Writing Program in C
Expressions and Control Structures
(Statements and Loops)

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Lecture 02

B0B36PRG – Programming in C

Overview of the Lecture

- Part 1 – Expressions
  - Expressions – Literals and Variables
  - Expressions – Operators
  - 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

Expressions

- **Expression** prescribes calculation value of some given input.
- Expression is composed of **operands**, **operators**, and **brackets**.
- Expression can be formed 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

- The evaluation order can be prescribed by **fully parenthesized expression**.

Simply: If you are not sure, use brackets.

Literals – Integer and Rational

- Integer values are stored as one of the integer type (keywords): `int`, `long`, `short`, `char` and their `signed` and `unsigned` variants.   *Further integer data types are possible.*

- Rational numbers (data types `float` and `double`) can be written with floating point – `13.1`; or with mantissa and exponent – `31.4e-3` or `31.4E-3`.   *Scientific notation*

- Floating point numeric types depends on the implementation (usually as IEEE-754-1985).

Integer literals (values)

Decimal	123 450932	
Hexadecimal	0x12 0xFAFF	(starts with `0x` or `0X`)
Octal	0123 0567	(starts with `0`)
`unsigned`	12345U	(suffix `U` or `u`)
`long`	12345L	(suffix `L` or `l`)
`unsigned long`	12345ul	(suffix `UL` or `ul`)
`long long`	12345LL	(suffix `LL` or `ll`)

Without suffix, the literal is of the type typu `int`.

Rational literals

- `double` – by default, if not explicitly specified to be another type;

- `float` – suffix `F` or `f`;
  ```
  float f = 10.f;
  ```

- `long double` – suffix `L` or `l`.
  ```
  long double ld = 10.1l;
  ```

Literals – Characters and Text Strings

- Character literal is single (or multiple) character in apostrophe.

  $$'A', 'B' \text{ or } '\backslash n'$$

- Value of the single character literal is the ASCII code of the character.

  $$'0' \sim 48, 'A' \sim 65$$

  Value of character out of ASCII (greater than 127) depends on the compiler.

- Type of the character constant (literal).

  - **Character constant is the `int` type.**

  ```c
  char c = '8'; // Letter of the digit 8
  int v = c - '0'; // Conversion to int value 8

  char a = '0'; // Test a letter is upper case
  _Bool upper = (a >= 'A' && a <= 'Z');

  char i = '5'; // Test a letter is a digit
  _Bool digit = (i >= '0' && i <= '9');
  ```

- Text string is a sequence of characters enclosed in quotation marks.

  `"A string with the end of line \n"`.

  - String literals separated by white spaces are joined to single one.

  `"A string literal"  "with the end of the line \n"`
      is concatenate into

  `"A string literal with end of the line \n"`

- String literal is stored in the array of the type `char` terminated by the `null` character `'\0'`. A string literal `"word"` is stored as

'w'	'o'	'r'	'd'	'\0'

  The size of the array must be $+1$ item longer to store \0!

Literals – Enumeration

- By default, values of the enumerated type starts from 0 and each other item increase the value about one, values can be explicitly prescribed.

```
enum {
    WHITE,
    BLACK,
    RED,
    GREEN,
};
```

```
enum {
    ERROR_OK = 0, // EXIT_SUCCESS
    ERROR_INPUT = 100,
    ERROR_RANGE = 101
};
```

The enumeration values are usually written in uppercase.

- Type – enumerated constant is the `int` type.
  - Value of the enumerated literal can be used in loops.

```
enum { WHITE = 0, BLACK, RED, GREEN, BLUE, NUM_COLORS };

for (int color = WHITE; color < NUM_COLORS; ++color) {
    ...
}
```

Variable Definition

- The variable definition has a general form

  declaration-specifiers variable-identifier;

- Declaration specifiers are following.
    - **Storage classes**: at most one of the `auto`, `static`, `extern`, `register`;
    - **Type quantifiers**: `const`, `volatile`, `restrict`;

      None or more type quantifiers are allowed.

    - **Type specifiers**: `void`, `char`, `short`, `int`, `long`, `float`, `double`, `signed`, `unsigned`.
      In addition, `struct` and `union` type specifiers can be used. Finally, own types defined by
      `typedef` can be used as well.

```
float f = 10.1f; // float variable initialized by float literal
const double pi = 3.14; //const double variable initialized to 3.14
unsigned char v = 255; //one byte integer variable with the full range 0..255
const unsigned long l = 100l; //constant long integer variable initialized by long literal
int i; // i variable of the common C integer type int that is not initialized
```

Operators

- Operators are selected characters (or sequences of characters) dedicated for writting expressions.
- Five types of binary operators can be distinguished.
    - <u>**Arithmetic**</u> operators – additive (addition/subtraction) and multiplicative (multiplication/division);
    - **Relational** operators – comparison of values (less than, greater than, . . .);
    - **Logical** operators – logical `AND` and `OR`;
    - **Bitwise** operators – bitwise `AND`, `OR`, `XOR`, bitwise shift (left, right);
    - Assignment operator $=$ – a variables (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: $\sim$.
- Ternary operator – conditional expression **?** **:**.

