# CSE- 105 Structure Programming

Lecture 9

Loop: break, continue and exit

## Loop

```
#include(stdio.h>
int main(void)
double sum, x;
sum = 0;
for (int k=1; k<=5; k++)</pre>
{
    scanf("%lf",&x);
    if (x > 10.0)
       sum += x:
}
printf("Sum = %f \n",sum);
printf("Good Bye\n");
return 0;
```

```
1
2
3
14
15
Sum = 29.000000
Good Bye
Press any key to continue_
```

## break statement

```
#include(stdio.h>
int main(void)
double sum, x;
sum = 0;
for (int k=1; k<=5; k++)</pre>
    scanf("%lf",&x);
    if (x > 10.0)
       break :
       sum += x:
printf("Sum = %f \n",sum);
printf("Good Bye\n");
return 0;
```

break;
terminates loop
execution continues with the first
statement following the loop

```
1
2
3
14
Sum = 6.000000
Good Bye
Press any key to continue_
```

If the condition is true Jump out of the loop

## break statement

```
#include(stdio.h>
int main(void)
double sum, x;
sum = 0;
for (int k=1; k<=5; k++)</pre>
{
    scanf("%lf",&x);
                          Sum = 0.000000
    if (x > 10.0)
                          Good Bye
                          Press any key to continue
        break :
        sum +=
                               sum += x;
                               will never execute, WHY?
printf("Sum = %f \n",sum);
printf("Good Bye\n");
return 0;
```

#### continue statement

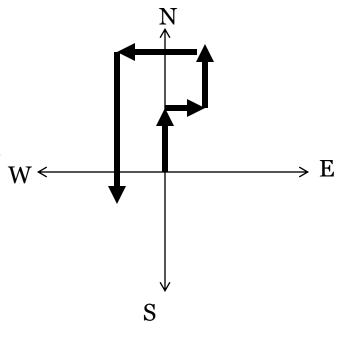
```
#include(stdio.h>
int main(void)
                              continue;
                                  forces next iteration of the loop,
double sum, x;
                                  skipping any remaining
sum = 0;
                                  statements in the loop
for (int k=1; k<=5; k++)</pre>
                                          If the condition is
                                          true go to the
    scanf("%lf",&x);
                                          next iteration
    if (x > 10.0)
       continue
       sum += x:
printf("Sum = %f \n",sum);
printf("Good Bye\n");
                                Sum = 6.000000
return 0;
                                Good Bye
                                Press any key to continue_
```

#### continue statement

```
#include(stdio.h>
int main(void)
double sum, x;
sum = 0;
                             Sum = 0.000000
for (int k=1; k<=5; k++)</pre>
                             Good Bye
{
                             Press any key to continue_
    scanf("%lf", \&x);
    if (x > 10.0)
       continue:
       sum += x;
                                sum += x;
                                Also never execute here,
printf("Sum = %f \n",sum);
                                WHY?
printf("Good Bye\n");
return 0;
```

# Example: A man walks

- Suppose a man (say, A) stands at (0, 0) and waits for user to give him the direction and distance to go.
- User may enter N E W S for north, east, west, south, and any value for distance.
- When user enters 0 as direction, stop and print out the location where the man stopped



```
float x=0, y=0;
char direction;
float mile;
while (1) {
   printf("Please input the direction as N,S,E,W (o to exit): ");
                                 fflush(stdin);
   scanf("%c", &direction);
   if (direction=='o'){ /*stop input, get out of the loop */
    \break;
   if (direction!='N' && direction!='S' && direction!='E' && direction!='W') {
     printf("Invalid direction, re-enter \n");
     continue;
   printf("Please input the mile in %c direction: ", direction);
   scanf ("%f",&mile); fflush(stdin);
   if (direction == 'N'){
                                       /*in north, compute the y*/
     y+=mile;
   } else if (direction == 'E'){
                                       /*in east, compute the x*/
     x += mile;
   } else if (direction == 'W'){
                                       /*in west, compute the x*/
     x-=mile;
   } else if (direction == 'S'){
                                       /*in south, compute the v*/
     y-=mile;
printf("\nCurrent position of A: (\%4.2f,\%4.2f)\n",x,y);
                                                            /* output A's location */
```

