

CONTROL STRUCTURES

CONDITIONAL EXPRESSIONS

Take the construction like this:

```
if (conditional expression)
    statement(s) we do if the condition is true
else
    statement(s) we do if the condition is false
```

Simple example:

```
int grade=85;
if (x>=90)
    printf("Grade A");
else if (x>=80)
    printf("Grade B");
else if (x>70)
    printf("Uhm");
```

Another example:

```
int myheading = 10;
int myTargetBearing = 90;

printf("Are we there yet!?\n");

diff = myTargetBearing - myheading;
if (abs(diff) < 5)
{
    if (diff==0)
        printf("You are right on the target!");
    else
        printf("You are off by %d, but you are closed enough!", abs(diff) );
}
else
{
    printf("You need to turn about %d degrees ", abs(diff));

    if (diff>0)
        printf("clockwise");
    else
        printf("counter-clockwise");
}
```

The key is "<the condition>" will be evaluated down to become 1 or 0, i.e true or false. Therefore, the following sample also works:

```
if (1)
    printf("yeah!");
```

CONDITIONAL LOOPS

Two ways to repeat a set of instructions: **while** clause and **for** clause

WHILE CLAUSE

```
while (condition)
{
    statement(s)
}
```

Check out the difference the following code segments:

Sample 1	Sample 2	Sample 3
<pre>int x = 1; while (x > 0) { printf("number %d \n", x); --x; }</pre>	<pre>int x = 1; while (--x > 0) printf("number %d \n", x);</pre>	<pre>int x = 1; while (x-- > 0) printf("number %d \n", x);</pre>

FOR CLAUSE

```
for ( <initial setup>; <conditional expressions>; <update at the next iteration > ) {
    things we want to do a given
    number of times
}
```

Example:

```
for (x=100; x > 0; x--)
    printf("number %d\n", x);
```

Summarize briefly:

All these 3 loops do the same thing:

<pre>int i = 0; while (i < 10) { cout << "value: " << i; i = i+1 }</pre>	<pre>int i = 0; while (i < 10) { cout << "value: " << i; ++i; }</pre>	<pre>for (int i=0; i<10; i++) { cout << "value: " << i; }</pre>
---	--	--

DO... WHILE CLAUSE

<pre>do { statement(s) } while (condition);</pre>	<pre>int i=0; do { cout << "value: " << i; i = i+1; } while (i < 10);</pre>
---	--

This may generate different result from while clause above. Do you know what that may be?

BREAK OUT OF THE LOOPS (BREAK)

```
while ( conditional expression )
{
    do something...
    if (something is true) {
        break ;
    }
    ....
    more to do...
    ....
}
....
```

JUMP BACK TO THE BEGINNING OF THE LOOP (CONTINUE)

```
while ( conditional expression )
{
    do something...
    if (something is true) {
        continue;
    }
    ....
    more to do...
    ....
}
....
```

RELATIONAL AND LOGICAL OPERATORS

Relational operators : (will be further discussed on Day 2)

- == > < >= <= !

Logical operators: (will be further discussed on Day 2)

- && ||

SWITCH

- substitute for long "if" statements
- compare a variable to several int/char values.
- programming structure:

```
switch ( <variable> ) {
    case value1:
        Code to execute if <variable> == this-value
        break;
    case value2:
        Code to execute if <variable> == that-value
        break;
    case ...:
        ....
    default:
        Code to execute if <variable> does not equal any value in the "cases"
        break;
}
```

Example:

```
int age= 50;
int x = age / 10;
switch ( age ) {
    case 5:
        printf("Keep active!");
        break;
    case 4:
        printf("Still cool!");
        break;
    case 3:
        printf("Still young!");
        break;
    case 2:
        printf("Yeah! College is Cool!");
        break;
    case 1:
        printf("You can't drink! ");
        break;
    default:
        printf("Don't want to say\n");
        break;
}
```

PRACTICE EXERCISES

1. Ask user to enter 4 numbers. Your program will produce the largest and the smallest number. You are allowed to use only 4 "if"s expressions though.

2. Write a function that outputs a right-side-up triangle of height n and width $2n-1$; the output for $n = 6$ would be:

```

*
***
*****
*****
*****
*****
*****

```

3. Write a program that prompts the user for a sentence, and prints each word on its own line.
4. Write a program to ask user to enter a number, and generate the factorial of that number. If user enters 5, answer = 120. If user enters 6, answer = 720.
5. Write a program to calculate a gcd with two numbers using Euclid Algorithm. This is how it works:

N	M	R= N % M
300	64	44 = 300 % 64
64	44	20 = 64 % 44
44	20	4 = 44 % 20
20	4	0 = 20 % 4

6. Write a program to calculate a square root of a number using Newton's method. This is how it works:
e.g. user wishes to find out square root of 3:

N	N/M	M	Average of N/M and M
3	3	1	2
	1.5	2	1.75
	1.71429	1.75	1.73214
	1.73196	1.7314	1.73205
	1.73205	1.73205	1.73205

Your get your answer when:

$$| M_{\text{(current)}} - M_{\text{(previous)}} | \leq M * \frac{1}{10000}$$

7. There are two numbers with different number system, i.e. $A_{b1} == B_{b2}$ where $b1$ and $b2$ are bases. Eg. $419_{47} == 792_{35} == 8892$. You will write a program which will be calculate $b1$ and $b2$ for each of the following set of numbers. Assuming all numbers here < 1000 .

The numbers	b1	b2
419_{b1} 792_{b2}	47	35
582_{b1} 232_{b2}	2213	1565
846_{b1} 598_{b2}	918	1452
252_{b1} 529_{b2}	3275	4142
365_{b1} 644_{b2}	1849	1170
473_{b1} 719_{b2}	2241	1585

The following exercises are **Only** for those who know bit-wise operation. Write the following functions to print out all the bits of an data field:

8. Perform division with bits operation. No arithmetic operators, "+", "-", "/", "*" is allowed. In order to come up with the solutions, you need to think about:
- Pattern
 - What operation will help you to know whether you need to carry over.
 - What operation will help you to do "*" and "/"
 - How to know it is an odd or even

Hint for division:



