



# Conditional Statement

# Conditional Statements

- Allow different sets of instructions to be executed depending on truth or falsity of a logical condition
- Also called **Branching**
- How do we specify conditions?
  - Using expressions
    - non-zero value means condition is true
    - value 0 means condition is false
  - Usually logical expressions, but can be any expression
    - The value of the expression will be used

# Branching: **if** Statement

```
if (expression)  
    statement;
```

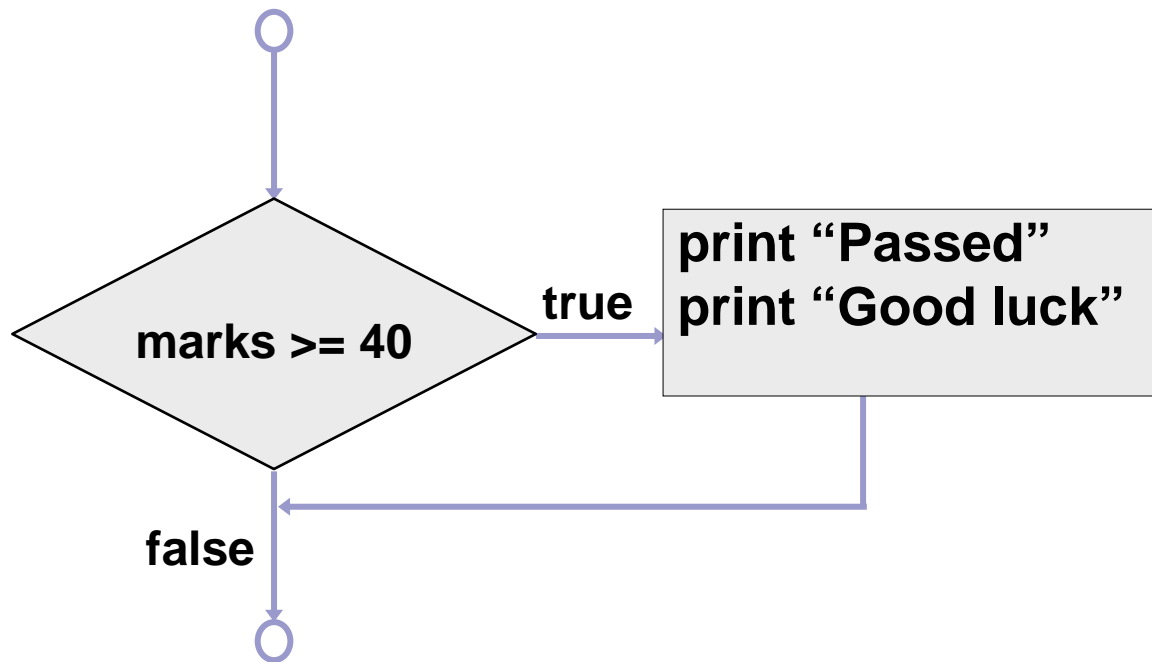
```
if (expression) {  
    Block of statements;  
}
```

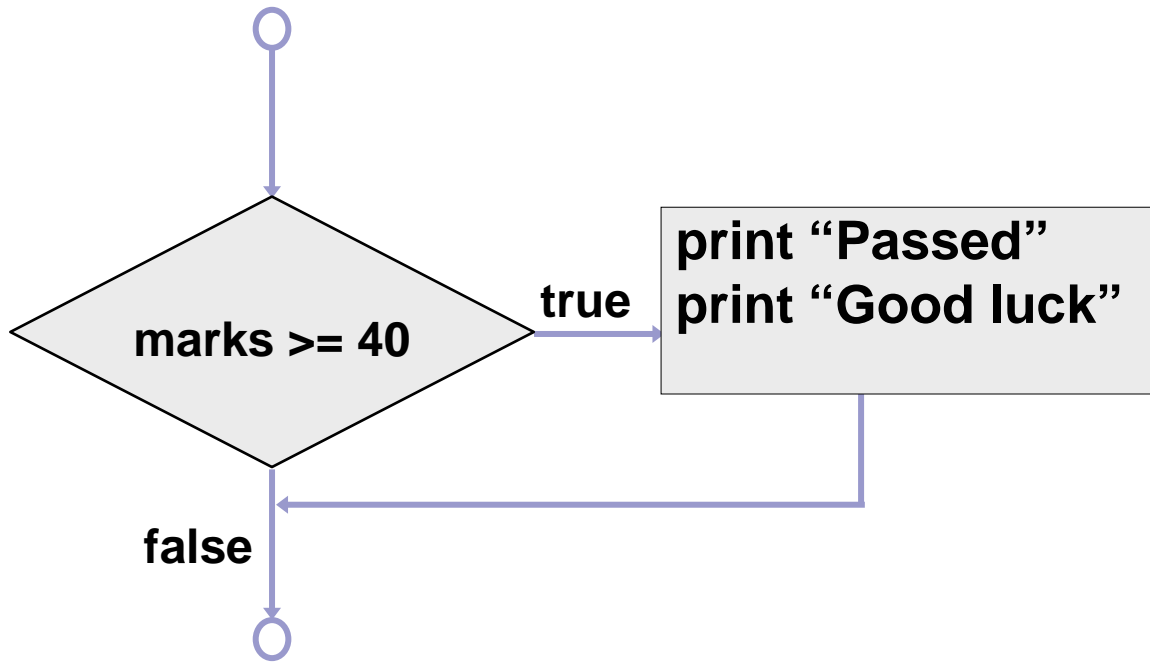
# Branching: **if** Statement

```
if (expression)  
    statement;
```

```
if (expression) {  
    Block of statements;  
}
```

**The condition to be tested is any expression enclosed in parentheses. The expression is evaluated, and if its value is non-zero, the statement is executed.**

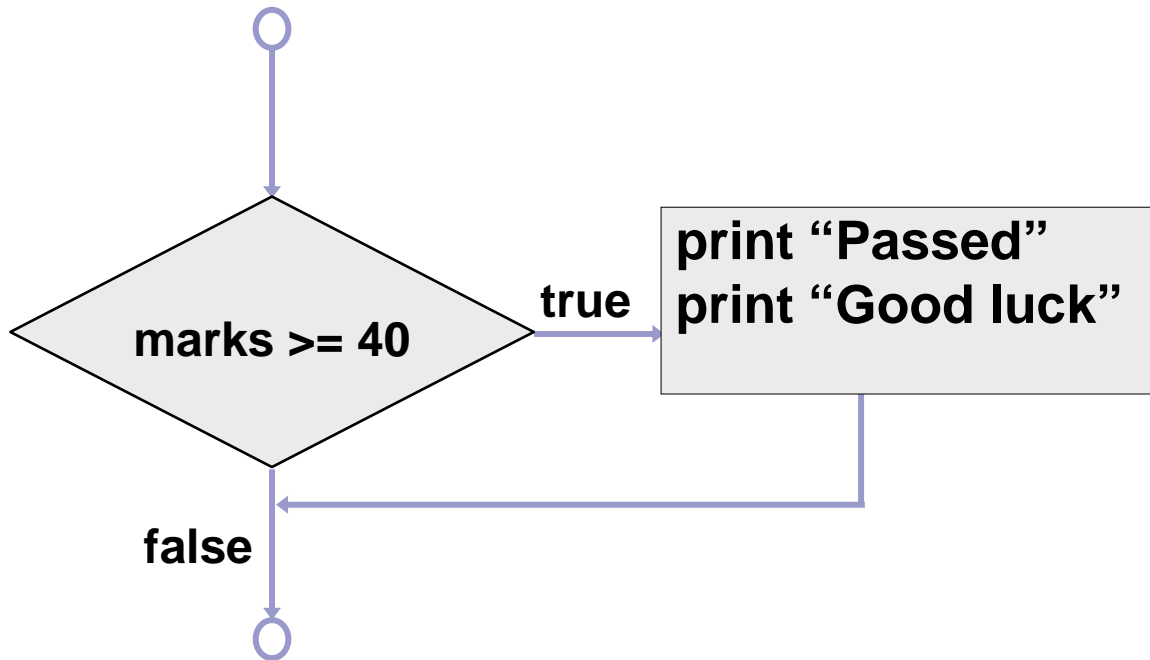




A decision can be made on any expression.

**zero - false**

**nonzero - true**



A decision can be made on any expression.

**zero - false**

**nonzero - true**

```
if (marks >= 40) {  
    printf("Passed \n");  
    printf("Good luck\n");  
}  
printf ("End\n") ;
```

# Branching: **if-else** Statement

```
if (expression) {  
    Block of  
    statements;  
}  
else {  
    Block of  
    statements;  
}
```

```
if (expression) {  
    Block of statements;  
}  
else if (expression) {  
    Block of statements;  
}  
else {  
    Block of statements;  
}
```

