

Writing Program in C

Expressions and Control Structures (Selection Statements and Loops)

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Lecture 02

PRG(A) – C Programming Language

Overview of the Lecture

- Part 1 – Expressions
 - Operators – Arithmetic, Relational, Logical, Bitwise, and Other
 - Associativity and Precedence
 - Assignment *K. N. King: chapter 4 and 20*
- Part 2 – Control Structures: Selection Statements and Loops
 - Statements and Coding Styles
 - Selection Statements
 - Loops
 - Conditional Expression *K. N. King: chapters 5 and 6*
- Part 3 – Assignment HW 02

Part I

Part 1 – Expressions

Expressions

- Expression prescribes calculation using *operands, operators, and brackets*
- Expression consists of
 - literals
 - variables
 - constants
 - unary and binary operators
 - function call
 - brackets
- The order of operation evaluation is prescribed by the operator **precedence** and **associativity**.

```
10 + x * y // order of the evaluation 10 + (x * y)
10 + x + y // order of the evaluation (10 + x) + y
```

** has higher priority than +
+ is associative from the left-to-right*

- A particular order of evaluation can be precisely prescribed by **fully parenthesized expression**
Simply: If you are not sure, use brackets.

Operators

- Operators are selected characters (or sequences of characters) dedicated for writing expressions
- Five types of **binary operators** can be distinguished
 - Arithmetic** operators – additive (addition/subtraction) and multiplicative (multiplication/division)
 - Relational** operators – comparison of values (less than, ...)
 - Logical** operators – logical AND and OR
 - Bitwise** operators – bitwise AND, OR, XOR, bitwise shift (left, right)
 - Assignment operator** = – a variable (l-value) is on its left side
- Unary operators
 - Indicating positive/negative value: + and – *Operator – modifies the sign of the expression*
 - Modifying a variable: ++ and --
 - Logical negation: !
 - Bitwise negation: ~
- Ternary operator – conditional expression ? : *Reminder*

Arithmetic Operators

- Operands of arithmetic operators can be of any arithmetic type
The only exception is the operator for the integer remainder % defined for the int type
- | | | | |
|----|----------------|---------|--|
| * | Multiplication | x * y | Multiplication of x and y |
| / | Division | x / y | Division of x and y |
| % | Reminder | x % y | Reminder from the x / y |
| + | Addition | x + y | Sum of x and y |
| - | Subtraction | x - y | Subtraction x and y |
| + | Unary plus | +x | Value of x |
| - | Unary minus | -x | Value of -x |
| ++ | Increment | ++x/x++ | Incrementation before/after the evaluation of the expression x |
| -- | Decrement | --x/x-- | Decrementation before/after the evaluation of the expression x |

Integer Division

- The results of the division of the operands of the **int** type is the integer part of the division
E.g., 7/3 is 2 and -7/3 is -2
- For the integer remainder, it holds $x\%y = x - (x/y) * y$
E.g., 7 % 3 is 1 -7 % 3 is -1 7 % -3 is 1 -7 % -3 is -1
- C99**: The result of the integer division of negative values is the value closer to 0
 - It holds that $(a/b)*b + a\%b = a$.*For older versions of C, the results depends on the compiler.*

Implementation-Defined Behaviour

- The C standard deliberately leaves parts of the language unspecified
- Thus, some parts depend on the implementation, i.e., compiler, environment, computer architecture
E.g., Reminder behavior for negative values and version of the C prior C99.
- The reason for that is the focus of C on efficiency, i.e., match the hardware behavior
- Having this in mind, it is best rather to avoid writing programs that depend on implementation-defined behavior
K.N.King: Page 55

Unary Arithmetic Operators

- Unary operator (++ and --) change the value of its operand
The operand must be the l-value, i.e., an expression that has memory space, where the value of the expression is stored, e.g., a variable.
 - It can be used as **prefix** operator, e.g., ++x and --x
 - or as **postfix** operator, e.g., x++ and x--
 - In each case, the **final value of the expression is different!**
- | | | |
|----------------------|---------------------|--|
| int i; int a; | value of i | value of a |
| i = 1; a = 9; | 1 | 9 |
| a = i++; | 2 | 1 |
| a = ++i; | 3 | 3 |
| a = ++(i++); | Not allowed! | Value of i++ is not the l-value |
- For the unary operator i++, it is necessary to store the previous value of i and then the variable i is incremented. The expression ++i only increments the value of i. Therefore, ++i can be more efficient.*

Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Relational Operators

- Operands of relational operators can be of arithmetic type, pointers (of the same type) or one operand can be `NULL` or pointer of the `void` type

<	Less than	<code>x < y</code>	1 if x is less than y; otherwise 0
<=	Less than or equal	<code>x <= y</code>	1 if x is less than or equal to y; otherwise 0
>	Greater than	<code>x > y</code>	1 if x is greater than y; otherwise 0
>=	Greater than or equal	<code>x >= y</code>	1 if x is greater than or equal to y; otherwise 0
==	Equal	<code>x == y</code>	1 if x is equal to y; otherwise 0
!=	Not equal	<code>x != y</code>	1 if x is not equal to y; otherwise 0

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Logical operators

- Operands can be of arithmetic type or pointers
- Resulting value **1** means **true**, **0** means **false**
- In the expressions `&&` (Logical AND) and `||` (Logical OR), the left operand is evaluated first
- If the results is defined by the left operand, the right operand is not evaluated**

Short-circuiting behavior – it may speed evaluation of complex expressions in runtime.

<code>&&</code>	Logical AND	<code>x && y</code>	1 if x and y is not 0; otherwise 0
<code> </code>	Logical OR	<code>x y</code>	1 if at least one of x, y is not 0; otherwise 0
<code>!</code>	Logical NOT	<code>!x</code>	1 if x is 0; otherwise 0

- Operands `&&` and `||` have the **short-circuiting behavior**, i.e., the second operand is not evaluated if the result can be determined from the value of the first operand.

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Example – Short-Circuiting Behaviour 1/2

```

1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int fce_a(int n);
5 int fce_b(int n);
6
7 int main(int argc, char *argv[])
8 {
9     if (argc > 1 && fce_a(atoi(argv[1])) && fce_b(atoi(argv[1])))
10    {
11        printf("Both functions fce_a and fce_b pass the test!\n");
12    } else {
13        printf("One of the functions does not pass the test!\n");
14    }
15    return 0;
16 }
17
18 int fce_a(int n)
19 {
20    printf("Calling fce_a with the argument '%d'\n", n);
21    return n % 2 == 0;
22 }
23
24 int fce_b(int n)
25 {
26    printf("Calling fce_b with the argument '%d'\n", n);
27    return n > 2;
28 }

```

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Example – Short-Circuiting Behaviour 2/2 – Tasks

In the example `lec02/demo-short_circuiting.c`

- Test how the logical expressions (a function call) are evaluated
- Identify what functions `fce_a()` and `fce_b()` are implementing
- Rename the functions appropriately
- Identify the function headers and why they have to be stated above the main function
- Try to split implementation of the functions to a separate module

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Bitwise Operators

- Bitwise operators treat operands as a series of bits

Low-Level Programming – A programming language is low level when its programs require attention of the irrelevant. K.N.King: Chapter 20.

<code>&</code>	Bitwise AND	<code>x & y</code>	1 if x and y is equal to 1 (bit-by-bit)
<code> </code>	Bitwise inclusive OR	<code>x y</code>	1 if x or y is equal to 1 (bit-by-bit)
<code>^</code>	Bitwise exclusive or (XOR)	<code>x ^ y</code>	1 if only x or only y is 1 (bit-by-bit)
<code>~</code>	Bitwise complement (NOT)	<code>~x</code>	1 if x is 0 (bit-by-bit)
<code><<</code>	Bitwise left shift	<code>x << y</code>	Shift of x by y bits to the left
<code>>></code>	Bitwise right shift	<code>x >> y</code>	Shift of x by y bits to the right

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Bitwise Shift Operators

- Bitwise shift operators shift the binary representation by a given number of bits to the left or right
 - Left shift – Each bit shifted off a zero bit enters at the right
 - Right shift – Each bit shift off
 - a zero bit enters at the left – for positive values or unsigned types
 - for negative values, the entered bit can be either 0 (logical shift) or 1 (arithmetic shift right). Depends on the compiler.
- Bitwise shift operators **have lower precedence than the arithmetic operators!**
 - `i << 2 + 1` means `i << (2 + 1)`

Do not be surprised – parenthesized the expression!

