Intermediate Programming

Day 4

Outline

- Logical operators
- Control structures
- Assignment and increment/decrement
- Loops
- Review questions

Logical operators

Takes boolean value(s) (including integers acting as boolean values) and returns a boolean value

- Unary:

!	logical “not”	!A is true iff. A is false

- Binary:

&&	logical “and”	(A && B) is true iff. both A and B are true
||	logical “or”	(A || B) is true iff. either or both A and B are true

Logical operators

Takes integer/floating-point value and returns a boolean value

- Equality operators:
  - `==` (A == B) is true iff A equals B*
  - `!=` (A != B) is true iff A does not equal B*

- Relational operators
  - `>` (A > B) is true iff A is greater than B
  - `<` (A < B) is true iff A is less than B
  - `>=` (A >= B) is true iff A is greater than or equal to B*
  - `<=` (A <= B) is true iff A is less than or equal to B*

*You should avoid using these to compare floating point values!

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Control structures

- The if statement evaluates a boolean predicate and executes the code in braces if the predicate is true.

```
#include <stdio.h>
int main( void )
{
        int n = 12;
        if( n % 2 == 0 )
        {
                printf( "E\n" );
        }
        return 0;
}
```

```
>> ./a.out
E
>>
```

Control structures

- The if statement evaluates a boolean predicate and executes the code in braces if the predicate is true.
- It no braces are provided, the if only affects the next command (i.e. up to the next ";").

```
#include <stdio.h>
int main( void )
{
        int n = 12;
        if( n % 2 == 0 )
                printf( "E\n" );
        return 0;
}
```

Note: White-space / indentation has no effect on what the if applies to.

Control structures

- The if statement evaluates a boolean predicate and executes the code in braces if the predicate is true.
- It no braces are provided, the if only affects the next command (i.e. up to the next ";").
- Can even put on one line (if it's readable).

```
#include <stdio.h>
int main( void )
{
        int n = 12;
        if( n % 2 == 0 ) printf( "E\n" );
        return 0;
}
```

Note: White-space / indentation has no effect on what the if applies to.

Control structures

- The **if / else** statement evaluates a boolean predicate and follows the **if** branch if the predicate is true and the **else** branch otherwise.

```
#include <stdio.h>
int main( void )
{
        int n = 13;
        if( n % 2 == 0 )
        {
                printf( "E\n" );
        }
        else
        {
                printf( "O\n" );
        }
        return 0;
}
```

```
>> ./a.out
O
>>
```

Control structures

- The **if / else** statement evaluates a boolean predicate and follows the **if** branch if the predicate is true and the **else** branch otherwise.
- If no braces are provided, the **if / else** only effect the next command (i.e. up to the next ";").

```
#include <stdio.h>
int main( void )
{
        int n = 13;
        if( n % 2 == 0 ) printf( "E\n" );
        else             printf( "O\n" );
        return 0;
}
```

Control structures

- The **if / else** statement evaluates a boolean predicate and follows the **if** branch if the predicate is true and the **else** branch otherwise.
- If no braces are provided, the **if / else** only effect the next command (i.e. up to the next ";").
- The **else** is always associated to the last (unmatched) **if**.

```
#include <stdio.h>
int main( void )
{
        int n = 13;
        if( n % 2 == 0 )
                if( n==8 ) printf( "8\n" );
        else printf( "O\n" );
        return 0;
}
```

```
>> ./a.out
>>
```

Control structures

- The **if / else** statement evaluates a boolean predicate and follows the **if** branch if the predicate is true and the **else** branch otherwise.
- If no braces are provided, the **if / else** only effect the next command (i.e. up to the next ";").
- The **else** is always associated to the last (unmatched) **if**.

```
#include <stdio.h>
int main( void )
{
        int n = 13;
        if( n % 2 == 0 )
        {
                if( n==8 ) printf( "8\n" );
        }
        else printf( "O\n" );
        return 0;
}
```

```
>> ./a.out
O
>>
```

Control structures

- The **if / else if / else** statement evaluates a sequence of boolean predicates, and executes the code for the first predicate that is true.

```
#include <stdio.h>
int main( void )
{
        int x = 79;
        if      ( x >= 90 ) printf( "A\n" );
        else if( x >= 80 ) printf( "B\n" );
        else if(x >= 70)   printf( "C\n" );
        else if(x >= 60)   printf( "D\n" );
        else               printf( "F\n" );
        return 0;
}
```

```
>> ./a.out
C
>>
```