Variables, Assignment Operator, and Assignment Statement

- Variables are defined by the type and name.
  - Name of the variable are in lowercase.
  - Multi-word names can be written with underscore _.   *Or we can use CamelCase.*
  - Each variable is defined at a new line.
    ```
    int n;
    int number_of_items;
    int numberOfItems;
    ```

- Assignment is setting the value to the variable, i.e., the value is stored at the memory location referenced by the variable name.

- Assignment operator

$$\langle \textbf{l-value} \rangle = \langle \textbf{expression} \rangle$$

Expression is literal, variable, function calling, . . .

  - The side is the so-called **l-value – location-value, left-value**

    It must represent a memory location where the value can be stored.

  - Assignment is an expression and we can use it everywhere it is allowed to use the expression of the particular type.

- **Assignment statement** is the assignment operator = and ;.

Basic Arithmetic Expressions

- For an operator of the numeric types `int` and `double`, the following operators are defined.

  Also for `char`, `short`, and `float` numeric types.

  - Unary operator for changing the sign $-$;
  - Binary addition $+$ and subtraction $-$;
  - Binary multiplication ***** and division **/**.

- For integer operator, there is also
  - Binary module (integer reminder) **%**.

- If both operands are of the same type, the results of the arithmetic operation is the same type.

- In a case of combined data types **int** and **double**, the data type `int` is converted to **double** and the results is of the **double** type.

  Implicit type conversion.

Example – Arithmetic Operators 1/2

```
1   int a = 10;
2   int b = 3;
3   int c = 4;
4   int d = 5;
5   int result;
6
7   result = a - b; // subtraction
8   printf("a - b = %i\n", result);
9
10  result = a * b; // multiplication
11  printf("a * b = %i\n", result);
12
13  result = a / b; // integer divison
14  printf("a / b = %i\n", result);
15
16  result = a + b * c; // priority of the operators
17  printf("a + b * c = %i\n", result);
18
19  printf("a * b + c * d = %i\n", a * b + c * d);          // -> 50
20  printf("(a * b) + (c * d) = %i\n", (a * b) + (c * d)); // -> 50
21  printf("a * (b + c) * d = %i\n", a * (b + c) * d);      // -> 350
```

<div align="right">lec02/arithmetic_operators.c</div>

Example – Arithmetic Operators 2/2

```c
1   #include <stdio.h>
2
3   int main(void)
4   {
5       int x1 = 1;
6       double y1 = 2.2357;
7       float x2 = 2.5343f;
8       double y2 = 2;
9
10      printf("P1 = (%i, %f)\n", x1, y1);
11      printf("P1 = (%i, %i)\n", x1, (int)y1);
12      printf("P1 = (%f, %f)\n", (double)x1, (double)y1);
13      printf("P1 = (%.3f, %.3f)\n", (double)x1, (double)y1);
14
15      printf("P2 = (%f, %f)\n", x2, y2);
16
17      double dx = (x1 - x2); // implicit data conversion to float
18      double dy = (y1 - y2); // and finally to double
19
20      printf("(P1 - P2)=(%.3f, %0.3f)\n", dx, dy);
21      printf("|P1 - P2|^2=%.2f\n", dx * dx + dy * dy);
22      return 0;
23  }
```

lec02/points.c

Arithmetic Operators

- Operands of arithmetic operators can be of any arithmetic type.

  *The only exception is the operator for the integer reminder % 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 reminder, 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, such as compiler, environment, or 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 it in mind, it is best to avoid writing programs that depend on implementation-defined behavior.

  K.N.King: Page 55

That is one example of writting programs that seem to be working and functional and a program that is correct.

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.