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Example – Bitwise Expressions

```

#include <inttypes.h>

uint8_t a = 4;
uint8_t b = 5;

a      dec: 4 bin: 0100
b      dec: 5 bin: 0101
a & b  dec: 4 bin: 0100
a | b  dec: 5 bin: 0101
a ^ b  dec: 1 bin: 0001

a >> 1 dec: 2 bin: 0010
a << 1 dec: 8 bin: 1000

```

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Operators for Accessing Memory

Here, for completeness, details in the further lectures.

- In C, we can directly access the memory address of the variable
- The access is realized through a pointer

It allows great options, but it also needs responsibility.

Operator	Name	Example	Result
<code>&</code>	Address	<code>&x</code>	Pointer to x
<code>*</code>	Indirection	<code>*p</code>	Variable (or function) addressed by the pointer p
<code>[]</code>	Array subscripting	<code>x[i]</code>	<code>*(x+i)</code> – item of the array x at the position i
<code>.</code>	Structure/union member	<code>s.x</code>	Member x of the struct/union s
<code>-></code>	Structure/union member	<code>p->x</code>	Member x of the struct/union addressed by the pointer p

It is not allowed an operand of the `&` operator is a bit field or variable of the register class. Operator of the indirect address `` allows to access to the memory using pointers.*

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Operators – Arithmetic, Relational, Logical, Bitwise, and Other Associativity and Precedence Assignment

Other Operators

Operator	Name	Example	Result
<code>()</code>	Function call	<code>f(x)</code>	Call the function f with the argument x
<code>(type)</code>	Cast	<code>(int)x</code>	Change the type of x to int
<code>sizeof</code>	Size of the item	<code>sizeof(x)</code>	Size of x in bytes
<code>?:</code>	Conditional	<code>x ? y : z</code>	Do y if x != 0; otherwise z
<code>,</code>	Comma	<code>x, y</code>	Evaluate x and then y, the result is the result of the last expression

- The operand of `sizeof()` can be a type name or expression


```
int a = 10;
printf("%lu %lu\n", sizeof(a), sizeof(a + 1.0));
```

lec02/sizeof.c
- Example of the **comma** operator


```
for (c = 1, i = 0; i < 3; ++i, c += 2) {
    printf("i: %d c: %d\n", i, c);
}
```

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Cast Operator

- Changing the variable type in runtime is called type case
- Explicit cast is written by the name of the type in `()`, e.g.,


```
int i;
float f = (float)i;
```
- Implicit cast is made automatically by the compiler during the program compilation
- If the new type can represent the original value, the value is preserved by the cast
- Operands of the `char`, `unsigned char`, `short`, `unsigned short`, and the bit field types can be used everywhere where it is allowed to use `int` or `unsigned int`.
 - Operands are automatically cast to the `int` or `unsigned int`.

Operators Associativity and Precedence

- Binary operation `op` is **associative** on the set `S` if $(x \text{ op } y) \text{ op } z = x \text{ op } (y \text{ op } z)$, for each $x, y, z \in S$
- For not associative operators, it is required to specify the order of evaluation
 - Left-associative – operations are grouped from the left
 - E.g., $10 - 5 - 3$ is evaluated as $(10 - 5) - 3$
 - Right-associative – operations are grouped from the right
 - E.g., $3 + 5^2$ is 28 or $3 \cdot 5^2$ is 75 vs $(3 \cdot 5)^2$ is 225
- The assignment is right-associative
 - E.g., $y = y + 8$
 - First, the whole right side of the operator `=` is evaluated, and then, the results are assigned to the variable on the left.
- The order of the operator evaluation can be defined by the **fully parenthesized expression**.

Summary of the Operators and Precedence 1/3

Precedence	Operator	Associativity	Name
1	<code>++</code>	L→R	Increment (postfix)
	<code>--</code>		Decrementation (postfix)
	<code>()</code>		Function call
2	<code>[]</code>		Array subscripting
	<code>.</code>		Structure/union member
	<code>-></code>		
	<code>++</code>	R→L	Increment (prefix)
	<code>--</code>		Decrementation (prefix)
3	<code>!</code>		Logical negation
	<code>~</code>		Bitwise negation
	<code>+</code>		Unary plus/minus
	<code>*</code>		Indirection
	<code>&</code>		Address
	<code>sizeof</code>		Size

