CmpE 150 - Week 4

Section - 02

Recap

- #define preprocessor directive
- Pre/post-increment operators (++num, num++)
- Selection structures (if, else, else if)

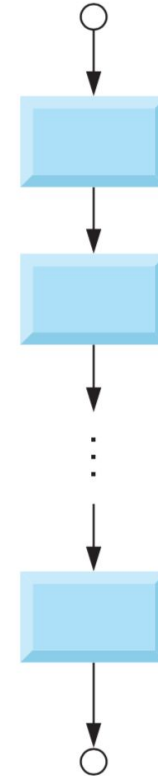**Remark:** Slides and some codes shared weekly on:
https://github.com/melsener/cmpe150

Control Structures
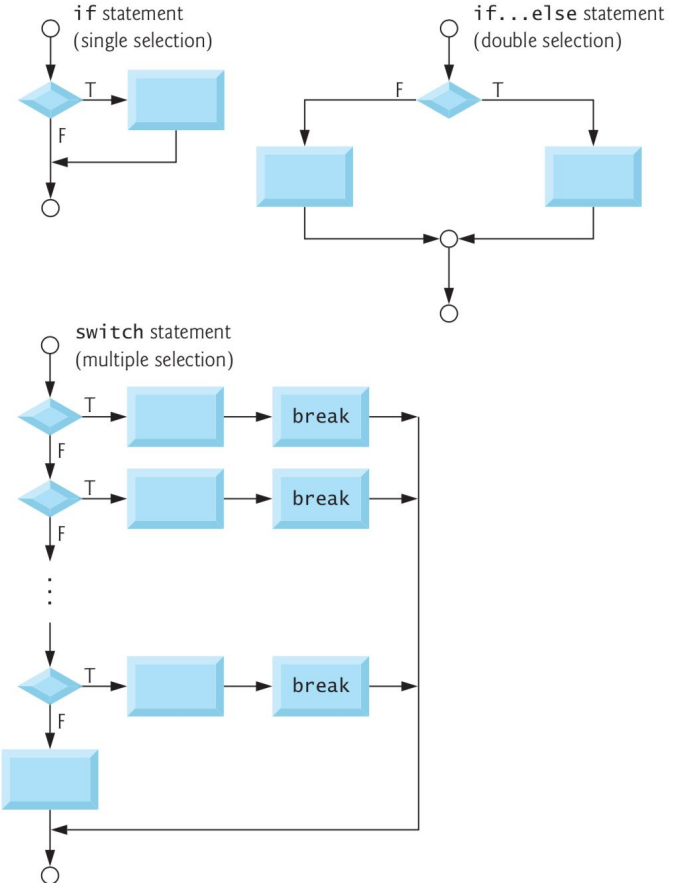
So far we've seen sequential structures

Sequence

Control Structures

Now we will see how to execute some portions of the program based on conditions

Selection

Switch

```
switch (n)
{
    case constant1:
        // code to be executed if n is equal to constant1;
        break;

    case constant2:
        // code to be executed if n is equal to constant2;
        break;
        .
        .
        .
    default:
        // code to be executed if n doesn't match any constant
}
```

Source:Programiz - C switch...case Statement

Switch