

Writing Program in C

Expressions and Control Structures (Selection Statements and Loops)

Jan Faigl

Department of Computer Science
Faculty of Electrical Engineering
Czech Technical University in Prague

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 01



Part I

Part 1 – Expressions



Outline

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



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 **? :**



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., Remainder 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!**

<code>int i; int a;</code>	value of <code>i</code>	value of <code>a</code>
<code>i = 1; a = 9;</code>	1	9
<code>a = i++;</code>	2	1
<code>a = ++i;</code>	3	3
<code>a = ++(i++);</code>	Not allowed! Value of <code>i++</code> 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.



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

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



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 `&&` a `||` 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.



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 }
```

lec02/demo-short_circuiting.c



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



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.

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



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 surprise – parenthesized the expression!



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
```



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



Other Operators

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



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`.
C expects at least values of the `int` type.
 - Operands are automatically cast to the `int` or `unsigned int`.



Outline

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



Operators Associativity and Precedence

- Binary operation op is **associative** on the set \mathbf{S} if
$$(x \text{ op } y) \text{ op } z = x \text{ op } (y \text{ op } z), \text{ for each } x, y, z \in \mathbf{S}$$
- 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	++	L→R	Increment (postfix)
	--		Decrementation (postfix)
	()		<i>Function call</i>
	[]		<i>Array subscripting</i>
	. ->		<i>Structure/union member</i>
2	++	R→L	Increment (prefix)
	--		Decrementation (prefix)
	!		Logical negation
	~		Bitwise negation
	- +		Unary plus/minus
	*		<i>Indirection</i>
	&		<i>Address</i>
	sizeof		<i>Size</i>



Summary of the Operators and Precedence 2/3

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



Summary of the Operators and Precedence 3/3

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

K. N. King: Page 735

http://en.cppreference.com/w/c/language/operator_precedence



Outline

- Operators – Arithmetic, Relational, Logical, Bitwise, and Other
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- Assignment



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

$\langle \text{variable} \rangle = \langle \text{expression} \rangle$

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:
 $\langle \text{variable} \rangle = \langle \text{variable} \rangle \langle \text{operator} \rangle \langle \text{expression} \rangle$
- can be written as

$$\langle \text{variable} \rangle \langle \text{operator} \rangle = \langle \text{expression} \rangle$$

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;
```



Compound Assignment

- A short version of the assignment to compute a new value of the variable from itself:
 $\langle \text{variable} \rangle = \langle \text{variable} \rangle \langle \text{operator} \rangle \langle \text{expression} \rangle$
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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 happen 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);  
}
```

`lec02/int_overflow-1.c`

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);  
}
```

`lec02/int_overflow-2.c`

Program compiled by `gcc` and `-O2` crashed. *Take a look to the asm code using the compiler parameter `-S`*



Part II

Part 2 – Control Structures: Selection Statements and Loops



Outline

- Statements and Coding Styles
- Selection Statements
- Loops
- Conditional Expression



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

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

Notice the coding styles.



Coding Style

- It supports clarity and readability of the source code

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

```
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 }
```

- Use English, especially for identifiers

- Use nouns for variables

- Use verbs for function names

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



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

<https://google.github.io/styleguide/cppguide.html>

<https://www.kernel.org/doc/Documentation/CodingStyle>

<https://google.github.io/styleguide/cppguide.html>



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`



Outline

- Statements and Coding Styles
- Selection Statements
- Loops
- Conditional Expression



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;
    }
}
```

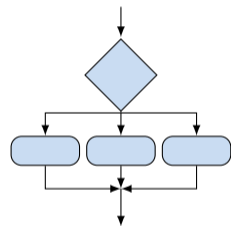
```
int max;
if (a > b) {
    ...
} else if (a < c) {
    ...
} else if (a == b) {
    ...
} else {
    ...
}
```



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_i* 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_{def} under default branch as performed (optional)



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      case 3:
9          printf("Branch 3\n");
10         break;
11     case 4:
12         printf("Branch 4\n");
13         break;
14     default:
15         printf("Default branch\n");
16         break;
17 }
```

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

lec02/demo-switch_break.c



Outline

- Statements and Coding Styles
- Selection Statements
- **Loops**
- Conditional Expression



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

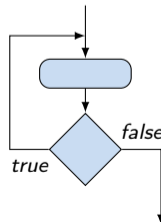
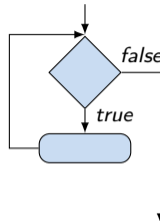
```
for (int i = 0; i < 5; ++i) {  
    ...  
}
```

- **while** – controlling variable out of the syntax

```
int i = 0;  
while (i < 5) {  
    ...  
    i += 1;  
}
```

- The **do** loop tests the controlling expression after the first loop is performed

```
int i = -1;  
do {  
    ...  
    i += 1;  
} while (i < 5);
```



The **for** Loop

- The basic form is

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

- All `expri` are expressions and typically they are used for

1. `expr1` – initialization of the controlling variable (side effect of the assignment expression)
2. `expr2` – Test of the controlling expression
3. If `expr2 != 0` the `statement` is executed; Otherwise the loop is terminated
4. `expr3` – updated of the controlling variable (performed at the end of the loop)

- Any of the expressions `expri` can be omitted
- **break** statement – force termination of the loop
- **continue** – force end of the current iteration of the loop

The expression `expr3` is evaluated and test of the loop is performed.

- An infinity loop can be written by omitting the expressions

```
for (;;) {...}
```



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
 - `for ()`
 - `while ()`
 - `do...while ()`

- Examples

```
int i;
for (i = 0; i < 20; ++i) {
    if (i % 2 == 0) {
        continue;
    }
    printf("%d\n", i);
}
```

lec02/continue.c

```
for (int i = 0; i < 10; ++i) {
    printf("i: %i ", i);
    if (i % 3 != 0) {
        continue;
    }
    printf("\n");
}
```

lec02/demo-continue.c

```
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
```



The break Statement – Force Termination of the Loop

- The program continue with the next statement after the loop
- Example in the `while` loop

```
int i = 10;
while (i > 0) {
    if (i == 5) {
        printf("i reaches 5, leave the loop\n");
        break;
    }
    i--;
    printf("End of the while loop i: %d\n", i);
}
```

lec02/break.c

- Example in the `for` loop

```
for (int i = 0; i < 10; ++i) {
    printf("i: %i ", i);
    if (i % 3 != 0) {
        continue;
    }
    printf("\n");
    if (i > 5) {
        break;
    }
}
```

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

lec02/demo-break.c



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;
```



Nested Loops

- The **break** statement terminates the inner loop

```
for (int i = 0; i < 3; ++i) {  
    for (int j = 0; j < 3; ++j) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 1) {  
            break;  
        }  
    }  
}
```

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

```
for (int i = 0; i < 5; ++i) {  
    for (int j = 0; j < 3; ++i) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 2) {  
            goto outer;  
        }  
    }  
}  
outer:
```



Nested Loops

- The **break** statement terminates the inner loop

```
for (int i = 0; i < 3; ++i) {  
    for (int j = 0; j < 3; ++j) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 1) {  
            break;  
        }  
    }  
}
```

```
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

```
for (int i = 0; i < 5; ++i) {  
    for (int j = 0; j < 3; ++i) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 2) {  
            goto outer;  
        }  
    }  
}  
outer:
```

lec02/demo-goto.c



Nested Loops

- The **break** statement terminates the inner loop

```
for (int i = 0; i < 3; ++i) {  
    for (int j = 0; j < 3; ++j) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 1) {  
            break;  
        }  
    }  
}
```

```
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

```
for (int i = 0; i < 5; ++i) {  
    for (int j = 0; j < 3; ++i) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 2) {  
            goto outer;  
        }  
    }  
}  
outer:
```

lec02/demo-goto.c



Nested Loops

- The **break** statement terminates the inner loop

```
for (int i = 0; i < 3; ++i) {  
    for (int j = 0; j < 3; ++j) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 1) {  
            break;  
        }  
    }  
}
```

```
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

```
for (int i = 0; i < 5; ++i) {  
    for (int j = 0; j < 3; ++i) {  
        printf("i-j: %i-%i\n", i, j);  
        if (j == 2) {  
            goto outer;  
        }  
    }  
}  
outer:
```

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



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;
}
```

lec02/demo-prime.c

- 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`



Outline

- Statements and Coding Styles
- Selection Statements
- Loops
- Conditional Expression



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  }
```



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: $\text{expr}_1 ? \text{expr}_2 : \text{expr}_3$

```
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  }
```



Part III

Part 3 – Assignment HW 01



HW 01 / HW 1 – Assignment

Topic: ASCII art

(B3B36PRG) Mandatory: **2 points**; Optional: *none*; Bonus : *none*

(BAB36PRGA) Mandatory: **3 points**; Optional: *none*; Bonus : *none*

- **Motivation:** Have a fun with loops and user parametrization of the program
- **Goal:** Acquire experience using loops and inner loops
- **Assignment** <https://cw.fel.cvut.cz/wiki/courses/b3b36prg/hw/hw01>
<https://cw.fel.cvut.cz/wiki/courses/bab36prga/hw/hw1>
 - Read parameters specifying a picture of small house using selected ASCII chars
https://en.wikipedia.org/wiki/ASCII_art
 - Assesment of the input values
- (B3B36PRG) **Deadline:** 05.03.2022, 23:59 AoE
- (BAB36PRGA) **Deadline:** 12.03.2022, 23:59 AoE

AoE – Anywhere on Earth



Summary of the Lecture



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



Topics Discussed

- Expressions
 - Operators – Arithmetic, Relational, Logical, Bitwise, and others
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- Loops
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