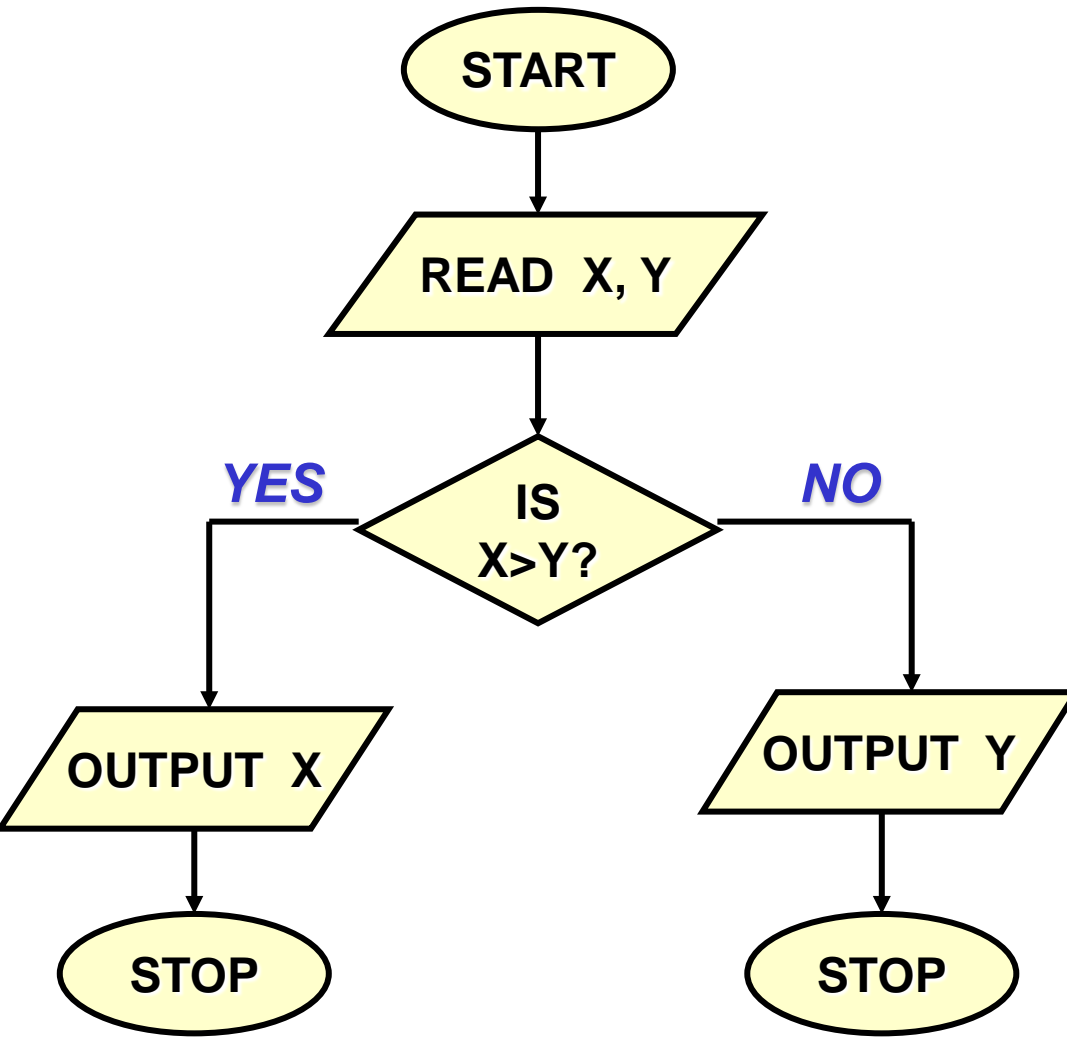


# Grade Computation

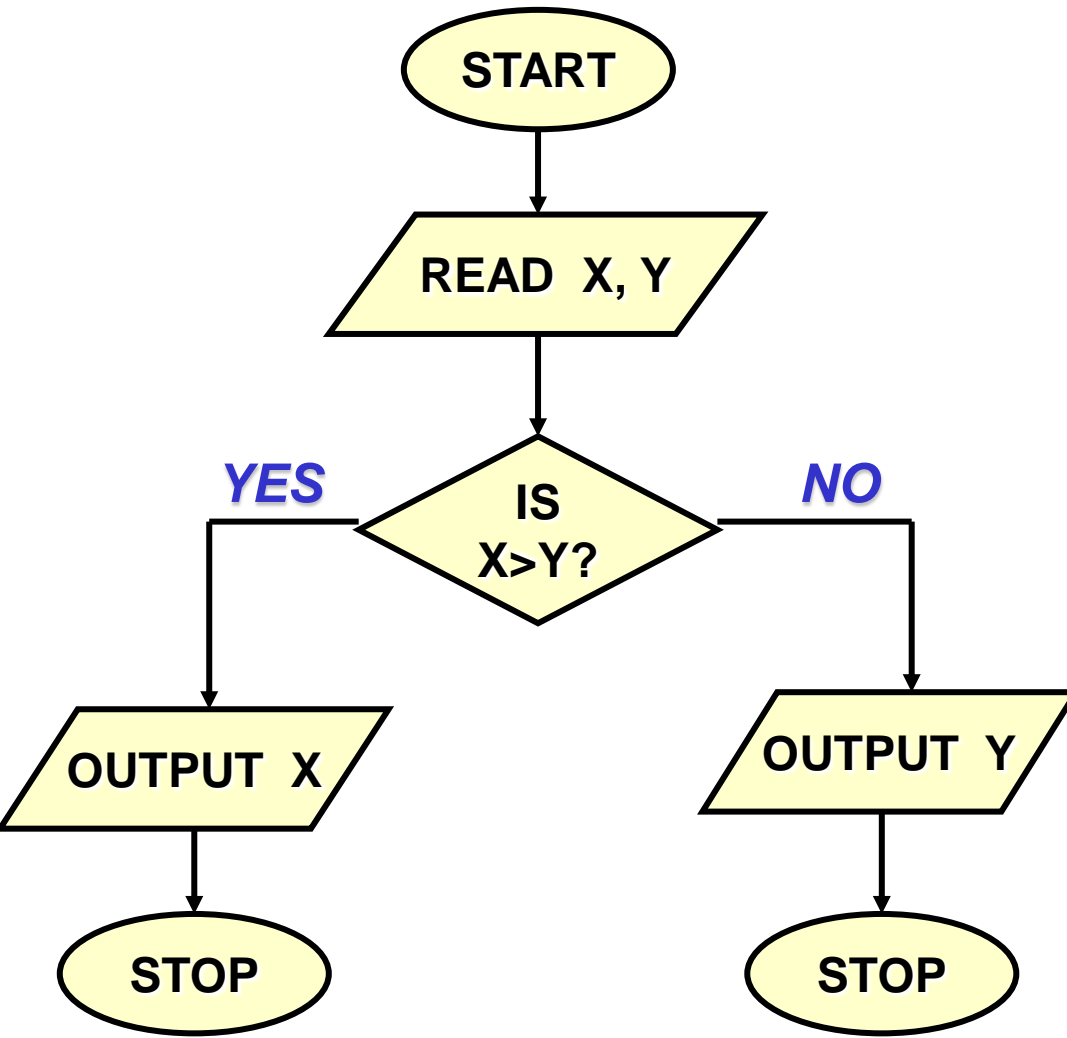
```
int main() {  
    int marks;  
    scanf("%d", &marks);  
    if (marks >= 80)  
        printf ("A") ;  
    else if (marks >= 70)  
        printf ("B") ;  
    else if (marks >= 60)  
        printf ("C") ;  
    else printf ("Failed");  
    return 0;  
}
```

```
int main () {  
    int marks;  
    scanf ("%d", &marks) ;  
    if (marks >= 80) {  
        printf ("A: ") ;  
        printf ("Good Job!") ;  
    }  
    else if (marks >= 70) printf ("B ") ;  
    else if (marks >= 60) printf ("C ") ;  
    else {  
        printf ("Failed: ") ;  
        printf ("Study hard for the supplementary") ;  
    }  
    return 0;  
}
```