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	`x < y`	1 if x is less than y; otherwise 0
`<=`	Less than or equal	`x <= y`	1 if x is less then or equal to y; otherwise 0
`>`	Greater than	`x > y`	1 if x is greater than y; otherwise 0
`>=`	Greater than or equal	`x >= y`	1 if x is greater than or equal to y; otherwise 0
`==`	Equal	`x == y`	1 if x is equal to y; otherwise 0
`!=`	Not equal	`x != y`	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.*

`&&`	Logical AND	`x && y`	1 if x and y is not 0; otherwise 0.
`||`	Logical OR	`x || y`	1 if at least one of x, y is not 0; otherwise 0.
`!`	Logical NOT	`!x`	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

```c
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 ^ y	1 if only x or only y is 1 (bit-by-bit)
~	Bitwise complement (NOT)	~x	1 if x is 0 (bit-by-bit)
<<	Bitwise left shift	x << y	Shift of x by y bits to the left
>>	Bitwise right shift	x >> 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 surprised – parenthesized the expression!

Example – Bitwise Expressions

```c
#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
```

lec02/bits.c

Operators for Accessing Memory

Here, for completeness, details in the further lectures.

- In C, we can directly access the memory address of the variable.   *We need in* `scanf()`*!*
- The access is realized through a pointer.   *It is an integer value, typically* `long`.

It allows great options and also understand data representation and memory access models.

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, because it has to be addressable memory space.
Operator of the indirect address ∗ allows to access to the memory using pointers.

Other Operators

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

```c
int a = 10;
printf("%lu %lu\n", sizeof(a), sizeof(a + 1.0));
```
                                                        lec02/sizeof.c

- Example of the **comma** operator.

```c
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`.

Operators Associativity and Precedence

- Binary operation op is **associative** on the set $\boldsymbol{S}$ if
$$(x \text{ op } y) \text{ op } z = x \text{ op}(y \text{ op } z), \text{ for each } x, y, z \in \boldsymbol{S}.$$
- 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.

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

  $\langle$**variable**$\rangle$ = $\langle$**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.

```c
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:

$$\langle \textbf{variable} \rangle = \langle \textbf{variable} \rangle \; \langle \textbf{operator} \rangle \; \langle \textbf{expression} \rangle$$

- can be written as

$$\langle \textbf{variable} \rangle \; \langle \textbf{operator} \rangle = \langle \textbf{expression} \rangle$$

Example

```
int i = 10;                          int i = 10;
double j = 12.6;                     double j = 12.6;

i = i + 1;                          i += 1;
j = j / 0.2;                        j /= 0.2;
```

- Note that the 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 behaves 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!
  > *A further detailed example of undefined behavior and code optimization with its analysis is in Lecture 09.*

Part II

Part 2 – Control Structures: Selection Statements and Loops

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 curly brackets { and }.
- A block can be inside other block.

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

```c
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.

- Appropriate identifiers.   *Setup automatic formatting in your text editor.*

- Train yourself in coding style even at the cost of slower coding!

- Readability and clarity is important, especially during debugging!

  Notice, sometimes it can be better to start from scratch

- Recommend coding style.

```
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.
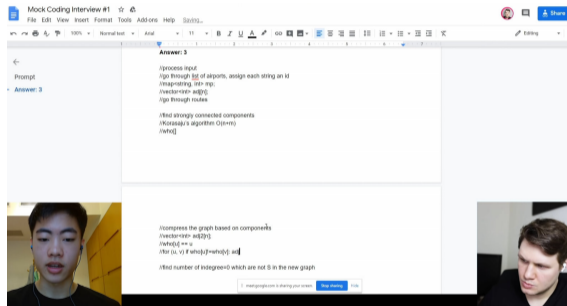
- Use verbs for function names.

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

Coding Style – Code Clarity and Readability

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

Clean Code - Uncle Bob / Lesson 1
https://youtu.be/7EmboKQH8lM

Google Coding Interview with a High School Student
https://youtu.be/qz9tK1F431k

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/process/coding-style.rst

Compound Command and Nesting 1/2

Four nested levels.

```c
int get_sum_of_even_numbers(int from, int to)
{
   if (from < to) {
      int sum = 0;
      for (int number = from; number <= to; ++number) {
         if (number % 2 == 0) {
            sum += number;
         }
      } // end for loop
      return sum;
   } else {
      return 0;
   }
}
```

We aim to have a more readable form.

```c
int get_sum_of_even_numbers(int from, int to)
{
   if (from > to) return 0;
   int sum = 0;
   for (int number = from; number <= to; ++number) {
      sum += filter_odd(number);
   } // end for loop
   return sum;
}
```

Extraction (new function definition).

```c
int filter_odd(int number);

int get_sum_of_even_numbers(int from, int to)
{
   if (from < to) {
      int sum = 0;
      for (int number = from; number <= to; ++number) {
         sum += filter_odd(number);
      } // end for loop
      return sum;
   } else {
      return 0;
   }
}

int filter_odd(int number)
{
   if (number % 2 == 0) {
      return number;
   }
   return 0;
}
```

- Using extraction and inversion techniques, we reduce the nesting depth.

https://youtu.be/CFRhGnuXG-4

Compound Command and Nesting 2/2

Inversion (substitution of the input value conditions).

