

Never be tired to repeat.



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C控制语句： 循环

理论课程



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知识框架

- 循环的要素
- 循环的流程
- 关系运算符
- 循环的灵活用法
- 循环的中途退出
- 数组初步

内容纲要

1	循环的要素
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5	循环的中途退出

循环的三个要素

- 一般的循环具有三个要素
 - 初始状态的设定
 - 循环的条件
 - 循环状态的改变
- 特殊的循环
 - 死循环：循环条件永远为真，无法停止
 - 无意义的循环：循环条件永远为假，无法进入循环

三种类型的循环

- 三种类型的循环

- do-while 循环的循环体至少执行一次

选用何种循环应根据实际而定，使得代码简单

```
[初始状态;]  
while (<循环条件表达式>)  
{  
    [循环语句 (含状态的改变)]  
}
```

```
[初始状态;]  
do  
{  
    [循环语句 (含状态的改变)]  
}  
while (<循环条件表达式>);
```

```
for ([初始状态]; [循环条件表达式]; [循环状态的改变])  
{  
    [循环语句 (可包含状态的改变)]  
}
```

```

/* summing.c -- sums integers entered interactively */
#include <stdio.h>
int main(void)
{
    long num;
    long sum = 0L;          /* initialize sum to zero */
    int status;

    printf("Please enter an integer to be summed ");
    printf("(q to quit): ");
    status = scanf("%ld", &num);
    while (status == 1) /* == means "is equal to" */
    {
        sum = sum + num;
        printf("Please enter next integer (q to quit): ");
        status = scanf("%ld", &num);
    }
}

```

初始状态

循环条件表达式
(==表示判断是否相等)

状态改变

```
printf("Those integers sum to %ld.\n", sum);  
  
return 0;  
}
```

```
Please enter an integer to be summed (q to quit): 55↵  
Please enter next integer (q to quit): 33↵  
Please enter next integer (q to quit): 235↵  
Please enter next integer (q to quit): q↵  
Those integers sum to 323.
```



```
// when.c -- when a loop quits
#include <stdio.h>
int main(void)
{
    int n = 5;

    while (n < 7)                // line 7
    {
        printf("n = %d\n", n);
        n++;                    // line 10
        printf("Now n = %d\n", n); // line 11
    }
    printf("The loop has finished.\n");

    return 0;
}
```

```
n = 5
Now n = 6
n = 6
Now n = 7
The loop has finished.
```

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循环的流程

- 循环符合条件则进循环体；否则跳过循环体。

```
1 始状态;]  
while 2 循环条件表达式>)  
{  
    3 循环语句 (含状态的改变)]  
}  
7 环体之外的语句]
```

```
1 始状态;]  
while 2 循环条件表达式>)  
{  
    [循环语句 (含状态的改变)]  
}  
3 环体之外的语句]
```

```
1 始状态;]  
do  
{  
    2 循环语句 (含状态的改变)]  
}  
while 3 循环条件表达式>);  
6 环体之外的语句]
```

```
1 始状态;]  
do  
{  
    2 循环语句 (含状态的改变)]  
}  
while (3 循环条件表达式>);  
4 环体之外的语句]
```

循环的流程

- 循环符合条件则进循环体；否则跳过语句体。

```
for ( (1) 始状态]; (2) 不 (5) 条件 (8) 式]; (4) 不 (7) 的改变])  
{  
    (3) 循环 (6) ( 可包含状态的改变 )  
}  
(9) 环体之外的语句]
```

```
for ( (1) 始状态]; (2) 不条件表达式]; [循环状态的改变])  
{  
    [循环语句 ( 可包含状态的改变 )]  
}  
(3) 环体之外的语句]
```

循环的流程

• 循环的终止

– 符合条件则进入循环语句体；否则跳过语句体。

死循环（永不停止）

```
index = 1;  
while (index < 5)  
    printf("%d\n", index);
```

状态不改变

循环3次

```
index = 1;  
while (++index < 5)  
    printf("%d\n", index);
```

循环 $2^{31}+1$ 次

```
index = 1;  
while (--index < 5)  
    printf("%d\n", index);
```