# Find the larger of two numbers

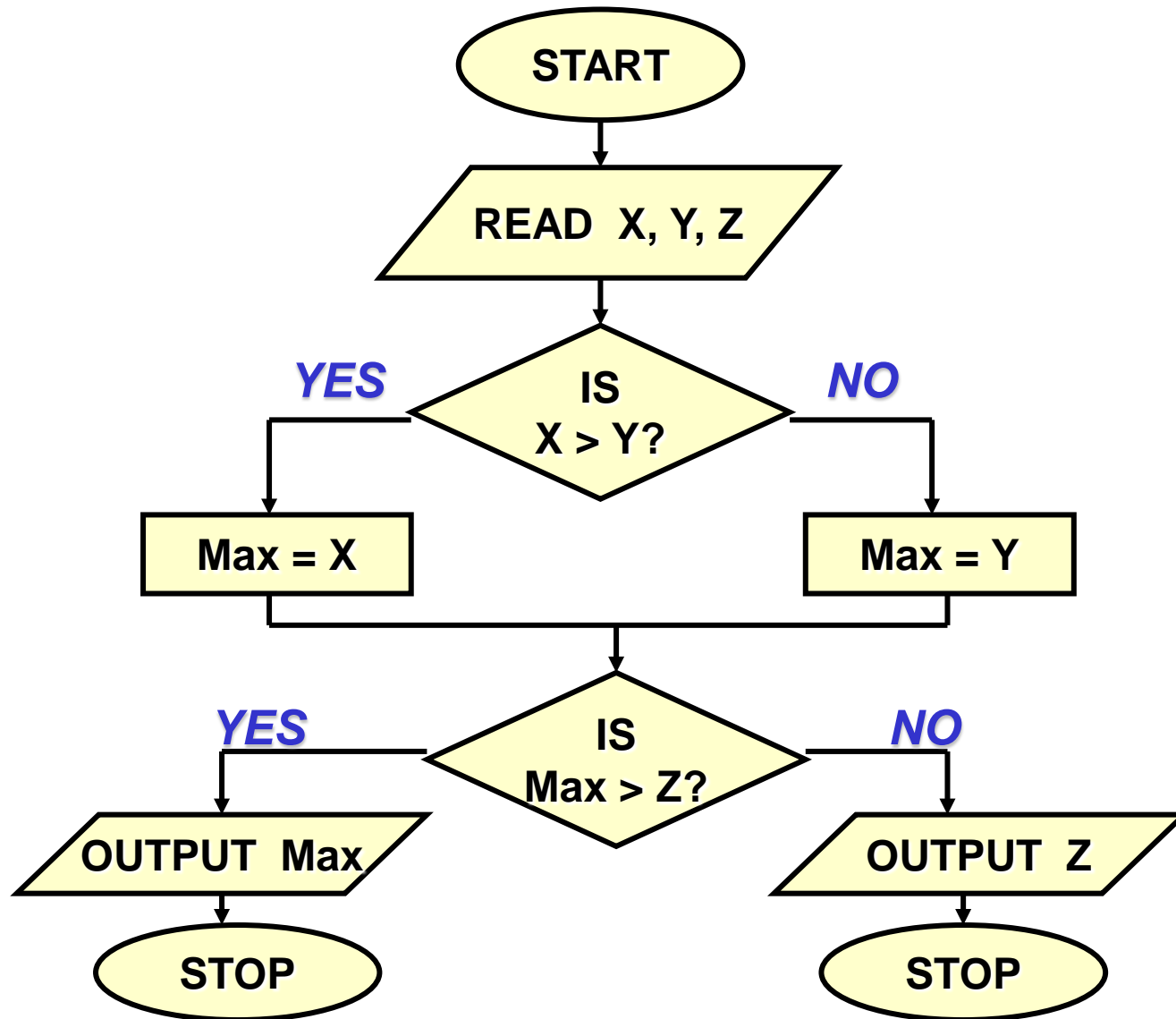


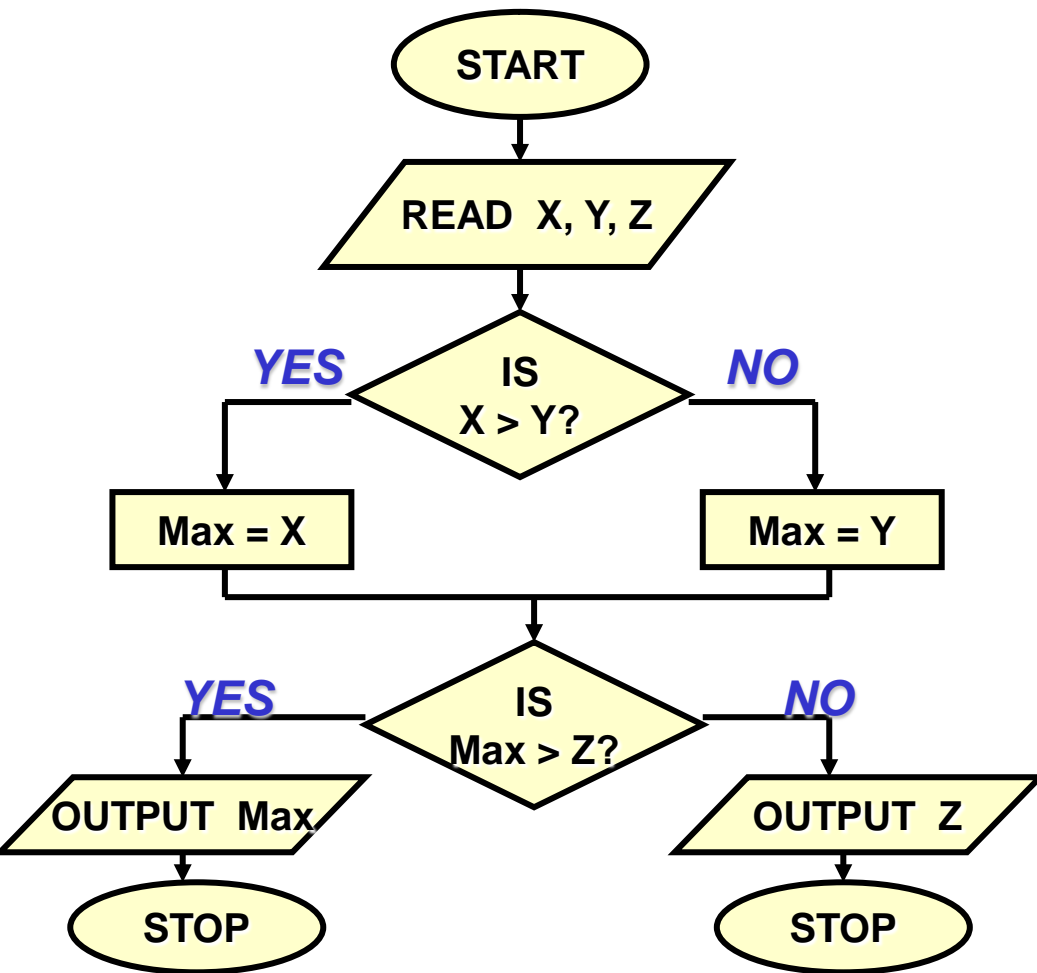
# Find the larger of two numbers

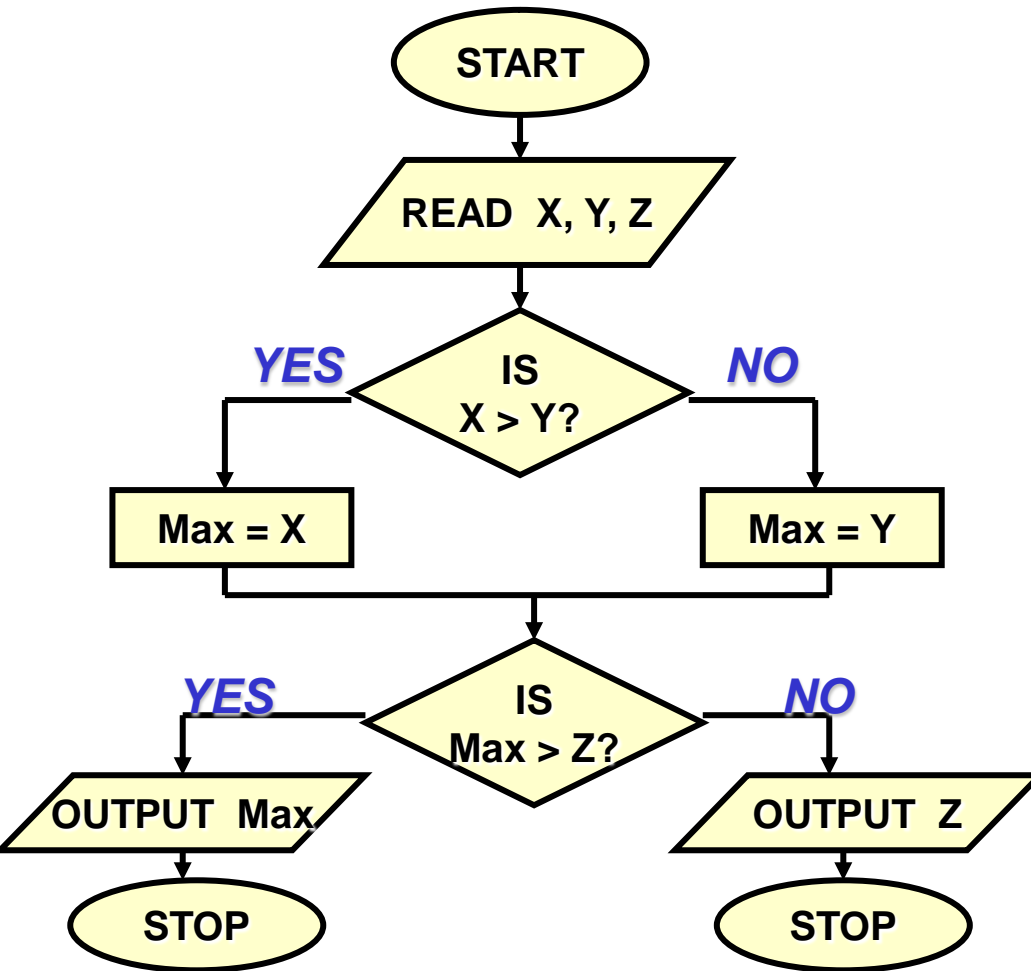


```
int main () {  
    int x, y;  
    scanf ("%d%d", &x,  
    &y) ;  
    if (x > y)  
        printf ("%d\n", x);  
    else  
        printf ("%d\n", y);  
    return 0;  
}
```

# Largest of three numbers







```
int main () {  
    int x, y, z, max;  
    scanf ("%d%d%d",&x,&y,&z);  
    if (x > y)  
        max = x;  
    else max = y;  
    if (max > z)  
        printf ("%d", max) ;  
    else printf ("%d",z);  
    return 0;  
}
```

# Another version

```
int main() {  
    int a,b,c;  
    scanf ("%d%d%d", &a, &b, &c);  
    if ((a >= b) && (a >= c))  
        printf ("\n The largest number is: %d", a);  
    if ((b >= a) && (b >= c))  
        printf ("\n The largest number is: %d", b);  
    if ((c >= a) && (c >= b))  
        printf ("\n The largest number is: %d", c);  
