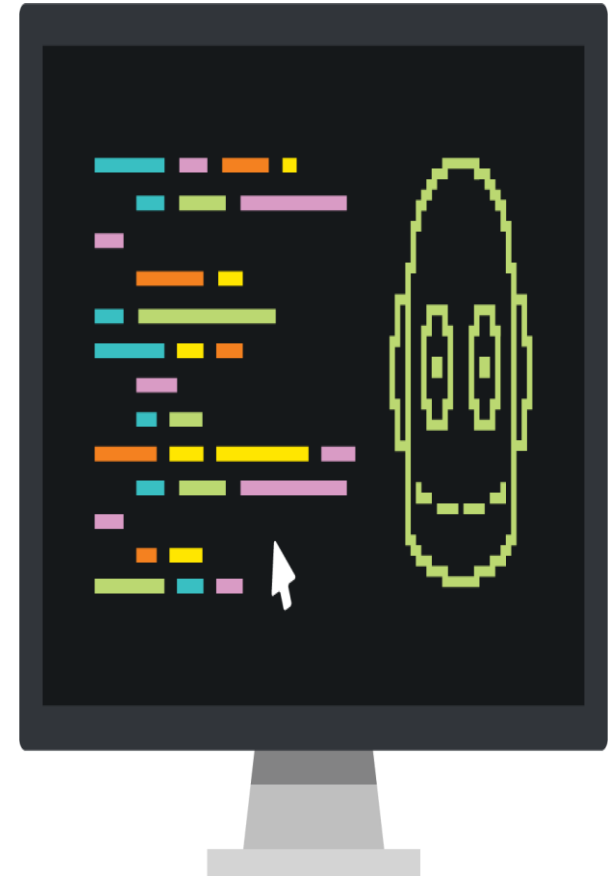
- *Flow of control* refers to **the order** in which a program's statements are executed
- *four standardized flow of control structures*:
 1. *Normal flow of control* for all programs is **Sequential** 顺序结构
 2. **Selection** 选择结构 is used to **select** which statements are performed next based on **a condition**
 3. **Repetition** 循环结构 is used to **repeat** a set of statements
 4. **Invocation** 调用结构 is used to **invoke** a sequence of instructions using a single statement, as in calling a function (调用函数)

4.1 Relational Expressions

➤ Simplest decision structure(简单决策结构):

— if (condition) statement;

1. statement executed if *condition* 条件 is **true**
2. The condition is evaluated to determine its numerical value, which is interpreted as either **true** (**non-zero**) or **false** (**0**)
3. If condition is true the statement following the if is executed; otherwise, statement is not executed



4.1 Relational Expressions

➤ Relational Operator 关系运算符

Table 4.1 Relational Operators in C

Relational Operator	Meaning	Example
<	less than	age < 30
>	greater than	height > 6.2
<=	less than or equal to	taxable <= 20000
>=	greater than or equal to	temp >= 98.6
==	equal to	grade == 100
!=	not equal to	number != 250