不循环（循环0次）

```
index = 10;  
while (++index < 5)  
    printf("%d\n", index);
```

```
/* while1.c -- watch your braces */  
/* bad coding creates an infinite loop */
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int n = 0;
```

```
    while (n < 3)
```

```
        printf("n is %d\n", n);
```

```
        n++;
```

```
    printf("That's all this program does\n");
```

```
    return 0;
```

```
}
```

```
n is 0
```

```
n is 0
```

```
n is 0
```

```
n is 0
```

(永不停止)

C程序中，空白字符（空格、制表符、回车）的意义是相同的。不能用缩进来判断循环体的范围。

应使用正确的缩进规范，便于读者理解

循环的语句体范围

- 循环的语句体范围

- 循环的内容是在while或for之后最近的（或do-while之间的）一个语句体或一条语句，用花括号分隔，缩进一层。

```
while (a<5)
{
    a++;
    printf("%d",a);
}
```

```
for (i=0; i<5; i++)
{
    a++;
    printf("%d",a);
}
```

```
do
{
    a++;
    printf("%d",a);
}
while (a<5);
```

```
while (a<5)
    a++;
printf("%d",a);
```

```
for (i=0; i<5; i++)
    a++;
printf("%d",a);
```

循环的语句体范围

• 循环的语句体范围

- 循环的内容是在while或for之后最近的（或do-while之间的）一个语句体或一条语句，用花括号分隔，缩进一层。
- 如果循环的内容是一条语句，可以不用花括号分隔。
 - 注意不要多加分号，因为空语句“;”也是一条语句

```
while (a<5)
    a++;
printf("%d",a);
```

```
while (a<5);
a++;
```

```
for (i=0; i<5; i++)
    a++;
printf("%d",a);
```

```
for (i=0; i<5; i++);
a++;
```

```
do
    a++;
while (a<5);
printf("%d",a);
```

此处有分号


```
/* while2.c -- watch your semicolons */
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int n = 0;
```

在不该打分号的地方应注意。
如应有分号，应另起一行引起注意。

```
while (n++ < 3);          /* line 7 */
```

```
printf("n is %d\n", n);    /* line 8 */
```

```
printf("That's all this program does.\n");
```

```
return 0;
```

```
n is 4
That's all this program does.
```

```
}
```

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关系和相等运算符

- 格式

<表达式1> <关系操作符> <表达式2>

- 关系表达式的值

- 真：1；假：0

运算符	测试的关系
<	第一个操作数小于第二个操作数
>	第一个操作数大于第二个操作数
<=	第一个操作数小于或等于第二个操作数
>=	第一个操作数大于或等于第二个操作数
==	第一个操作数等于第二个操作数
!=	第一个操作数不等于第二个操作数

关系和相等运算符

• 注意

– 浮点数存在舍入误差，因此对浮点数应慎用相等运算符

▪ 因为 2^n 个位不为0，十进制小数转换为二进制无法用有限数字表示

```
( 1.1f - 1.f - .1f ) == 0    // 1.1000000238
```

```
fabs( 1.1f / 9 * 3 * 3 - 1.1f ) < 1e-6
```

$$1.099999904632568359375 = 1 \times 2^0 + 1 \times 2^{-4} + 1 \times 2^{-5} + 1 \times 2^{-8} + 1 \times 2^{-9} + 1 \times 2^{-12} \\ + 1 \times 2^{-13} + 1 \times 2^{-16} + 1 \times 2^{-17} + 1 \times 2^{-20} + 1 \times 2^{-21}$$

$$1.10000002384185791015625 = 1 \times 2^0 + 1 \times 2^{-4} + 1 \times 2^{-5} + 1 \times 2^{-8} + 1 \times 2^{-9} + 1 \times 2^{-12} \\ + 1 \times 2^{-13} + 1 \times 2^{-16} + 1 \times 2^{-17} + 1 \times 2^{-20} + 1 \times 2^{-21} + 1 \times 2^{-23}$$

$$0.0999999940395355224609375, 0.100000001490116119384765625$$

```
// cmpflt.c -- floating-point comparisons
#include <math.h>
#include <stdio.h>
int main(void)
{
    const double ANSWER = 3.14159;
    double response;
    printf("What is the value of pi?\n");
    scanf("%lf", &response);
    while (fabs(response - ANSWER) > 0.0001)
    {
        printf("Try again!\n");
        scanf("%lf", &response);
    }
    printf("Close enough!\n");

    return 0;
}
```