    return 0;  
}
```



# Confusing Equality (==) and Assignment (=) Operators

## ■ Dangerous error

- Does not ordinarily cause syntax errors
- Any expression that produces a value can be used in control structures
- Nonzero values are true, zero values are false

## ■ Example:

***WRONG! Will always print the line***

```
if ( payCode = 4 )  
    printf( "You get a bonus!\n" );
```

# Nesting of if-else Structures

- It is possible to nest if-else statements, one within another
- All “if” statements may not be having the “else” part
  - Confusion??
- Rule to be remembered:
  - An “else” clause is associated with the closest preceding unmatched “if”

# Dangling else problem

if (exp1) if (exp2) stmta else stmtb

```
if (exp1) {  
    if (exp2)  
        stmta  
    else  
        stmtb  
}
```

OR

```
if (exp1) {  
    if (exp2)  
        stmta  
}  
else  
    stmtb
```

?

Which one is the correct interpretation?

Give braces explicitly in your programs to match the else with the correct if to remove any ambiguity

# More Examples

if e1 s1  
else if e2 s2

if e1 s1  
else if e2 s2  
else s3

?

if e1 if e2 s1  
else s2  
else s3

# Answers

if e1 s1  
else if e2 s2



if e1 s1  
else { if e2 s2 }

if e1 s1  
else if e2 s2  
else s3



if e1 s1  
else { if e2 s2  
      else s3 }

if e1 if e2 s1  
else s2  
else s3



if e1 { if e2 s1  
      else s2 }  
else s3

# The Conditional Operator ?:

- This makes use of an expression that is either non-0 or 0. An appropriate value is selected, depending on the value of the expression

- Example: instead of writing

if (balance > 5000)

    interest = balance \* 0.2;

else interest = balance \* 0.1;

We can just write

interest = (balance > 5000) ? balance \* 0.2 : balance \* 0.1;

# More Examples

- ```
if ((a > 10) && (b < 5))  
    x = a + b;  
else x = 0;
```

$x = ((a > 10) \ \&\& \ (b < 5)) ? a + b : 0$

- ```
if (marks >= 60)  
    printf("Passed \n");  
else printf("Failed \n");
```