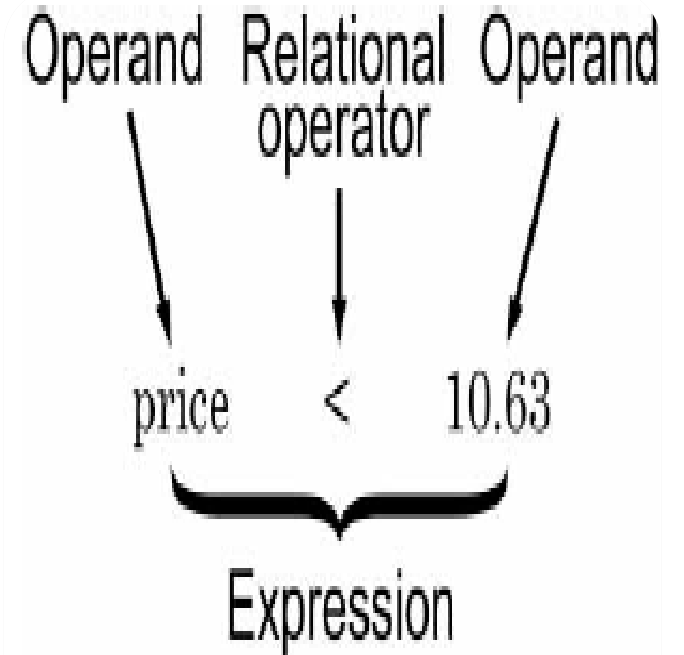


Figure 4.1 Anatomy of a simple relational expression

4.1 Relational Expressions

➤ Conditions

- Relational expressions are also known as conditions
- A relational expression evaluates to 1 (**true**) or 0 (**false**)
- The expression **3 < 4** has a value of 1
- The expression **2.0 > 3.3** has a value of 0
- The value of **hours > 0** depends on the value of **hours**

4.1 Relational Expressions

➤ Conditions

— Character data can also be compared using relational operators

Table 4.2 Sample Comparisons of ASCII Characters

Expression	Value	Interpretation
'A' > 'C'	0	false
'D' <= 'Z'	1	true
'E' == 'F'	0	false
'g' >= 'm'	0	false
'b' != 'c'	1	true
'a' == 'A'	0	false
'B' < 'a'	1	true
'b' > 'Z'	1	true

4.1 Relational Expressions

➤ Logical Operators (逻辑运算符)

- More complex conditions can be created using the logical operations

AND (&&), **OR** (||), and **NOT** (!)

- When the && is used with two expressions, the condition is true only if
both expressions are true by themselves

4.1 Relational Expressions

➤ Logical Operators (逻辑运算符)

- `int i = 15, j = 30;`
- `double a = 12.0, b = 2.0, complete = 0.0;`

a	b	! a	! b	a && b	a b
0	0	1	1	0	0
0	1	1	0	0	1
1	0	0	1	0	1
1	1	0	0	1	1

Watch 1

Name	Value	Type
♦ <code>a > b</code>	true	bool
♦ <code>i == j a < b complete</code>	false	bool
♦ <code>a / b > 5 && i < 20</code>	true	bool

4.1 Relational Expressions

➤ **short-circuit evaluation** 短路求值

- The evaluation feature for the `&&` or `||` operators that makes the evaluation of an expression *stop* as soon as it is determined that an expression is *false* or *true* is known as short-circuit evaluation

```
(6 * 3 == 36/2) && (13 < 3*3+4) || !(6 - 2 < 5)
= (18 == 18) && (13 < 9 + 4) || !(4 < 5)
= 1 && (13 < 13) || !1
= 1 && 0 && 0
= 1 && 0
= 0
```

4.1 Relational Expressions

➤ Precedence and Associativity

Table 4.6 C Operators Listed from Highest Precedence to Lowest Precedence

Operator	Associativity
!, unary -, ++, --	right to left
*, /, %	left to right
+, -	left to right
<, <=, >, >=	left to right
==, !=	left to right
&&	left to right
	left to right
+=, -=, *=, /=	right to left

4.1 Relational Expressions

➤ Precedence and Associativity

- `char key = 'm';`
- `int i = 5, j = 7, k = 12;`
- `double x = 22.5;`

Expression	Equivalent Expression	Value	Interpretation
<code>i + 2 == k - 1</code>	<code>(i + 2) == (k - 1)</code>	0	false
<code>3 * i - j < 22</code>	<code>((3 * i) - j) < 22</code>	1	true
<code>i + 2 * j > k</code>	<code>(i + (2 * j)) > k</code>	1	true
<code>k + 3 <= -j + 3 * i</code>	<code>(k + 3) <= ((-j) + (3*i))</code>	0	false
<code>'a' + 1 == 'b'</code>	<code>('a' + 1) == 'b'</code>	1	true
<code>key - 1 > 'p'</code>	<code>(key - 1) > 'p'</code>	0	false
<code>key + 1 == 'n'</code>	<code>(key + 1) == 'n'</code>	1	true
<code>25 >= x + 4.0</code>	<code>25 >= (x + 4.0)</code>	0	false

Reference



- BOOK

- Some part of this PPT given by Prof 欧阳城添
(Prof: Chengtian Ouyang)

- with special thank

- <https://www.codingunit.com/c-tutorial-first-c-program-hello-world>

