

CONTROL STRUCTURES IN C

ITERATIONS

- If we want to execute a set of statements repeatedly, we use iterative structures also called as loops.
- There are three types of loops in C:
 - for
 - while
 - do..while

FOR LOOP

➤ Syntax:

```
for(initialization; condition; updation)
{
    //statements;
}
```

- Initialization: A loop variable can be used to start the loop by giving it some initial value.
- Condition: To check whether the loop must stop/continue. If condition is false, the control goes outside the loop.
- Updation: Loop variable is updated in some way so that the condition finally becomes false at some point.
- Note: In a way, the loop variable in a for loop accounts for ***number of times loop must execute.***

FOR LOOP

- **Example:**
- **To print “Hello” 10 times**
- Initialization: A variable (by convention called i) is initialized to 1
- Condition: Check if i has reached 10. If yes, stop, else continue. Can you guess the condition?
 - $i == 10$
 - $i != 11$
 - $i > 10$
 - $i \leq 10$
- Updation: i must increment by 1 each time.
So $i = i + 1$ or $i++$

FOR LOOP

- Example:
- To print “Hello” 10 times

```
for(i=1;i<=10;i++)  
{  
    printf(“Hello”);  
}
```

QUICK EXERCISE

➤ Predict the output:

```
int i;  
for(i=1;i<=5;i++)  
{  
    printf("Hello %d\n",i);  
}
```

Output:

Hello 1
Hello 2
Hello 3
Hello 4
Hello 5

QUICK EXERCISE

- Predict the output:

```
int i;  
for(i=2;i<=6;i++)  
printf("Hello\n");  
printf("i=%d",i);
```

Output:

Hello
Hello
Hello
Hello
Hello
i=7

QUICK EXERCISE

➤ Predict the output:

```
int i;  
for(i=1;i<=5;i++);  
printf("Hello\n");  
printf("%d",i);
```

Output:

Hello

6

QUICK EXERCISE

➤ How many times do each of the below loops execute?

1. `for(i=1;i<=5;i++)`

2. `for(i=0;i<=5;i++)`

3. `for(i=0;i<5;i++)`

4. `for(i=5;i<=5;i++)`

5. `for(i=5;i<=1;i++)`

6. `for(i=5;i>=1;i++)`

7. `for(i=5;i>=1;i--)`

8. `for(i=1;i<=n;i++)`

9. `for(i=0;i<=n;i++)`

QUICK EXERCISE

➤ How many times do each of the below loops execute?

1. `for(i=1;i<=5;i++)` 5 times ($i = 1, 2, 3, 4, 5$)
2. `for(i=0;i<=5;i++)` 6 times ($i = 0, 1, 2, 3, 4, 5$)
3. `for(i=0;i<5;i++)` 5 times ($i = 0, 1, 2, 3, 4$)
4. `for(i=5;i<=5;i++)` 1 time ($i=5$)
5. `for(i=5;i<=1;i++)` 0 times (Loop condition false first time)
6. `for(i=5;i>=1;i++)` Infinite times ($i = 5, 6, 7, 8, 9, \dots$)
7. `for(i=5;i>=1;i--)` 5 times ($i = 5, 4, 3, 2, 1$)
8. `for(i=1;i<=n;i++)` 'n' times ($i = 1, 2, 3, 4, \dots, n$)
9. `for(i=0;i<=n;i++)` $n+1$ times ($i = 0, 1, 2, 3, \dots, n$)

FOR LOOP

- POINTS TO REMEMBER:
- We can eliminate initialization and updation (by taking them inside or outside the loop), but we cannot eliminate the condition.
- Example:

```
int i=1;
for( ;i<=5; )
{
    i++;
}
```
- Each for loop can only have exactly two semi-colons(;)
- We can have multiple initializations and multiple updations, separated by a comma(,)
- Can you guess how can we write multiple conditions?
 - Using appropriate logical operators

QUICK EXERCISE

➤ How many times do each of the below loops execute?

1. `for(i=1,j=7;i<=5 && j>=5;i++,j- -)`

2. `for(i=1,j=7;i<=5 || j>=5;i++,j- -)`

QUICK EXERCISE

➤ How many times do each of the below loops execute?

- `for(i=1,j=7;i<=5 && j>=5;i++,j- -)`

3 times

`i=1 , j=7`

`i=2 , j=6`

`i=3 , j=5`

- `for(i=1,j=7;i<=5 || j>=5;i++,j- -)`

5 times

`i=1 , j=7`

`i=2 , j=6`

`i=3 , j=5`

`i=4, j=4`

`i=5, j=3`

SUCCESSIVE ARITHMETIC OPERATIONS

- Whenever we want to do an arithmetic operation in a series/sequence such that the previous result is carried forward for the next operation.
- Example: Arithmetic/Geometric series
- The general rule of writing it is :
 - $\text{result} = \text{result} (+, -, *, / \%) \text{ term}$

SUCCESSIVE ARITHMETIC OPERATIONS

- Suppose we want to do,

$$2+4+6+8$$

1. `result = result +2`
 2. `result = result +4`
 3. `result = result +6`
 4. `result = result +8`
- What should be the first value of result????
 `result = 0`. Else, we may get garbage value.
 - Can we use for loops for the above?

SUCCESSIVE ARITHMETIC OPERATIONS

➤ Suppose we want to do,

$$1+2+3+4+5$$

```
int i, sum = 0;
for(i=1;i<=5;i++)
{
    sum = sum + i;
}
printf("%d", sum);
```

Iteration no.	i	sum Initial value=0
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15

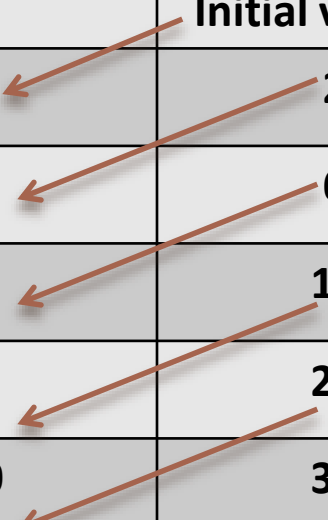
SUCCESSIVE ARITHMETIC OPERATIONS

➤ Suppose we want to do,

$$2+4+6+8+10$$

```
int i, sum = 0;
for(i=2;i<=10;i=i+2)
{
    sum = sum + i;
}
printf("%d", sum);
```

Iteration no.	i	sum Initial value=0
1	2	2
2	4	6
3	6	12
4	8	20
5	10	30

The diagram consists of five red arrows pointing from the 'i' column to the 'sum' column. The first arrow points from the value 2 in the 'i' column of the first row to the value 2 in the 'sum' column of the same row. The second arrow points from the value 4 in the 'i' column of the second row to the value 6 in the 'sum' column of the same row. The third arrow points from the value 6 in the 'i' column of the third row to the value 12 in the 'sum' column of the same row. The fourth arrow points from the value 8 in the 'i' column of the fourth row to the value 20 in the 'sum' column of the same row. The fifth arrow points from the value 10 in the 'i' column of the fifth row to the value 30 in the 'sum' column of the same row.

SUCCESSIVE ARITHMETIC OPERATIONS

- Suppose we want to do,

1+2+3+4+5+....n where 'n' is user input

```
int i, sum = 0;
scanf("%d", &n);
for(i=1;i<=n;i++)
{
    sum = sum + i;
}
printf("%d", sum);
```

QUICK EXERCISE

- Write a program to do the following series operations:
 - $\text{result} = 1-2-3-4-5$
 - $\text{result} = 5-4-3-2-1$
- Write a program to calculate $a * b$ without using a “*” operator.