$(marks \geq 60) ? \text{printf}(\text{"Passed \n"}) : \text{printf}(\text{"Failed \n"})$ ;

# The **switch** Statement

- An alternative to writing lots of if-else in some special cases
- This causes a particular group of statements to be chosen from several available groups based on equality tests only
- Uses **switch** statement and **case** labels



## ■ Syntax

```
switch (expression) {  
    case const-expr-1: S-1  
    case const-expr-2: S-2  
    :  
    case const-expr-m: S-m  
    default: S  
}
```

- **expression** is any integer-valued expression
- **const-expr-1, const-expr-2,...** are any **constant** integer-valued expressions
  - Values must be distinct
- **S-1, S-2, ..., S-m, S** are statements/compound statements
- Default is optional, and can come anywhere (not necessarily at the end as shown)

# Behavior of **switch**

- **expression** is first evaluated
- It is then compared with **const-expr-1**, **const-expr-2**,...for equality **in order**
- If it matches any one, **all statements from that point till the end of the switch are executed** (including statements for default, if present)
  - Use **break** statements if you do not want this (see example)
- Statements corresponding to **default**, if present, are executed if no other expression matches

# Example

```
int x;  
scanf("%d", &x);  
switch (x) {  
    case 1: printf("One\n");  
    case 2: printf("Two\n");  
    default: printf("Not one or two\n");  
};
```

If x = 1 is entered, this will print

One

Two

Not one or two

Not what we want

# Correct Program

```
int x;  
scanf("%d", &x);  
switch (x) {  
    case 1: printf("One\n");  
            break;  
    case 2: printf("Two\n");  
            break;  
    default: printf("Not one or two\n");  
};
```

If x = 1 is entered, this will print

One

# Rounding a Digit

```
switch (digit) {  
    case 0:   
    case 1:   
    case 2:   
    case 3:   
    case 4: result = 0; printf ("Round down\n"); break;  
    case 5:   
    case 6:   
    case 7:   
    case 8:   
    case 9: result = 10; printf("Round up\n"); break;  
}
```

Since there isn't a break statement here, the control passes to the next statement without checking the next condition.

# The **break** Statement

- Used to exit from a switch or terminate from a loop
- With respect to “switch”, the “break” statement causes a transfer of control out of the entire “switch” statement, to the first statement following the “switch” statement
- Can be used with other statements also  
...(will show later)



# More on Data Types

# More Data Types in C

- Some of the basic data types can be augmented by using certain data type qualifiers:
  - short ← **size qualifier**
  - long ← **size qualifier**
  - signed ← **sign qualifier**
  - unsigned ← **sign qualifier**
- Typical examples:
  - short int (usually 2 bytes)
  - long int (usually 4 bytes)
  - unsigned int (usually 4 bytes, but no way to store + or -)



# Some typical sizes (some of these can vary depending on type of machine)

Integer data type	Bit size	Minimum value	Maximum value
char	8	$-2^7 = -128$	$2^7 - 1 = 127$
short int	16	$-2^{15} = -32768$	$2^{15} - 1 = 32767$
int	32	$-2^{31} = -2147483648$	$2^{31} - 1 = 2147483647$
long int	32	$-2^{31} = -2147483648$	$2^{31} - 1 = 2147483647$
long long int	64	$-2^{63} = -9223372036854775808$	$2^{63} - 1 = 9223372036854775807$
unsigned char	8	0	$2^8 - 1 = 255$
unsigned short int	16	0	$2^{16} - 1 = 65535$
unsigned int	32	0	$2^{32} - 1 = 4294967295$
unsigned long int	32	0	$2^{32} - 1 = 4294967295$
unsigned long long int	64	0	$2^{64} - 1 = 18446744073709551615$

# More on the `char` type

- Is actually an integer type internally
- Each character has an integer code associated with it (ASCII code value)
- Internally, storing a character means storing its integer code
- All operators that are allowed on `int` are allowed on `char`
  - $32 + \text{'a'}$  will evaluate to  $32 + 97$  (the integer ascii code of the character 'a') = 129
  - Same for other operators
- Can switch on chars constants in `switch`, as they are integer constants

# Another example

```
int a;  
a = 'c' * 3 + 5;  
printf("%d", a);
```

**Will print 296 ( $97*3 + 5$ )**  
**(ASCII code of 'c' = 97)**

```
char c = 'A';  
printf("%c = %d", c, c);
```

**Will print A = 65**  
**(ASCII code of 'A' = 65)**

**Assigning char to int is fine. But other way round is dangerous, as size of int is larger**

# ASCII Code

- Each character is assigned a unique integer value (code) between 32 and 127
- The code of a character is represented by an 8-bit unit. Since an 8-bit unit can hold a total of  $2^8=256$  values and the computer character set is much smaller than that, some values of this 8-bit unit do not correspond to visible characters

