

## The C-Language Keywords and Symbols

Keywords		Symbols			
<b>MEMORY</b>	<b>CONTROL</b>	<b>CONTROL</b>	<b>LOGIC</b>	<b>MATH</b>	<b>BIT OP</b>
01.void	21.return	#	==	*	
02.char	22.if	< >	!=	%	&
03.int	23.else	//	<	/	^
04.short	24.switch	/* */	>	+	~
05.long	25.case	( )	<=	-	<<
06.float	26.default	{ }	>=		>>
07.double	<b>27.while</b>	;	&&		
08.signed	<b>28.do</b>	,			
09.unsigned	<b>29.for</b>	"			
10.struct	<b>30.break</b>	'	!		
11.union	<b>31.continue</b>	=			
12.enum	32.goto	[ ]			
13.const		:			
14.volatile		?			
15.auto		.			
16.extern		\			
17.static		<b>MEMORY</b>			
18.register		&			
19.typedef		*			
20.sizeof					

**loop**

Loop is a PROGRAM structure that allow us to do repetitions based on a LOGIC\_NUMBER evaluation. As long as the LOGIC\_NUMBER is not 0, the body of a loop will be repeated

LOGIC\_NUMBER is either 1 (TRUE) or 0 (FALSE)  
( any numbers that is not 0 or 1 is considered as 1 )

- **break** Keyword

- "break;" placed anywhere in the body, will jump to the code after the body closing curly bracket }. Regardless of the LOGIC\_NUMBER

- can be used with switch/case, while, do/while and for structure

- **continue** Keyword

- "continue;" placed anywhere in the body will jump direct to LOGIC\_NUMBER evaluation ignoring all the codes after it

- can be used with while, do/while and for structure

### while and do/while

The “while” and “do/while” are very similar where both will do repetitions and both will exit the loop when LOGIC\_NUMBER evaluation is 0

“while” will evaluate the LOGIC\_NUMBER, then only it will run the codes in the body section

“do/while” will run the body section first, then only evaluate the LOGIC\_NUMBER.

#### “while” structure

**Part1:** “while” Keyword

**Part2:** LOGIC\_NUMBER - Numbers other than 0 and 1 will be considered as 1

**Part3:** while\_body

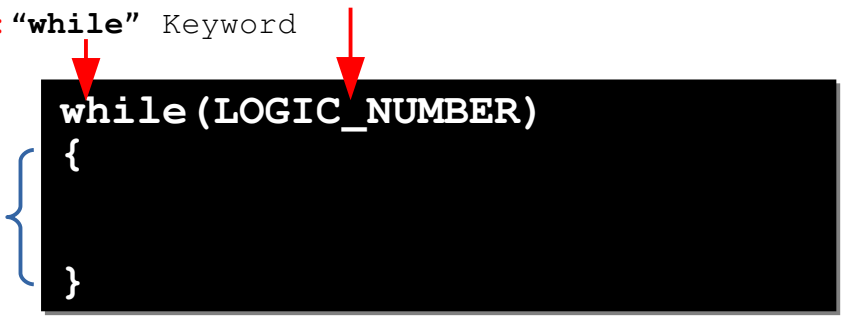
**Part2:** LOGIC\_NUMBER

- placed within the bracket ( ) pair
- either 1 or 0

**Part1:** “while” Keyword

**Part3:** while\_body

- multiple “instruction codes” within a Curly Bracket { } pair



```
while (LOGIC_NUMBER)
{
}


```

The diagram shows the 'while' loop structure. A red arrow points from 'Part1: “while” Keyword' to the word 'while'. Another red arrow points from 'Part2: LOGIC\_NUMBER' to the parentheses. A blue curly bracket on the left groups the body section, which is pointed to by 'Part3: while\_body'.

#### “do while” structure

**Part1:** “do” Keyword

**Part2:** dowhile\_body

**Part3:** “while” Keyword

**Part4:** LOGIC\_NUMBER - Numbers other than 0 and 1 will be considered as 1

**Part1:** “do” Keyword

**Part2:** dowhile\_body

- multiple “instruction codes” within a Curly Bracket { } pair



```
do
{
} while (LOGIC_NUMBER);


```

The diagram shows the 'do-while' loop structure. A red arrow points from 'Part1: “do” Keyword' to the word 'do'. A blue curly bracket on the left groups the body section. Another red arrow points from 'Part3: “while” Keyword' to the word 'while'. A final red arrow points from 'Part4: LOGIC\_NUMBER' to the parentheses.