浮点数存在舍入误差，
因此对浮点数应慎用
相等运算符

What is the value of pi?
3.14↓
 Try again!
3.14159265↓
 Close enough!
 That's all this program does.

```
/* t_and_f.c -- true and false values in C */
#include <stdio.h>

int main(void)
{
    int true_val, false_val;

    true_val = (10 > 2);    // value of a true relationship
    false_val = (10 == 2); // value of a false relationship
    printf("true = %d; false = %d \n", true_val, false_val);

    return 0;
}
```

true = 1; false = 0

```

// trouble.c -- misuse of =
// will cause infinite loop
#include <stdio.h>
int main(void)
{
    long num;
    long sum = 0L;
    int status;
    printf("Please enter an integer to be summed ");
    printf("(q to quit): ");
    status = scanf("%ld", &num);
    while (status = 1)
    {
        sum = sum + num;
        printf("Please enter next integer (q to quit): ");
        status = scanf("%ld", &num);
    }
}

```

status = 1 的值恒为1。

```
printf("Those integers sum to %ld.\n", sum);

return 0;
}
```

```
Please enter an integer to be summed (q to quit): 3↵
Please enter next integer (q to quit): q↵
Please enter next integer (q to quit): Please enter next
integer (q to quit): Please enter next integer (q to quit):
Please enter next integer (q to quit): Please enter next
integer (q to quit):
```


逻辑表达式的真假值

- 逻辑表达式的值真为1，假为0
- 逻辑表达式的输入以“**非零**”为真，以0为假
- 调换书写顺序，避免因副作用为真（不是很推荐）

正写	反写	结果
<code>status = 1</code>	<code>1 = status</code>	反写时，少写了一个等号会提示编译错误。
<code>status == 1</code>	<code>1 == status</code>	正确。

```
// trouble.c -- misuse of = will cause infinite loop
#include <stdio.h>
int main(void)
{
    long num, sum = 0L;
    int status;
    printf("Please enter an integer to be summed ");
    printf("(q to quit): ");
    status = scanf("%ld", &num);
    while (1 == status)
    {
        sum = sum + num;
        printf("Please enter next integer (q to quit): ");
        status = scanf("%ld", &num);
    }
    printf("Those integers sum to %ld.\n", sum);

    return 0;
}
```

Please enter an integer to be summed (q to quit): 3
 Please enter next integer (q to quit): q
 Those integers sum to 3.

```
// boolean.c -- using a _Bool variable
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    long num;
```

```
    long sum = 0L;
```

```
    _Bool input_is_good;
```

新的 _Bool 类型：只有1和0两种取值

```
    printf("Please enter an integer to be summed ");
```

```
    printf("(q to quit): ");
```

```
    input_is_good = (scanf("%ld", &num) == 1);
```

```
    while (input_is_good)
```

```
    {
```

```
        sum = sum + num;
```

```
        printf("Please enter next integer (q to quit): ");
```

```
        input_is_good = (scanf("%ld", &num) == 1);
```

```
    }
```

```
    printf("Those integers sum to %ld.\n", sum);
```

```
    return 0;
```

```
}
```

```
Please enter an integer to be summed (q to quit): 3
Please enter next integer (q to quit): 5
Please enter next integer (q to quit): q
Those integers sum to 8.
```

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不确定循环和计数循环

- 不确定循环 (indefinite loop)
 - 特点：不能预先知道循环了多少次
- 计数循环 (counting loop)
 - 特点：存在计数器，初始化，判断条件，更新计数
- for循环可以在一行内完成上述功能

```
for (初始状态; 循环表达式; 状态改变)
{
    循环体;
}
```

```
// sweetie1.c -- a counting loop
#include <stdio.h>
int main(void)
{
    const int NUMBER = 22;
    int count = 1;           // initialization

    while (count <= NUMBER)  // test
    {
        printf("Be my Valentine!\n"); // action
        count++;               // update count
    }

    return 0;
}
```

```
Be my Valentine!
Be my Valentine!
Be my Valentine!
( 此处省略数行 )
Be my Valentine!
```

```
// sweetie2.c -- a counting loop using for
#include <stdio.h>
int main(void)
{
    const int NUMBER = 22;
    int count;

    for (count = 1; count <= NUMBER; count++)
        printf("Be my Valentine!\n");

    return 0;
}
```