Decimal	Hex	Binary	Character	Decimal	Hex	Binary	Character
32	20	00100000	SPACE	80	50	01010000	P
33	21	00100001	!	81	51	01010001	Q
34	22	00100010	"	82	52	01010010	R
35	23	00100011	#	83	53	01010011	S
36	24	00100100	\$	84	54	01010100	T
37	25	00100101	%	85	55	01010101	U
38	26	00100110	&	86	56	01010110	V
39	27	00100111	'	87	57	01010111	W
40	28	00101000	(	88	58	01011000	X
41	29	00101001	)	89	59	01011001	Y
42	2a	00101010	*	90	5a	01011010	Z
43	2b	00101011	+	91	5b	01011011	[
44	2c	00101100	,	92	5c	01011100	\
45	2d	00101101	-	93	5d	01011101	]
46	2e	00101110	.	94	5e	01011110	^
47	2f	00101111	/	95	5f	01011111	_
48	30	00110000	0	96	60	01100000	`
49	31	00110001	1	97	61	01100001	a
50	32	00110010	2	98	62	01100010	b

51	33	00110011	3	99	63	01100011	c
52	34	00110100	4	100	64	01100100	d
53	35	00110101	5	101	65	01100101	e
54	36	00110110	6	102	66	01100110	f
55	37	00110111	7	103	67	01100111	g
56	38	00111000	8	104	68	01101000	h
57	39	00111001	9	105	69	01101001	i
58	3a	00111010	:	106	6a	01101010	j
59	3b	00111011	;	107	6b	01101011	k
60	3c	00111100	<	108	6c	01101100	l
61	3d	00111101	=	109	6d	01101101	m
62	3e	00111110	>	110	6e	01101110	n
63	3f	00111111	?	111	6f	01101111	o
64	40	01000000	@	112	70	01110000	p
65	41	01000001	A	113	71	01110001	q
66	42	01000010	B	114	72	01110010	r
67	43	01000011	C	115	73	01110011	s
68	44	01000100	D	116	74	01110100	t
69	45	01000101	E	117	75	01110101	u
70	46	01000110	F	118	76	01110110	v

71	47	01000111	G		119	77	01110111	w
72	48	01001000	H		120	78	01111000	x
73	49	01001001	I		121	79	01111001	y
74	4a	01001010	J		122	7a	01111010	z
75	4b	01001011	K		123	7b	01111011	{
76	4c	01001100	L		124	7c	01111100	
77	4d	01001101	M		125	7d	01111101	}
78	4e	01001110	N		126	7e	01111110	~
79	4f	01001111	O		127	7f	01111111	DELETE

# Switching with char type

```
char letter;  
scanf("%c", &letter);  
switch ( letter ) {  
    case 'A':  
        printf ("First letter \n");  
        break;  
    case 'Z':  
        printf ("Last letter \n");  
        break;  
    default :  
        printf ("Middle letter \n");  
}
```



# Switching with char type

```
char letter;  
scanf("%c", &letter);  
switch ( letter ) {  
    case 'A':  
        printf ("First letter \n");  
        break;  
    case 'Z':  
        printf ("Last letter \n");  
        break;  
    default :  
        printf ("Middle letter \n");  
}
```

**Will print this statement  
for all letters other than  
A or Z**

# Another Example

```
switch (choice = getchar()) {  
    case 'r' :  
        case 'R': printf("Red");  
                    break;  
    case 'b' :  
        case 'B': printf("Blue");  
                    break;  
    case 'g' :  
        case 'G': printf("Green");  
                    break;  
    default: printf("Black");  
}
```

# Another Example

```
switch (choice = getchar()) {  
    case 'r' :  
    case 'R': printf("Red");  
               break;  
  
    case 'b' :  
    case 'B': printf("Blue");  
               break;  
  
    case 'g' :  
    case 'G': printf("Green");  
               break;  
  
    default: printf("Black");  
}
```

Since there isn't a break statement here, the control passes to the next statement (printf) without checking the next condition.

# Evaluating expressions

```
int main () {  
    int operand1, operand2;  
    int result = 0;  
    char operation ;  
    /* Get the input values */  
    printf ("Enter operand1 :");  
    scanf ("%d",&operand1) ;  
    printf ("Enter operation :");  
    scanf ("\n%c",&operation);  
    printf ("Enter operand 2 :");  
    scanf ("%d", &operand2);  
    switch (operation)  {  
        case '+':  
            result=operand1+operand2;  
            break;
```

```
        case '-':  
            result=operand1-operand2;  
            break;  
        case '*':  
            result=operand1*operand2;  
            break;  
        case '/':  
            if (operand2 !=0)  
                result=operand1/operand2;  
            else  
                printf("Divide by 0 error");  
            break;  
        default:  
            printf("Invalid operation\n");  
            return;  
    }  
    printf ("The answer is %d\n",result);  
    return 0;
```

```
}
```

# The `bool` type

- Used to store boolean variables, like flags to check if a condition is true or false

- Can take only two values, `true` and `false`

```
bool negative = false;
```

```
int n;
```

```
scanf("%d", &n);
```

```
if (n < 0) negative = true;
```

- Internally, false is represented by 0, true is usually represented by 1 but can be different (print a bool variable with `%d` to see what you get)
- More compact storage internally