Summary of the Operators and Precedence 2/3

Precedence	Operator	Associativity	Name
3	<code>()</code>	R→L	Cast
4	<code>*</code> , <code>/</code> , <code>%</code>	L→R	Multiplicative
5	<code>+</code> <code>--</code>		Additive
6	<code>>></code> , <code><<</code>		Bitwise shift
7	<code><</code> , <code>></code> , <code><=</code> , <code>>=</code>		Relational
8	<code>==</code> , <code>!=</code>		Equality
9	<code>&</code>		Bitwise AND
10	<code>^</code>		Bitwise exclusive OR (XOR)
11	<code> </code>		Bitwise inclusive OR (OR)
12	<code>&&</code>		Logical AND
13	<code> </code>		Logical OR

Summary of the Operators and Precedence 3/3

Precedence	Operator	Associativity	Name
14	<code>? :</code>	R→L	Conditional
15	<code>=</code>		Assignment
	<code>+=</code> , <code>-=</code>		additive
	<code>*=</code> , <code>/=</code> , <code>%=</code>	R→L	multiplicative
	<code><<=</code> , <code>>>=</code>		bitwise shift
15	<code>&=</code> , <code>^=</code> , <code> =</code>		Bitwise AND, XOR, OR
	<code>,</code>	L→R	Comma

K. N. King: Page 735
http://en.cppreference.com/w/c/language/operator_precedence

Simple Assignment

- Set the value to the variable
 - Store the value into the memory space referenced by the variable name.
- The form of the assignment operator is `(variable) = (expression)`
 - Expression is literal, variable, function call, ...
- C is statically typed programming language
 - A value of an expression can be assigned only to a variable of the same type
 - Otherwise the type cast is necessary
 - Example of the implicit type cast


```
int i = 320.4; // implicit conversion from 'double' to 'int' changes value from 320.4 to 320 [-Wliteral-conversion]
char c = i; // implicit truncation 320 -> 64
```
- C is type safe only within a limited context of the compilation, e.g., for `printf("%d\n", 10.1)`; a compiler reports an error
- In general, C is not type safe
 - In runtime, it is possible to write out of the allocated memory space.

Compound Assignment

- A short version of the assignment to compute a new value of the variable from itself: `(variable) = (variable) (operator) (expression)`
 - can be written as `(variable) (operator) = (expression)`
- Example**
- ```
int i = 10;
double j = 12.6;
i = i + 1;
j = j / 0.2;
```
- ```
int i = 10;
double j = 12.6;
i += 1;
j /= 0.2;
```
- Notice, assignment is an expression
- The assignment of the value to the variable is a side effect
- ```
int x, y;
x = 6;
y = x = x + 6;
```

### Assignment Expression and Assignment Statement

- The statement performs some action and it is terminated by `;`

```
robot_heading = -10.23;
robot_heading = fabs(robot_heading);
printf("Robot heading: %f\n", robot_heading);
```
- Expression has **type and value**

```
23 int type, value is 23
14+16/2 int type, value is 22
y=8 int type, value is 8
```
- Assignment is an expression and its value is assigned to the left side
- The assignment expression becomes the assignment statement by adding the **semicolon**

### Undefined Behaviour

- There are some statements that can cause **undefined behavior** according to the C standard.
  - `c = (b = a + 2) - (b - 1);`
  - `j = i * i++;`
- The program may behave differently according to the used compiler, but may also not compile or may not run; or it may even crash and behave erratically or produce meaningless results
- It may also happened if variables are used without initialization
- Avoid statements that may produce undefined behavior!**

### Example of Undefined Behaviour

- C standard does not define the behaviour for the overflow of the integer value (**signed**)
  - E.g., for the complement representation, the expression can be `127 + 1` of the `char` equal to `-128` (see `lec02/demo-loop_byte.c`)
  - Representation of integer values may depend on the architecture and can be different, e.g., when binary or inverse code is used
- Implementation of the defined behaviour can be computationally expensive, and thus the behaviour is not defined by the standard
- Behaviour is not defined and depends on the compiler, e.g. `clang` and `gcc` without/with the optimization `-O2`

```
for (int i = 2147483640; i >= 0; ++i) {
 printf("%i %x\n", i, i);
}
// Without the optimization, the program prints 8 lines, for -O2, the program compiled by clang prints 9 lines and gcc produces infinite loop.
for (int i = 2147483640; i >= 0; i += 4) {
 printf("%i %x\n", i, i);
}
// Program compiled by gcc and -O2 crashed.
```