**Part3:** “while” Keyword

**Part4:** LOGIC\_NUMBER

- placed within the bracket ( ) pair
- either 1 or 0
- followed by a semi-colon ; after the closing bracket )

Arduino IDE|Save PROGRAM as: **c\_while\_basic**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the while loop\n");
    while(while_logic) {
        counter++;
        if (counter <= 10) {
            Serial.print("\ncounter in while loop:");
            Serial.print(counter);
        } else {
            while_logic = 0; // next while(0) evaluation, will exit
        }
    }
    Serial.print("\n\nEnd of while");
}
void loop(){}
}
```

Arduino IDE|Save PROGRAM as: **c\_do\_while\_basic**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the do while loop\n");
    do {
        counter++;
        if (counter <= 10) {
            Serial.print("\ncounter in do while loop:");
            Serial.print(counter);
        } else {
            while_logic = 0; // next while(0) evaluation, will exit
        }
    } while(while_logic);
    Serial.print("\n\nEnd of do while");
}
void loop(){}
}
```

Arduino IDE|Save PROGRAM as: **c\_while\_break**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the while loop\n");
    while(while_logic) {
        counter++;
        if (counter <= 10) {
            Serial.print("\ncounter in while loop:");
            Serial.print(counter);
        }
        else {
            break; // ignore while_logic, just exit while loop
        }
    }
    Serial.print("\n\nEnd of while loop");
}
void loop(){}
}
```

Arduino IDE|Save PROGRAM as: **c\_do\_while\_break**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the do while loop\n");
    do {
        counter++;
        if (counter <= 10) {
            Serial.print("\ncounter in do while loop:");
            Serial.print(counter);
        }
        else {
            break; // ignore while_logic, just exit while loop
        }
    } while(while_logic);
    Serial.print("\n\nEnd of while loop");
}
void loop(){}
}
```

Arduino IDE|Save PROGRAM as: **c\_while\_continue**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the while loop\n");
    while(while_logic) {
        counter++;
        if ( is_even(counter) == 1) {
            Serial.print("\nskipped using continue");
            continue; // go back to evaluate while(while_logic)
        }
        if (counter <= 10) {
            Serial.print("\ncounter in while loop:");
            Serial.print(counter);
        } else {
            while_logic = 0; // next while(0) evaluation, will exit
        }
    }
    Serial.print("\n\nEnd of while loop");
}

void loop(){}

int is_even(int src_num) {
    if ( (src_num % 2) == 0)
        return 1;
    else
        return 0;
}
```

Arduino IDE|Save PROGRAM as: **c\_do\_while\_continue**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
    Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
    int counter = 0;
    int while_logic = 1;
    Serial.print("\n\nBefore entering the do while loop\n");
    do {
        counter++;
        if ( is_even(counter) == 1) {
            Serial.print("\nskipped using continue");
            continue; // go back to evaluate while(while_logic)
        }
        if (counter <= 10) {
            Serial.print("\ncounter in do while loop:");
            Serial.print(counter);
        } else {
            while_logic = 0; // next while(0) evaluation, will exit
        }
    } while(while_logic);
    Serial.print("\n\nEnd of do while");
}

void loop(){}

int is_even(int src_num) {
    if ( (src_num % 2) == 0)
        return 1;
    else
        return 0;
}
```

**for**

The “for” is also a loop where it will exit the loop when LOGIC\_NUMBER evaluation is 0

Apart from the LOGIC\_NUMBER evaluation, the “for” structure also have two other functions, Variable Initialisation and Variable Increment for each loop cycle

**“for” structure**

**Part1:** “for” Keyword

**Part2:** init - a variable initial value

**Part3:** LOGIC\_NUMBER - Numbers other than 0 and 1 will be considered as 1

**Part4:** increment - increase variable value on each loop cycle

**Part5:** for\_body

**Part3:** LOGIC\_NUMBER

- placed after semi-colon ;
- followed by a semi-colon ;
- either 1 or 0

**Part2:** init

- code to initialize a Variable ( run once )
- after the opening bracket (
- followed by a a semi-colon ;

**Part1:** “for” Keyword

**Part5:** for\_body

- multiple “instruction codes” within a Curly Bracket { } pair

```
for (init; LOGIC_NUMBER; increment)
{
}
```

**Part4:** increment

- placed after a semi-colon ;
- followed by closing bracket )
- code to increase a Variable number

## ATMEGA328/ARDUINO - C\_LANGUAGE - LOOP

<https://github.com/teaksoon/lmaewapm>

Arduino IDE|Save PROGRAM as: **c\_for\_basic**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
  Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
  Serial.print("\n\nBefore entering the for loop\n");
  for (int counter=1; counter <= 10; counter++) {
    Serial.print("\ncounter in for loop:");
    Serial.print(counter);
  }
  Serial.print("\n\nEnd of for");
}
void loop(){}

```

Arduino IDE|Save PROGRAM as: **c\_for\_break**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
  Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
  Serial.print("\n\nBefore entering the for loop\n");
  for (int counter=1; counter <= 10; counter++) {
    Serial.print("\ncounter in for loop:");
    Serial.print(counter);
    if (counter >= 5) {
      break; // will exit for loop immediately
    }
  }
  Serial.print("\n\nEnd of for");
}
void loop(){}

```

Arduino IDE|Save PROGRAM as: **c\_for\_continue**

Enter codes below and upload. Use the Serial Monitor to see results

```
void setup() {
  Serial.begin(9600);Serial.print("\n\nSerial Monitor(9600)...");
  Serial.print("\n\nBefore entering the for loop\n");
  for (int counter=1; counter <= 10; counter++) {
    if ( is_even(counter) == 1) {
      Serial.print("\nskipped using continue");
      continue; // go back to evaluate for(;LOGIC_NUMBER;)
    }
    Serial.print("\ncounter in for loop:");
    Serial.print(counter);
  }
  Serial.print("\n\nEnd of for");
}
void loop(){}

int is_even(int src_num) {
  if ( (src_num % 2) == 0)
    return 1;
  else
    return 0;
}

```