# Example: what will be the output

```
int main()
                                                     a = 5 b = 5 c = 10
                                                     a = 5 b = 6 c = 11
 int a, b, c;
 a=5;
 while(a > 2) {
                                                     a = 4 b = 4 c = 8
  for (b = a; b < 2 * a; b++) {
                                                     a = 4 b = 5 c = 9
    c = a + b;
    if (c < 8) continue;
                                                     a = 4 b = 6 c = 10
    if (c > 11) break;
                                                     a = 4 b = 7 c = 11
     printf("a = %d b = %d c = %d \n", a, b, c);
  } /* end of for-loop */
                                                     a = 3 b = 5 c = 8
  a--;
}/* end of while loop */
```

## goto statement

```
#include(stdio.h>
int main(void)
double sum, x;
sum = 0:
for (int k=1; k<=5; k++)</pre>
{
    scanf("%lf", \&x);
    if (x \rightarrow 10.0)
     goto Z;
     sum += x;
}
printf("Sum = %f \n",sum);
printf("Good Bye\n");
return 0;
```

If the condition is true goto label Z

```
3
14
15
1
2
3
4
5
Sum = 21.000000
Good Bye
Press any key to continue
```

## goto statement

```
#include(stdio.h>
int main(void)
                         If the condition is true goto label Z,
                         Which is now actually out of loop
double sum, x;
sum = 0;
for (int k=1; k < = 5; k++)
    scanf("%lf",&x);
    if (x \rightarrow 10.0)
     goto Z;
     sum += x;
printf("Sum = %f \n",sum);
                                   Sum = 6.000000
printf("Good Bye\n");
                                   Good Bye
                                   Press any key to continue
return 0;
```

Design the following code using goto and if-else only, i.e., no while or for loop

```
#include(stdio.h>
int main(void)
int x = 1;
int i = 1;
while (i <= 9) {
   x = x * i;
    i = i + 1:
   printf("%d %d \n",x, i);
}
printf("Good Bye\n");
return 0;
```

```
1 2
2 3
6 4
24 5
120 6
720 7
5040 8
40320 9
362880 10
Good Bye
Press any key to continue_
```

Design the following code using goto and if-else only, i.e., no while or for loop

```
#include<stdio.h>
int main(void)
int x = 1:
int i = 1;
while (i <= 9) {
   x = x * i;
    i = i + 1:
   printf("%d %d \n",x, i);
printf("Good Bye\n");
return 0;
```

```
#include<stdio.h>
int main(void)
int x = 1;
int i = 1:
if (i <= 9) {
   x = x * i;
    printf("%d %d \n",x, i);
    goto Z;
printf("Good Bye\n");
return 0;
```

Design the following code using goto and if-else only, i.e., no while or for loop

```
1 2
2 3
6 4
24 5
120 6
720 7
5040 8
40320 9
362880 10
Good Bye
Press any key to continue_
```

```
#include(stdio.h>
int main(void)
int x = 1;
int i = 1;
if (i <= 9) {
    printf("%d  %d \n",x, i);
    goto Z;
printf("Good Bye\n");
return 0:
```

What will be the output now?

```
1 2
Good Bye
Press any key to continue_
```

```
#include(stdio.h>
int main(void)
{
int x = 1;
int i = 1:
if(i <= 9) {
   x = x * i;
   i = i + 1;
   qoto Z;
printf("Good Bye\n");
return 0;
```

### **Cautions**

- Avoid goto as much as possible
  - Reduce Programme readability
  - use COMMENTS, if goto is extremely required

```
// or /**/
```

For the termination you can also use exit() functions which requires a #include<stdlib.h>
 exit(0) → normal programme terminations

# Summary

- It will end our loop lectures.
- There will two labs on it lab 4 and 5.
- However you can't solve any problem in the up-comming labs (Lab 3-11) without loop