### Coding Style

- It supports clarity and readability of the source code
  - [https://www.gnu.org/prep/standards/html\\_node/Writing-C.html](https://www.gnu.org/prep/standards/html_node/Writing-C.html)
- Formatting of the code is the fundamental step
  - Setup automatic formatting in your text editor*
- Appropriate identifiers
- Train yourself in coding style even at the cost of slower coding
- Readability and clarity is important, especially during debugging
- Recommend coding style (PRG)
  - Notice, sometimes it can be better to start from scratch*
  - Use English, especially for identifiers
  - Use nouns for variables
  - Use verbs for function names

```
1 void function(void)
2 { /* function block start */
3 for (int i = 0; i < 10; ++i) {
4 //inner for-loop block
5 if (i == 5) {
6 break;
7 }
8 }
9 }
```

*Lecturer's preference: indent shift 3, space characters rather than tabular.*

### Selection Statement – if

- `if (expression) statement1; else statement2`
- For `expression != 0` the `statement1` is executed; otherwise `statement2`
  - The statement can be the compound statement*
- The `else` part is optional
- Selection statements can be nested and cascaded

```
int max;
if (a > b) {
 if (a > c) {
 max = a;
 }
}
else if (a < c) {
 ...
} else if (a == b) {
 ...
} else {
 ...
}
```

## Part II

### Part 2 – Control Structures: Selection Statements and Loops

### Coding Styles – Links

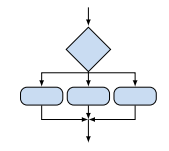
- There are many different coding styles
- Inspire yourself by existing recommendations
- Inspire yourself by reading representative source codes

- <http://users.ece.cmu.edu/~eno/coding/CCodingStandard.html>
- <https://www.doc.ic.ac.uk/lab/cplus/cstyle.html>
- [http://en.wikipedia.org/wiki/Indent\\_style](http://en.wikipedia.org/wiki/Indent_style)
- <https://google.github.io/styleguide/cppguide.html>
- <https://www.kernel.org/doc/Documentation/CodingStyle>
- <https://google.github.io/styleguide/cppguide.html>

### The switch Statement

- Allows to branch the program based on the value of the expression of the enumerate (integer) type, e.g., `int`, `char`, `short`, `enum`
- The form is

```
switch (expression) {
 case constant1: statements1; break;
 case constant2: statements2; break;
 ...
 case constantn: statementsn; break;
 default: statementsdef; break;
}
```



where *constants* are of the same type as the *expression* and *statements<sub>i</sub>* is a list of statements

- Switch statements can be nested
  - Semantics: First the expression value is calculated. Then, the statements under the same value are executed. If none of the branch is selected, statements<sub>def</sub> under default branch as performed (optional)*

### Statement and Compound Statement (Block)

- Statement is terminated by `;`
  - Statement consisting only of the semicolon is empty statement.*
- Block consists of sequences of declarations and statements
- ANSI C, C89, C90: Declarations must be placed prior other statements
  - It is not necessary for C99*
- Start and end of the block is marked by the `{` and `}`
- A block can be inside other block

```
void function(void) { /* function block start */
 /* inner block start */
 for (i = 0; i < 10; ++i) {
 /* inner for-loop block */
 }
}
void function(void) { /* function block start */
 for (int i = 0; i < 10; ++i) {
 /* inner for-loop block */
 }
}
```

*Notice the coding styles.*

### Control Statements

- Selection Statement
  - Selection Statement: `if ()` or `if () ... else`
  - Switch Statement: `switch () case ...`
- Control Loops
  - `for ()`
  - `while ()`
  - `do ... while ()`
- Jump statements (unconditional program branching)
  - `continue`
  - `break`
  - `return`
  - `goto`

### The switch Statement – Example

```
switch (v) {
 case 'A':
 printf("Upper 'A'\n");
 break;
 case 'a':
 printf("Lower 'a'\n");
 break;
 default:
 printf("It is not 'A' nor 'a'\n");
 break;
}
if (v == 'A') {
 printf("Upper 'A'\n");
} else if (v == 'a') {
 printf("Lower 'a'\n");
} else {
 printf("It is not 'A' nor 'a'\n");
}
```

