

# C PROGRAMMING FOR ENGINEERS

Control Structures  
(while loop, do/while loop, for loop)

## Types of Structured Programming

- **Sequence:** set of steps to be performed in order.
- **Selection:** set of steps to be performed if a logical condition is true; another set of steps if the logical condition is false.
- **Repetition:** set of steps to be repeated if a condition is true.

## Loop Structure Types

- Repetition structures (loops) allow statements that are placed inside the structure to be repeated as long as the testing condition is true.
- There are three categories:
  - **while** loop
  - **do/while** loop
  - **for** loop

**NOTE:** The **while** loop incorporates the concept of **decision before logic**. The **do/while** and **for** loops incorporate the concept of **decision after logic**.

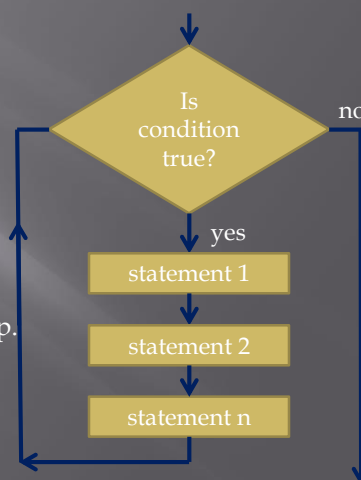
## while Loop

- General form:

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

If the **condition** is **false**, the program will skip the loop statements and exit the loop.

If the **condition** is **true**, the program will execute the loop statements and repeat them until the condition turns false.



## while Loop Example

```
time = 0.0;
```

Since **time** is the loop control variable in the **while** loop shown below, time needs a starting value.

```
while(time <= 25.0)
```

Loop controlling condition.

```
{
```

```
    acceleration = 4.25-0.015*pow(time,2);
```

```
    velocity = 4.25*time-0.005*pow(time,3);
```

```
    distance = 90.0+2.125*pow(time,2)-0.00125*pow(time,4);
```

```
    printf("%4.1f  %7.2f  %7.2f  %8.2f\n",time,  
          acceleration, velocity, distance);
```

```
    time = time + 1.0;
```

Time needs to be incremented for the loop to continue.

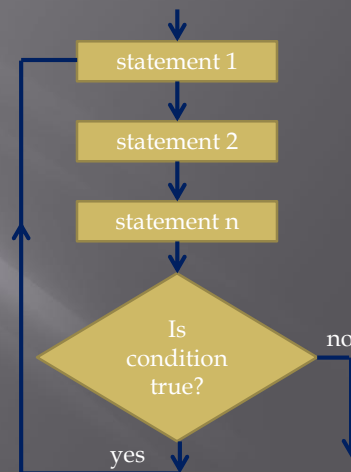
```
}
```

## do/while Loop

➤ General Form:

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

Notice that the **loop control condition** is evaluated at the end of the loop. This will guarantee that the loop statements will be executed at least once.



## do/while Loop Example

```
time = 0.0;
do
{
    acceleration = 4.25-0.015*pow(time,2);
    velocity = 4.25*time-0.005*pow(time,3);
    distance = 90.0+2.125*pow(time,2)-0.00125*pow(time,4);
    printf("%4.1f  %7.2f  %7.2f  %8.2f\n",time,
           acceleration, velocity, distance);
    time = time + 1.0;
}while(time <= 25.0);
```

Time needs a starting value.

Time needs to be incremented for the loop to continue.

Loop controlling condition.

## for Loop

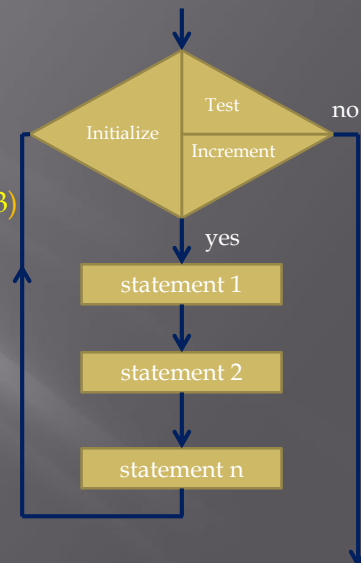
➤ General form:

```
for(expression1; expression2; expression3)
{
    statements;
}
```

Initialize the loop control variable.