Control structures

- The **switch** statement tests if a value matches one of a set of prescribed cases and executes *all* the code after if it does.
  - **switch**:
    Specifies the value to be tested
  - **case**:
    specifies the case to execute
  - **break**:
    do not continue to the next case
  - **default**:
    if nothing else matched...

```
#include <stdio.h>
int main( void )
{
        char grade = 'C';
        int points = 0;
        switch( grade )
        {
                case 'A':
                        points = 4;
                        break;
                case 'B':
                        points = 3;
                        break;
                case 'C':
                        points = 2;
                        break;
                case 'D':
                        points = 1;
                        break;
                default:
                        points = 0;
                        break;
        }
        printf( "Grade %c -> %d GPA points\n", grade, points);
}
```

```
>> ./a.out
Grade C -> 2 points
>>
```

Control structures

Short-circuiting:

- When C evaluates the composition of logical expression. . .*

```
if( (statement_1) || (statement_2) )
if( (statement_1) && (statement_2) )
```

. . . it *short circuits* as soon as answer is definitely true or definitely false.

- `if( a == 7 || b == 7 )`:

  When `(a==7)` is true, the entire expression is true so we don't need to test if `(b == 7)` is true.

- `if( a == 7 && b == 7 )`:

  When `(a==7)` is false, the entire expression is false so we don't need to test if `(b == 7)` is true.

*This statement remains true even when the composition is not the predicate of an `if` statement.

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Compound assignment

Combine binary operators with assignment operators:

```
A += B;   ⇒   A = A+B;
A -= B;   ⇒   A = A-B;
A *= B;   ⇒   A = A*B;
A /= B;   ⇒   A = A/B;
A %= B;   ⇒   A = A%B;
```

The right hand side can be either a variable or a constant

Increment and decrement

Increase / decrease the value by one:

`A++;`	⇒	`A = A+1;`
`A--;`	⇒	`A = A-1;`
`++A;`	⇒	`A = A+1;`
`--A;`	⇒	`A = A-1;`

The difference between ***A++*** and ***++A*** (or ***A--*** and ***--A***) is precedence.

Increment and decrement

Increase / decrease the value by one:

```
B = A++;  ⇒   { B = A;      A = A+1;          }
B = A--;  ⇒   { B = A;      A = A-1;          }
B = ++A;  ⇒   {             A = A+1;    B = A; }
B = --A;  ⇒   {             A = A-1;    B = A; }
```

Increment and decrement

Increase / decrease the value by one:

```
#include <stdio.h>
int main( void )
{
        int i = 0;
        if( ++i ) printf( "++i was non-zero\n" );
        printf( "i=%d\n" ,  i );

        i = 0;
        if( i++ ) printf( "i++ was non-zero\n" );
        printf( "i=%d\n" , i );
}
```

```
>> ./a.out
++i was non-zero
i=1
i=1
>>
```

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Loops

The for loop

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
        {
                printf( "%d\n" , i );
        }
```

```
>> ./a.out
0
1
2
3
4
5
6
7
8
9
>>
```

Loops

The `for` loop:

- Initializes (possibly declares) a loop variable

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
        {
                printf( "%d\n" , i );
        }
}
```

Loops

The `for` loop:

- Initializes (possibly declares) a loop variable
- Iterates while the looping condition is met

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
        {
                printf( "%d\n" , i );
        }
}
```

Loops

The `for` loop:

- Initializes (possibly declares) a loop variable
- Iterates while the looping condition is met
- Adjusts the loop value after each iteration

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
        {
                printf( "%d\n" , i );
        }
}
```

Loops

The `for` loop:

- Initializes (possibly declares) a loop variable
- Iterates while the looping condition is met
- Adjusts the loop value after each iteration
- Performs the calculation in braces at each iteration

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
        {
                printf( "%d\n" , i );
        }
}
```

Loops

The `for` loop:

- Initializes (possibly declares) a loop variable
- Iterates while the looping condition is met
- Adjusts the loop value after each iteration
- Performs the calculation in braces at each iteration
  - If no braces are provided, it performs the next command

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<10 ; i++ )
                printf( "%d\n" , i );
}
```

Loops

The **while** loop:

- Iterates until the **while** condition fails.
- Performs the calculation in braces at each iteration

```
#include <stdio.h>
int main( void )
{
        int i = 1;
        while( (i%7) != 0 )
        {
                printf( "%d\n" , i );
                i++;
        }
}
```

```
>> ./a.out
1
2
3
4
5
6
>>
```

Loops

The **while** loop:

- Iterates until the **while** condition fails.
- Performs the calculation in braces at each iteration

How about this?

```
#include <stdio.h>
int main( void )
{
        int i = 0;
        while( (i%7) != 0 )
        {
                printf( "%d\n" , i );
                i++;
        }
}
```

```
>> ./a.out
>>
```

Loops

The **while** loop:

- Iterates until the **while** condition fails.
- Performs the calculation in braces at each iteration
  - If no braces are provided, it performs the next command

```
#include <stdio.h>
int main( void )
{
        int i = 1;
        while( (i%7) != 0 )
                printf( "%d\n" , i++ );
}
```

Loops

The **while** loop:

- Iterates until the **while** condition fails.

```
#include <stdio.h>
int main( void )
{
        int i = 1;
        while( (i%7) != 0 )
                printf( "%d\n" , i++ );
}
```

Note that a **for** loop can always be implemented as a **while** loop (and vice versa).

```
#include <stdio.h>
int main( void )
{
        for( int i=1 ; (i%7) != 0 ; i++ )
                printf( "%d\n" , i );
}
```

Loops

The do / while loop:

- Like a while loop, but is always guaranteed to perform at least one iteration (i.e. tests the condition after the loop, not before)
- Performs the calculation in braces at each iteration

```
#include <stdio.h>
int main( void )
{
        int i = 0;
        do
        {
                printf( "%d\n" , i );
                i++;
        }
        while( (i%7) != 0 );
}
```

Loops

The do / while loop:

- Like a while loop, but is always guaranteed to perform at least one iteration (i.e. tests the condition after the loop, not before)
- Performs the calculation in braces at each iteration
  - If no braces are provided, it performs the next command

```
#include <stdio.h>
int main( void )
{
        int i = 0;
        do printf( "%d\n" , i++ );
        while( (i%7) != 0 );
}
```

Loops (summary)

- `while( boolean expression ){ statements }`
  - Iterates ≥ 0 times, as long as `boolean expression` is true
  - Execute `statements` at each iteration
- `do { statements } while ( boolean expression )`
  - Iterates ≥ 1 times, as long as `boolean expression` is true
  - Execute `statements` at each iteration
- `for( init ; boolean expression ; update ){ statements }`
  - `init` happens first; usually declares & assigns "index variable"
  - Iterates ≥ 0 times, as long as `boolean expression` is true
  - Execute `statements` at each iteration
  - `update` is run after `statements`; often it increments the loop variable (`i++`)

Loops (summary)

- while(boolean expression) { stat
  - Iterates ≥ 0 times, as long as boolean e
  - Execute statements at each iteration
- do { statements } while (boolean e
  - Iterates ≥ 1 times, as long as boolean e
  - Execute statements at each iteration
- for(init ; boolean expression
  - init happens first; usually declares & ass
  - Iterates ≥ 0 times, as long as boolean e
  - Execute statements at each iteration

```
#include <stdio.h>
int main( void )
{
        int i = 0;
        do
        {
                printf( "%d\n" , i++ );
                if( (i%7) != 0 )
                        break;
        }
        while( true );
}
```

If statements has the command break, the code terminates the loop regardless of whether or not boolean expression is true.

Loops (summary)

- while(boolean expression) { sta
  - Iterates ≥ 0 times, as long as boolean e
  - Execute statements at each iteration
- do { statements } while (boolean e
  - Iterates ≥ 1 times, as long as boolean e
  - Execute statements at each iteration
- for(init ; boolean expression ; update) { sta
  - init happens first; usually declares & assigns "index variable"
  - Iterates ≥ 0 times, as long as boolean expression is true
  - Execute statements at each iteration
  - (i++)

```
#include <stdio.h>
int main( void )
{
        for( int i=0 ; i<6 ; i++ )
        {
                if( i==3 ) continue;
                printf( "%d\n" , i );
        }
}
```

```
>> ./a.out
0
1
2
4
5
>>
```

If statements has the command continue,
the code will skip the remainder of the statements block

Outline

- Logical operators
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Review questions

1. Which one is the logical "and" operator in C, && or & or both?

&&

Review questions

2. Which one is the logical "negation" operator in C, ~ or ! or both?

!