仔细检查开始和结束的条件
注意是<=和<之间的差异。

```
Be my Valentine!
Be my Valentine!
Be my Valentine!
( 此处省略数行 )
Be my Valentine!
```

for循环的使用方法

- 语句之间可以互换，表达式之间可以互换

– 但表达式不可以使用语句替换；语句可以使用表达式语句

方法	示例
减量运算符	<code>for (i = 5; i >= 0; --i)</code>
一次加减多步	<code>for (i = 5; i >= 0; i -= 2)</code>
用其它类型计数	<code>for (i = 'a'; i <= 'z'; ++i)</code>
其它循环条件	<code>for (i = 5; i * i * i >= 1; i -= 2)</code>
算术或几何增加	<code>for (i = 0; i <= 10; i *= 1.2)</code>
用任何合法的表达式	<code>for (printf("Enter a number: "); scanf("%d",&num); printf("Enter again: "));</code>
任何一个表达式为空	<code>for (; i >= 0; i -= 2) for (;;)</code>

前、后自增的效率问题

- `++i` 相当于下列代码（效率较高）

```
i = i + 1;  
return i;
```

- `i++` 相当于下列代码

```
j = i;  
i = i + 1;  
return j;
```

- 使用编译器的优化选项，会将该效率差别消除

```

/* for_cube.c -- using a for loop to make a table of cubes */
#include <stdio.h>
int main(void)
{
    int num;

    printf("    n    n cubed\n");
    for (num = 1; num <= 6; num++)
        printf("%5d %5d\n", num, num*num*num);

    return 0;
}

```

n	n cubed
1	1
2	8
3	27
4	64
5	125
6	216

逗号运算符

- 不便写入多个语句时，可用逗号分隔，形成一条语句
- 整个逗号表达式的值是右边的子表达式的值
- 逗号是一个序列点

```
x = 2.1, y = 1.3, z = 1.5;  
x = ( y = 3, (z = ++y + 2) + 5 );
```

```
x=11.000; y= 4.000; z= 6.000
```

- 注意不要把小数点错写成逗号

```
x = 2,1;
```

```
// postage.c -- first-class postage rates
#include <stdio.h>
int main(void)
{
    const int FIRST_OZ = 46; // 2013 rate
    const int NEXT_OZ = 20;  // 2013 rate
    int ounces, cost;

    printf(" ounces cost\n");
    for (ounces=1, cost=FIRST_OZ; ounces <= 16; ounces++,
        cost += NEXT_OZ)
        printf("%5d    $%4.2f\n", ounces, cost/100.0);

    return 0;
}
```

ounces	cost
--------	------

1	\$0.46
---	--------

2	\$0.66
---	--------

3	\$0.86
---	--------

(此处省略数行)

16	\$3.46
----	--------

运算符的优先级

- 下表为与本节相关的优先级顺序

- 一元优先于二元，算术优先于关系和赋值，逗号最低
- 尊重常用：以常用方法不加括号为先。

序号	符号	说明	序号	符号	说明
1 →	后缀++ --	后缀增减量	3	* / %	算术运算：乘除模
	()	函数调用	4	+ -	算术运算：加减
	[]	数组下标	6	< > <= >=	关系运算符：大小
2 ←	前缀++ --	前缀增减量	7	== !=	关系运算符：相等
	+ -	正负号	14 ←	=	赋值
	(type)	强制类型转换		+= -= *= /= %=	自增自减自乘自除 自模
	sizeof	存储空间	15	,	逗号表达式