Test condition.

Increment or decrement the loop control variable.



## for Loop Example

```
pi = 3.14159;  
for(angle = 0.0; angle <= 180.0; angle += 5.0)  
{  
    radians = angle*pi/180.0;  
    sine = sin(radians);  
    cosine = cos(radians);  
    tangent = tan(radians);  
}
```

Initialize the loop control variable.

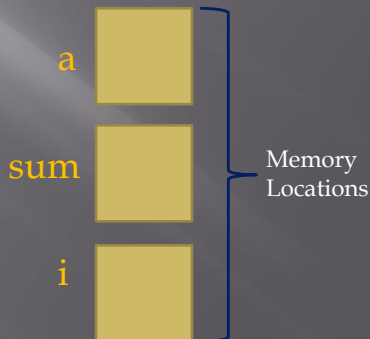
Increment or decrement the loop control variable.

Test condition.

Notice that semicolons must be used in the **for** statement, not commas. This is a common mistake for beginning programmers.

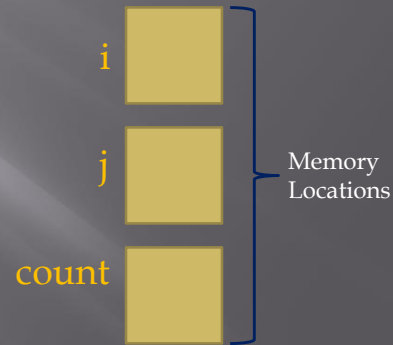
## Another for Loop Example

```
int sum = 0, a = 2, i;  
for(i = 0; i <= 3; i++)  
{  
    a = a + 2;  
    sum = sum + a;  
}
```



## Nested **for** Loops Example

```
int i, j, count=0;
for(i = -1; i <= 1; i++)
{
    for(j = 0; j <= 2; j++)
    {
        count++;
    }
}
```



## Calculating **for** Loop Iterations

- The number of iterations that a **for** loop will be executed is determined by:

$$\text{floor} \left[ \frac{\text{final value} - \text{initial value}}{\text{increment}} \right] + 1$$

The **floor** command rounds to the nearest integer toward negative infinity.

Example:  $\text{floor}(180.0 - 0.0) / 5.0 + 1 = 37$

## Infinite Loops

Infinite loops occur when the **loop condition** has not been met. An example would be when the condition in a **while loop** is always true.

Computer systems will have several methods to stop infinite loops:

1. System-defined limit exceeded (generally time defined on main-frame computers).
2. Ctrl C (stops or aborts program execution on PCs).

## The **break** & **continue** Statements

- **break;**
  - Used to exit the inner most loop or operation.
- **continue;**
  - Skips the remaining statements in a current iteration and then continues with the next iteration of the loop or operation.

## break Example

Example:

```
int i, sum = 0, y;
for(i = 1; i <= 5; i++)
{
    scanf("%i", &y);
    if(y > 10)
        break;
    sum += y;
}
```

What is the value of sum after the following values are entered via the `scanf` command?

2  
5  
11  
20  
1

Program will break out of the loop when  $y > 10$ .

## continue Example

Example:

```
int i, sum = 0, y;
for(i = 1; i <= 5; i++)
{
    scanf("%i", &y);
    if(y > 10)
        continue;
    sum += y;
}
```

What is the value of sum after the following values are entered via the `scanf` command?

2  
5  
11  
20  
1

When  $y > 10$  the program will skip the rest of the statements in the current iteration and continue to the next iteration.