Review questions

3. What is the result of evaluating:
   (34+2)/40 || 80>'A' && 15%4

dec	hex	oct	char	dec	hex	oct	char	dec	hex	oct	char	dec	hex	oct	char
0	0	000	NULL	32	20	040	space	64	40	100	@	96	60	140	`
1	1	001	SOH	33	21	041	!	65	41	101	A	97	61	141	a
2	2	002	STX	34	22	042	"	66	42	102	B	98	62	142	b
3	3	003	ETX	35	23	043	#	67	43	103	C	99	63	143	c
4	4	004	EOT	36	24	044	$	68	44	104	D	100	64	144	d
5	5	005	ENQ	37	25	045	%	69	45	105	E	101	65	145	e
6	6	006	ACK	38	26	046	&	70	46	106	F	102	66	146	f
7	7	007	BEL	39	27	047	'	71	47	107	G	103	67	147	g
8	8	010	BS	40	28	050	(	72	48	110	H	104	68	150	h
9	9	011	TAB	41	29	051	)	73	49	111	I	105	69	151	i
10	a	012	LF	42	2a	052	*	74	4a	112	J	106	6a	152	j
11	b	013	VT	43	2b	053	+	75	4b	113	K	107	6b	153	k
12	c	014	FF	44	2c	054	,	76	4c	114	L	108	6c	154	l
13	d	015	CR	45	2d	055	-	77	4d	115	M	109	6d	155	m
14	e	016	SO	46	2e	056	.	78	4e	116	N	110	6e	156	n
15	f	017	SI	47	2f	057	/	79	4f	117	O	111	6f	157	o
16	10	020	DLE	48	30	060	0	80	50	120	P	112	70	160	p
17	11	021	DC1	49	31	061	1	81	51	121	Q	113	71	161	q
18	12	022	DC2	50	32	062	2	82	52	122	R	114	72	162	r
19	13	023	DC3	51	33	063	3	83	53	123	S	115	73	163	s
20	14	024	DC4	52	34	064	4	84	54	124	T	116	74	164	t
21	15	025	NAK	53	35	065	5	85	55	125	U	117	75	165	u
22	16	026	SYN	54	36	066	6	86	56	126	V	118	76	166	v
23	17	027	ETB	55	37	067	7	87	57	127	W	119	77	167	w
24	18	030	CAN	56	38	070	8	88	58	130	X	120	78	170	x
25	19	031	EM	57	39	071	9	89	59	131	Y	121	79	171	y
26	1a	032	SUB	58	3a	072	:	90	5a	132	Z	122	7a	172	z
27	1b	033	ESC	59	3b	073	;	91	5b	133	[	123	7b	173	{
28	1c	034	FS	60	3c	074	<	92	5c	134	\	124	7c	174	|
29	1d	035	GS	61	3d	075	=	93	5d	135	]	125	7d	175	}
30	1e	036	RS	62	3e	076	>	94	5e	136	^	126	7e	176	~
31	1f	037	US	63	3f	077	?	95	5f	137	_	127	7f	177	DEL

www.alpharithms.com

In ASCII, '*A*'=65

Review questions

3. What is the result of evaluating:
   (34+2)/40 || 80>'A' && 15%4

⇒ 36/40 || 80>65 && 15%4

⇒ (36/40) || (80>65) && (15%4)

⇒ false || true && true

⇒ false || (true && true)

⇒ false || true

⇒ true

In ASCII, '*A*'=65

Precedence	Operator	Associativity
1	++ -- () [] . -> (*type*){*list*}	Left-to-right
2	++ -- + - ! ~ (*type*) * & sizeof _Alignof	Right-to-left
3	* / %	Left-to-right
4	+ -	
5	<< >>	
6	< <= > >=	
7	== !=	
8	&	
9	^	
10	|	
11	&&	
12	||	

Review questions

4. What does the keyword `break` do in loops?

Terminates the loop

Review questions

5. What does the keyword `continue` do in loops?

Code skips the remainder of the loop block

Review questions

6. How many times is the *initialize* statement in a `for` loop executed?

1

Exercise 4

- Website -> Course Materials -> Exercise 4