2.2.4 Tests and Loops

C++ provides a conventional set of statements for expressing selection and looping. For example, here is a simple function that prompts the user and eturns a Boolean indicating the response:

To match the << output operator ("put to"), the >> operator ("get from") is used for input; cin is the standard input stream. The type of the right-hand operand of >> determines what input is accepted, and its right-hand operand is the target of the input operation. The \text{\text{in}} character at the end of the output string represents a newline (\§2.2.1).

The example could be improved by taking an n (for "no") answer into account:

```
switch (answer) {
    case 'y':
        return true;
    case 'n':
        return false;
    default:
        cout << "I'll take that for a no.\n";
        return false;
}
```

A switch-statement tests a value against a set of constants. The case constants must be distinct, and if the value tested does not match any of them, the detault is chosen. If no default is provided, no action is taken if the value doesn't match any case constant.

Few programs are written without loops. For example, we might like to give the user a few tries to produce acceptable input:

```
bool accept3()
         int tries = 1;
         while (tries-4) {
              cout << "Do you want to proceed (y or n)?'n";
                                                                   If write question
              char answer = 0:
              cin >> answer;
                                                                   II read answer
              switch (answer) {
              case 'y':
                   return true;
              case 'n':
                   return false:
              default:
                   cout << "Sorry, I don't understand th
                   ++tries; // increment
         cout << "I'll take that for a no.\n"
         return false;
The while-statement executes until its condition becomes false.
```