Control structures

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Conditionals



If-then-else

A *conditional* is a test: 'if something is true, then do this, otherwise maybe do something else'. The C++ syntax is

```
if ( something ) {
  do something;
} else {
  do otherwise;
}
```

- The 'else' part is optional
- You can leave out braces in case of single statement.



Complicated conditionals

Chain:

```
if ( something ) {
    ...
} else if ( something else ) {
    ...
}

Nest:

if ( something ) {
    if ( something else ) {
    ...
} else {
```



Comparison and logical operators

Operator	meaning	example
==	equals	x==y-1
!=	not equals	x*x*!=5
>	greater	y>x-1
>=	greater or equal	sqrt(y)>=7
<,<=	less, less equal	
&&,	and, or	x<1 && x>0
!	not	!(x>1 && x<2)

Precendence rules are common sense. When in doubt, use parentheses.



Switch statement example

Cases are executed consecutively until you 'break':

Code:

```
switch (n) {
case 1 :
case 2 :
cout << "very small" << endl;
break;
case 3 :
cout << "trinity" << endl;
break;
default :
cout << "large" << endl;
}</pre>
```

Output from running switch in code directory basic:

```
echo "1" | ./switch
very small
```



Local variables in conditionals

The curly brackets in a conditional allow you to define local variables:

```
if ( something ) {
  int i;
  .... do something with i
}
// the variable 'i' has gone away.
```



Exercise 1

Read in an integer. If it's a multiple of three print 'Fizz!'; if it's a multiple of five print 'Buzz'!. It it is a multiple of both three and five print 'Fizzbuzz!'. Otherwise print nothing.



Project Exercise 2

Read two numbers and print a message like

3 is a divisor of 9

if the first is an exact divisor of the second, and another message

4 is not a divisor of 9

if it is not.