`lec02/switch.c`

### The Role of the break Statement

The statement **break** terminates the branch. If not presented, the execution continues with the statement of the next **case** label

```

Example
1 int part = ?
2 switch(part) {
3 case 1:
4 printf("Branch 1\n");
5 break;
6 case 2:
7 printf("Branch 2\n");
8 break;
9 case 3:
10 printf("Branch 3\n");
11 break;
12 case 4:
13 printf("Branch 4\n");
14 break;
15 default:
16 printf("Default branch\n");
17 break;
18 }

```

- part ← 1  
Branch 1
- part ← 2  
Branch 2  
Branch 3
- part ← 3  
Branch 3
- part ← 4  
Branch 4
- part ← 5  
Default branch

### The continue Statement

It transfers the control to the evaluation of the controlling expression. The **continue** statement can be used inside the body of the loops

```

Examples
1 for (i = 0; i < 20; ++i) {
2 if (i % 2 == 0) {
3 continue;
4 }
5 printf("%d\n", i);
6 }

```

```

1 for (int i = 0; i < 10; ++i) {
2 printf("i: %i ", i);
3 if (i % 3 != 0) {
4 continue;
5 }
6 printf("\n");
7 }

```

clang demo-continue.c  
./a.out  
i:0  
i:1 i:2 i:3  
i:4 i:5 i:6  
i:7 i:8 i:9

### Nested Loops

The **break** statement terminates the inner loop

```

1 for (int i = 0; i < 3; ++i) {
2 for (int j = 0; j < 3; ++j) {
3 printf("i-j: %i-%i\n", i, j);
4 if (j == 1) {
5 break;
6 }
7 }
8 }

```

i-j: 0-0  
i-j: 0-1  
i-j: 1-0  
i-j: 1-1  
i-j: 2-0  
i-j: 2-1

The outer loop can be terminated by the **goto** statement

```

1 for (int i = 0; i < 5; ++i) {
2 for (int j = 0; j < 3; ++j) {
3 printf("i-j: %i-%i\n", i, j);
4 if (j == 2) {
5 goto outer;
6 }
7 }
8 }
9 outer:

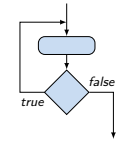
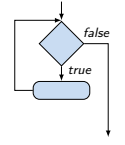
```

i-j: 0-0  
i-j: 0-1  
i-j: 0-2

### Loops

The **for** and **while** loop statements test the controlling expression before the enter to the loop body

- for** – initialization, condition, change of the controlling variable can be a part of the syntax  
for (int i = 0; i < 5; ++i) { ... }
- while** – controlling variable out of the syntax  
int i = 0; while (i < 5) { i++; }
- The **do** loop tests the controlling expression after the first loop is performed  
int i = -1; do { i++; } while (i < 5);



### The break Statement – Force Termination of the Loop

The program continue with the next statement after the loop. Example in the **while** loop

```

1 int i = 10;
2 while (i > 0) {
3 if (i == 5) {
4 printf("i reaches 5, leave the loop\n");
5 break;
6 }
7 i--;
8 printf("End of the while loop i: %d\n", i);
9 }

```

Example in the **for** loop

```

1 for (int i = 0; i < 10; ++i) {
2 printf("i: %i ", i);
3 if (i % 3 != 0) {
4 continue;
5 }
6 printf("\n");
7 if (i > 5) {
8 break;
9 }
10 }

```

clang demo-break.c  
./a.out  
i:0  
i:1 i:2 i:3  
i:4 i:5 i:6

### The for Loop

The basic form is

```
for (expr1; expr2; expr3) statement
```

- All **expr<sub>1</sub>** are expressions and typically they are used for
  - expr<sub>1</sub>** – initialization of the controlling variable (side effect of the assignment expression)
  - expr<sub>2</sub>** – Test of the controlling expression
  - If **expr<sub>2</sub> != 0** the **statement** is executed; Otherwise the loop is terminated
  - expr<sub>3</sub>** – updated of the controlling variable (performed at the end of the loop)
- Any of the expressions **expr<sub>1</sub>** can be omitted
- break** statement – force termination of the loop
- continue** – force end of the current iteration of the loop  
*The expression **expr<sub>3</sub>** is evaluated and test of the loop is performed.*
- An infinity loop can be written by omitting the expressions  
for (;;) {...}