序列求和

- 古希腊哲学家Zeno（芝诺）说：一支箭从弓箭手手里射出去，理论上这只箭永远到达不了靶子上
 - 一开始这只箭飞到了弓箭手与靶子的中间，
 - 然后它飞到了中间与靶子的位置（ $1/2$ ），
 - 接着它飞到中间与靶子的中间位置（ $1/4$ ），
 - 接着是（ $1/8$ ），
 - 以此类推，它永远是在某个点与靶子中间的位置，它永远到不了靶子上

```

/* zeno.c -- series sum */
#include <stdio.h>
int main(void) {
    int t_ct;           // term count
    double time, power_of_2;
    int limit;
    printf("Enter the number of terms you want: ");
    scanf("%d", &limit);
    for (time=0, power_of_2=1, t_ct=1; t_ct <= limit;
        t_ct++, power_of_2 *= 2.0) {
        time += 1.0/power_of_2;
        printf("time = %f when terms = %d.\n", time, t_ct);
    }
    return 0;
}

```

Enter the number of terms you want: 7
 time = 1.000000 when terms = 1.
 time = 1.500000 when terms = 2.
 time = 1.750000 when terms = 3.
 (此处省略数行)
 time = 1.984375 when terms = 7.

```

/* do_while.c -- exit condition loop */
#include <stdio.h>
int main(void) {
    const int secret_code = 13;
    int code_entered;
    do {
        printf("To enter the triskaidekaphobia therapy club,\n");
        printf("please enter the secret code number: ");
        scanf("%d", &code_entered);
    } while (code_entered != secret_code);
    printf("Congratulations! You are cured!\n");
    return 0;
}

```

```

To enter the triskaidekaphobia therapy club,
please enter the secret code number: 32↵
To enter the triskaidekaphobia therapy club,
please enter the secret code number: 23↵
To enter the triskaidekaphobia therapy club,
please enter the secret code number: 13↵
Congratulations! You are cured!

```



```

/* entry.c -- entry condition loop */
#include <stdio.h>
int main(void)
{
    const int secret_code = 13;
    int code_entered;
    printf("To enter the triskaidekaphobia therapy club,\n");
    printf("please enter the secret code number: ");
    scanf("%d", &code_entered);
    while (code_entered != secret_code)
    {
        printf("To enter the triskaidekaphobia therapy club,\n");
        printf("please enter the secret code number: ");
        scanf("%d", &code_entered);
    }
    printf("Congratulations! You are cured!\n");
    return 0;
}

```

内容纲要

	3	关系运算符
	4	循环的灵活用法
	5	循环的中途退出
	6	数组的常见错误
	7	数组的初步

循环的中止

- 循环运行到break语句，跳出语句体。

```
1 始状态;]  
while 2 条件表达式>  
{  
    3 循环语句]  
    if 4 退出条件>  
        5 break;  
    [循环语句]  
}  
6 环体之外的语句]
```

```
for ( 1 始状态]; 2 条件表达式]; [状态改变])  
{  
    3 循环语句 ( 可包含状态的改变 )]  
    if 4 退出条件>  
        5 break;  
    [循环语句 ( 含状态的改变 )]  
}  
6 环体之外的语句]
```

循环的继续

- continue语句中断本层循环，跳到判定条件
 - 如果为真，则进入循环；如果为假，则跳出循环

```
1 始状态;]
while 2 条 6 表 10 式>)
{
3 盾环 7
4 退 8 条件>)
5 continue;
9 环语句]
}
11 环体之外的语句]
```

```
for ( 1 始状态]; 2 条 7 表 12 式]; 6 式 11 变])
{
3 盾环 8
4 退 9 条件>)
5 continue;
10 环语句 ( 含状态的改变 ) ]
}
13 环体之外的语句]
```

嵌套循环 (nest loop)

- 循环内部可以嵌套循环
- 循环中的中止和继续语句只能退出当前循环

```
for (row = 0; row < ROWS; row++)  
{  
    for (ch = 'A'; ch < ('A' + CHARS); ch++)  
        printf("%c", ch);  
    printf("\n");  
}
```

```
/* rows1.c -- uses nested loops */
```

```
#include <stdio.h>
```

```
#define ROWS 6
```

```
#define CHARS 10
```

```
int main(void)
```

```
{
```

```
    int row;
```

```
    char ch;
```

```
    for (row = 0; row < ROWS; row++)
```

```
    {
```

```
        for (ch = 'A'; ch < ('A' + CHARS); ch++)
```

```
            printf("%c", ch);
```

```
        printf("\n");
```

```
    }
```

```
    return 0;
```

```
}
```

```
ABCDEFGHIJ
```

```
ABCDEFGHIJ
```

```
ABCDEFGHIJ
```

```
ABCDEFGHIJ
```

```
ABCDEFGHIJ
```

```
ABCDEFGHIJ
```

```
// rows2.c -- using dependent nested loops
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    const int ROWS = 6;
```

```
    const int CHARS = 6;
```

```
    int row;
```

```
    char ch;
```

```
    for (row = 0; row < ROWS; row++)
```

```
    {
```

```
        for (ch = ('A' + row); ch < ('A' + CHARS); ch++)
```

```
            printf("%c", ch);
```

```
            printf("\n");
```

```
    }
```

```
    return 0;
```

```
}
```

