

Intro. Computing with the C Programming Language

Looping and Branching

- PIC: Ch. 4. Program Looping
- PIC: Ch. 5. Making Decision
- GCM: Ch. 4. Statements

Shin Hong

9 November 2023

For-loop Statement

- Basic structure

```
for (init_expr; loop_cond ; loop_expr)  
    statements
```

- Variation examples

```
for (i=0, j=100 ; i < 10 ; ++i, j=j-10)  
    ...
```

```
for ( ; j != 100 ; ++j)  
    ...
```

```
for (int n = 1, tri = 0; n <= 200; ++n)  
    tri += n ;
```

Other Loop Statements

- While-loop statement

```
while (loop_condition) {  
    statements  
}
```

- Do-while-loop statement

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

- Ex. loop.c

Looping Control

- Break statement
 - leave the loop when executed
- Continue statement
 - bypass the statements after the continue statement, and continue the loop
- Ex. `fivenum.c`

If Statement

- Basic structure

```
if (expression)  
    statements1
```

- Variations

```
if (expression)  
    statements1  
else  
    statements2
```

```
if (expression1)  
    statements1  
else if (expression2)  
    statements2  
else  
    statements3
```

Switch-case Statement

- Basic structure

```
switch ( expression ) {  
    case value1:  
        program statement  
        program statement  
        ...  
        break;  
    case value2:  
        program statement  
        program statement  
        ...  
        break;  
    ...  
    case value_n:  
        program statement  
        program statement  
        ...  
        break;  
    default:  
        program statement  
        program statement  
        ...  
        break;  
}
```

- Ex. calc.c

Compound Relational Test

- Logical “And” operator
 - `A && B` is true if and only if A is true and B is true
- Logical “Or” operator
 - `A || B` is true if and only if A is true or B is true
- Logical “Negation” operator
 - `!A` is true if and only if A is false
- Ex. `leapyear.c`

Conditional Operator

- Basic structure

```
condition ? expression1 : expression 2
```

- Examples

```
abs_value = (x >= 0) ? x : x * -1 ;
```

```
max = (a > b) ? a : b ;
```

```
sign = (a > 0) ? 1 : ((a == 0) ? 0 : -1) ;
```