### The goto Statement

Allows to transfers the control to the defined label

*It can be used only within a function body*

- Syntax **goto label;**
- The jump **goto** can jump only outside of the particular block
- It can be used only within a function block

```

1 int test = 3;
2 for (int i = 0; i < 3; ++i) {
3 for (int j = 0; j < 5; ++j) {
4 if (j == test) {
5 goto loop_out;
6 }
7 fprintf(stdout, "Loop i: %d j: %d\n", i, j);
8 }
9 }
10 return 0;
11 loop_out:
12 fprintf(stdout, "After loop\n");
13 return -1;

```

### Example – isPrimeNumber() 1/2

```

#include <stdbool.h>
#include <math.h>

_Bool isPrimeNumber(int n)
{
 _Bool ret = true;
 for (int i = 2; i <= (int)sqrt((double)n); ++i) {
 if (n % i == 0) {
 ret = false;
 break;
 }
 }
 return ret;
}

```

- Once the first factor is found, call **break** to terminate the loop  
*It is not necessary to test other numbers*

### Example – isPrimeNumber() 2/2

The value of **(int)sqrt((double)n)** is not changing in the loop

```

for (int i = 2; i <= (int)sqrt((double)n); ++i) {
 ...
}

```

We can use the **comma operator** to initialize the **maxBound** variable

```

for (int i = 2, maxBound = (int)sqrt((double)n);
 i <= maxBound; ++i) {
 ...
}

```

Or, we can declare **maxBound** as a constant variable

```

_Bool ret = true;
const int maxBound = (int)sqrt((double)n);
for (int i = 2; i <= maxBound; ++i) {
 ...
}

```

E.g., Compile and run **demo-prime.c**: `clang demo-prime.c -lm; ./a.out 13`

### Conditional Expression – Example Greatest Common Divisor

```

1 int getGreatestCommonDivisor(int x, int y)
2 {
3 int d;
4 if (x < y) {
5 d = x;
6 } else {
7 d = y;
8 }
9 while ((x % d != 0) || (y % d != 0)) {
10 d = d - 1;
11 }
12 return d;
13 }

```

■ The same with the conditional expression: `expr1 ? expr2 : expr3`

```

1 int getGreatestCommonDivisor(int x, int y)
2 {
3 int d = x < y ? x : y;
4 while ((x % d != 0) || (y % d != 0)) {
5 d = d - 1;
6 }
7 return d;
8 }

```

lec02/demo-gcd.c

### Summary of the Lecture

## Part III Part 3 – Assignment HW 02

### Topics Discussed

- Expressions
  - Operators – Arithmetic, Relational, Logical, Bitwise, and others
  - Operator Associativity and Precedence
  - Assignment and Compound Assignment
  - Implementation-Defined Behaviour
  - Undefined Behaviour
- Coding Styles
- Select Statements
- Loops
- Conditional Expression
  
- Next: Data types, memory storage classes, function call

### HW 02 / HW 2 – Assignment

#### Topic: Prime Factorization

(B3B36PRG) Mandatory: **2 points**; Optional: none; Bonus : **4 points**  
 (BAB36PRGA) Mandatory: **3 points**; Optional: none; Bonus : **5 points**

- **Motivation:** Loops, variables and their internal representation in a computational task
- **Goal:** Familiarize with the algorithmic solution of the computational task
- **Assignment:** <https://cw.fel.cvut.cz/wiki/courses/b3b36prg/hw/hw02>  
<https://cw.fel.cvut.cz/wiki/courses/bab36prga/hw/hw2>
  - Read sequence of positive integer values, less than  $10^8$ , but still representable as 64-bit integer, and compute their prime factorization using Sieve of Eratosthenes  
[https://en.wikipedia.org/wiki/Sieve\\_of\\_Eratosthenes](https://en.wikipedia.org/wiki/Sieve_of_Eratosthenes)
  - **Bonus assignment** – an extension of the prime factorization for integer values with up to 100 digits. Notice, the input values are such that, the the greatest number in the factorization is always less than  $10^6$ .
- (B3B36PRG) **Deadline: 12.03.2021, 23:59 AoE** (bonus 20.5.2022, 23:59 CEST)
- (BAB36PRGA) **Deadline: 26.03.2021, 23:59 AoE** (bonus 20.5.2022, 23:59 CEST)