ABCDEF

BCDEF

CDEF

DEF

EF

F

内外层的循环条件
之间不必相互独立

内容纲要

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	7	数组的初步
	8	总结

循环前未设置初始状态

- 每次进入循环前应设置初始状态，否则结果不可控
- 循环后设置初始状态是不好的编程习惯

```
int sum = 0;

for (int i = 0; i < 10; i++)
{
    for (int j = 0; j < i; i++)
    {
        sum += arr[i];
    }
    sum = 0;
}
```

循环后设置初始状态是不好的编程习惯

```
for (int i = 0; i < 10; i++)
{
    int sum = 0;
    for (int j = 0; j < i; i++)
    {
        sum += arr[i];
    }
}
```

尽量在最小适用范围声明变量并初始化

循环使用的场合

- 流程大致相同，代码位置相邻
- 仅有次序区别，或没有区别

```
switch (month)
{
    case 1: total = 0; break;
    case 2: total = 31; break;
    case 3: total = 31 + 28; break;
    ...
    case 12: total = ...; break;
}
```

流程大致相同，仅有次序区别

```
int month_days[] = { 31,28,31,30,31,
                    30,31,31,30,31,30,31 };
int total = 0;

for (int i = 0; i < month - 1; i++)
{
    total += month_days[i];
}
```

循环的终止条件错误常引发答案或者运行错误

循环的起止

- 循环的起止条件的书写应顺应变量的物理含义
 - 变量名和变量的使用应具备物理意义，否则误导读者

```
int month_days[] = { 31,28,31,30,31,
    30,31,31,30,31,30,31 };
int total = 0;

for (int i = 1; i < month; i++)
{
    total += month_days[i - 1];
}
```

变量*i*是数组下标，故意以1开始，下标使用*i*-1不直观

```
int month_days[] = { 31,28,31,30,31,
    30,31,31,30,31,30,31 };
int total = 0;

for (int i = 0; i < month - 1; i++)
{
    total += month_days[i];
}
```

循环变量为数组下标的，一般从0开始，循环条件使用小于号而不是小于等于号。

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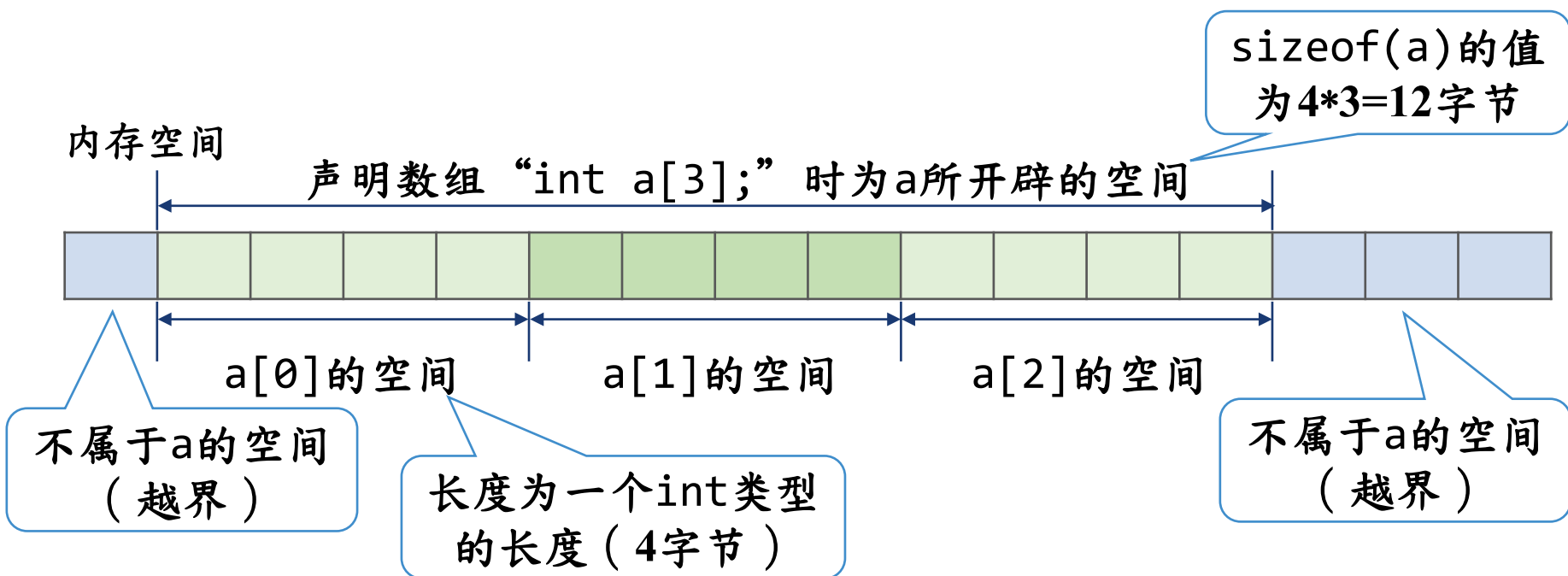
数组

