

PAPER 102: PROGRAMMING & PROBLEM SOLVING THROUGH C

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# DO-WHILE

```
GENERAL FORM:
           do
                 statements;
                 increment/decrement;
           while(condition expression);
```

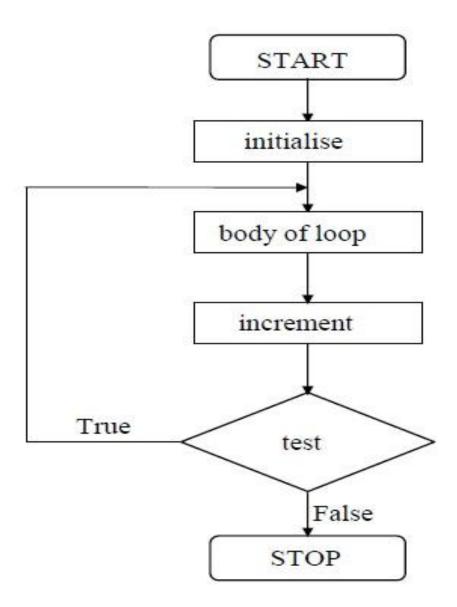
## OUTPUT??

```
USING DO-WHILE LOOP
                                      USING WHILE LOOP
main()
                                       main()
do
                                       while (4 < 1)
                                              printf ("Hello there \n");
      printf ("Hello there n");
} while (4 < 1);
```

### CONTINUED

- The **do-while loop** would execute its statements at least once, even if the condition fails for the first time.
- Difference between WHILE and DO-WHILE
  - The place where the condition is tested.
  - WHILE tests the condition before the execution of the statement/s, but in case of DO-WHILE the condition is tested after execution of statement/s.

## **FLOWCHART**



### **EXAMPLE**

```
/* to sum N numbers */
                                          sum=sum+num;
#include<stdio.h>
                                          i++;
void main()
                                          \} while(i<=n);
                                          printf("\n The sum of all the %d numbers
{ int num,n,i=1,sum=0;
                                          is=%d",n,sum);
printf("Enter how many numbers to sum:");
scanf("%d",&n);
do {
printf("\n Enter the number:");
scanf("%d",&num);
```

## SWITCH-CASE STATEMENT

#### **GENERAL FORM:**

```
switch (expression)
       case constant 1:
       do this;
       case constant 2:
       do this;
       default:
       do this;
```

# CONTINUED

- Switch-Case allows to make a choice from a number of choices.
- The expression following the keyword switch is any expression that can yield an integer constant, or also may hold an integer constant, it can also be a character.

## OUTPUT??

```
printf ("I am in case 2 \setminus n");
main()
                                               case 3:
                                               printf ("I am in case 3 \setminus n");
int i = 2;
                                               default:
switch (i)
                                               printf ("I am in default n");
case 1:
printf ("I am in case 1 \n");
case 2:
```

### **EXAMPLE**

```
printf ("I am in case 2 \setminus n");
main()
                                              break;
                                              case 3:
int i = 2;
                                              printf ("I am in case 3 \setminus n");
switch (i)
                                              break;
                                              default:
case 1:
printf ("I am in case 1 \n");
                                              printf ("I am in default n");
break;
case 2:
```

### **EXAMPLE**

```
case "o":
void main()
{ char c=,,a";
                                              printf("This is case constant o n");
                                              default:
switch (c)
                                              printf("This is a default statement n");
case "a":
printf("This is case constant a n");
case "e":
printf("This is case constant e n");
```

### **PROGRAMS**

- 1. Write a program to input a number and count the digits of the number.
- 2. Write a program that determine if a number entered by the user at run time is an Armstrong number or not.
- 3. Write a program to compute the series below: 1-1/22+1/32-1/42+...
- 4. Write a program to generate Fibonacci series and print their sum and average.
- 5. Write a program to generate all the prime numbers till N.