

Week 2 Wednesday

Wednesday, April 7, 2021 4:06 PM

3 Basic Operators

- \wedge and conjunction (`&&` in C)
- \vee or disjunction (`||` in C)
- \neg not (`!` in C)

True and False in C

- in C zero (`0`) is false
- All that is not false is true
- logical expressions have type int
- You can have true and false if you:
`#include <stdbool.h>`

Short Circuit Evaluation

- false $\&\&$ anything is false
- true $\|$ anything is true
- stop evaluating as soon as we know the result
- suppose we evaluated the entire expression

switch()

- always include default case
- just like a computed go to
- you need break statements for each case
- `switch (x % 2) {`
case 0:
 // do something
 break;
case 1:
 // do something
 break;
default:
 // do something

What's Wrong With goto?

- not knowing how you got somewhere

When to use goto?

- non-local error handling
- okay to jump out of scope not into
- breaking out when an exceptional condition - an error - that you cannot handle occurs
- most modern languages have exception handling mechanism