- 数组的声明

<数据类型> <数组名字> [数组长度]

- 数组的引用

<数组名字> [下标]



```
// scores_in.c -- uses loops for array processing
#include <stdio.h>
#define SIZE 10
#define PAR 72

int main(void)
{
    int index, score[SIZE];
    int sum = 0;
    float average;

    printf("Enter %d golf scores:\n", SIZE);
    for (index = 0; index < SIZE; index++)
        scanf("%d", &score[index]); // read ten scores
    printf("The scores read in are as follows:\n");
    for (index = 0; index < SIZE; index++)
        printf("%5d", score[index]); // verify input
```

```

printf("\n");
for (index = 0; index < SIZE; index++)
    sum += score[index];           // add them up
average = (float)sum / SIZE;      // time-honored method
printf("Sum of scores = %d, average = %.2f\n", sum,
average);
printf("That's a handicap of %.0f.\n", average - PAR);
return 0;
}

```

输入11个数，但是有效的只有10个

Enter 10 golf scores:

23 10 99 95 64 67 13↓

78 85 56 82↓

The scores read in are as follows:

23 10 99 95 64 67 13 78 85 56

Sum of scores = 590, average = 59.00

That's a handicap of -13.

循环计算数值的整数次幂

- 应设计一个计算次幂的函数
- 循环以输入是否合法为条件
 - 有些人以输入-1或0为退出条件，**错的**
 - **正常输入应该返回正确的结果**
- 有一定的提示信息


```
// power.c -- raises numbers to integer powers
#include <stdio.h>
double power(double n, int p); // ANSI prototype
int main(void)
{
    double x, xpow;
    int exp;
    printf("Enter a number and the positive integer power");
    printf(" to which\nthe number will be raised. Enter q");
    printf(" to quit.\n");
    while (scanf("%lf%d", &x, &exp) == 2)
    {
        xpow = power(x, exp); // function call
        printf("%.3g to the power %d is %.5g\n", x, exp, xpow);
        printf("Enter next pair of numbers or q to quit.\n");
    }
    printf("Hope you enjoyed this power trip -- bye!\n");
    return 0;
}
```

函数要先声明，再定义，后使用

有经验的程序员先判断
scanf()的返回值再处理程序

```
double power(double n, int p) // function definition
{
    double pow = 1;
    int i;
    for (i = 1; i <= p; ++i)
        pow *= n;
    return pow;                // return the value of pow
}
```

Enter a number and the positive integer power to which the number will be raised. Enter q to quit.

3 5↵

3 to the power 5 is 243

Enter next pair of numbers or q to quit.

6↵

3↵

6 to the power 3 is 216

Enter next pair of numbers or q to quit.

q↵

Hope you enjoyed this power trip -- bye!

6

谢谢