```
1   int filter_odd(int number);
2
3   int get_sum_of_even_numbers(int from, int to)
4   {
5   ,   if (from > to) {
6           return 0;
7       }
8       int sum = 0;
9       for (int number = from; number <= to; ++number) {
10          sum += filter_odd(number);
11      } // end for loop
12      return sum;
13  }
14
15  int filter_odd(int number)
16  {
17      if (number % 2 == 0) {
18          return number;
19      }
20      return 0;
21  }
```

Final cleanup.

```
1   int filter_odd(int number);
2
3   int get_sum_of_even_numbers(int from, int to)
4   {
5   ,   if (from > to) return 0;
6
7       int sum = 0;
8       for (int number = from; number <= to; ++number) {
9           sum += filter_odd(number);
10      } // end for loop
11      return sum;
12  }
13
14  int filter_odd(int number)
15  {
16      return (number % 2 == 0) : number : 0;
17  }
```

- Using extraction and *inversion* techniques, we reduce the nesting depth.

https://youtu.be/CFRhGnuXG-4

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`

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.

  Why You Shouldn't Nest Your Code – https://youtu.be/CFRhGnuXG-4.
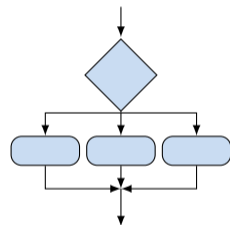
```
int max;
if (a > b) {
    if (a > c) {
        max = a;
    }
}
```

```
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

<pre>
    switch (expression) {
        case constant$_1$: statements$_1$; break;
        case constant$_2$: statements$_2$; break;
        . . .
        case constant$_n$: statements$_n$; break;
        default: statements$_{def}$; break;
    }
</pre>

  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

```c
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;
}
```

```c
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

```c
 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`

Loops

- The **for** and **while** loop statements test the controlling expression before the enter to the loop body.
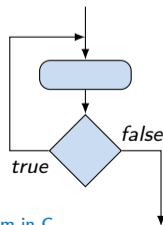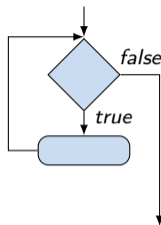   - **for** – initialization, condition, change of the controlling variable can be a part of the syntax.
      ```c
      for (int i = 0; i < 5; ++i) {
          ...
      }
      ```
    - **while** – controlling variable out of the syntax
      ```c
      int i = 0;
      while (i < 5) {
          ...
          i += 1;
      }
      ```

- The **do** loop tests the controlling expression after the first loop is performed.
      ```c
      int i = -1;
      do {
          ...
          i += 1;
      } while (i < 5);
      ```

The **for** Loop

- The basic form has four parts (three expressions and a single statement).

$$\text{for (expr}_1\text{; expr}_2\text{; expr}_3\text{) statement}$$

- All expr_i are expressions and typically they are used for
    1. expr_1 – initialization of the controlling variable (side effect of the assignment expression);
    2. expr_2 – Test of the controlling expression;
    3. If expr_2 `!=0` the `statement` is executed; Otherwise the loop is terminated.
    4. expr_3 – updated of the controlling variable (performed at the end of the loop

- Any of the expressions expr_i can be omitted.

- **break** statement – force termination of the loop.

- **continue** – force end of the current iteration of the loop.

    The expression expr_3 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

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

<div align="center">lec02/continue.c</div>

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

<div align="center">lec02/demo-continue.c</div>

```
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.

```c
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.

```c
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

- goto allows transfing 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 jump to a statement.
- 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"); // goto can jump to a label that
       represents statement (there must be an address to be jump at).
13  return -1;
```

Nested Loops

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

```c
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.

```c
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
```

lec02/demo-goto.c

Example – isPrimeNumber() 1/2

```c
#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;
}
```
<div align="right">lec02/demo-prime.c</div>

- Once the first factor is found, call break to terminate the loop.

<div align="right">*It is not necessary to test other numbers.*</div>

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

```c
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 **expr$_1$? expr$_2$: expr$_3$** can be as follows.

```c
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

Part III

Part 3 – Assignment HW 01

HW 01 – Assignment

Topic: **ASCII art**

<div align="right">Mandatory: 2 points; Optional: none; Bonus : none</div>

- **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`
  - Read parameters specifying a picture of small house using selected ASCII chars.

    <div align="right">https://en.wikipedia.org/wiki/ASCII_art</div>

  - Assessment of the input values.
- **Deadline**: 16.03.2024, 23:59 AoE.

<div align="right"><i>AoE – Anywhere on Earth.</i></div>

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

Part V

Appendix

Coding Example – Assignment

- Implement a program that prints the pattern with seven lines.

- The default width n is 27 characters or it is read as the first program argument (if given).

- The width n needs to be odd number, or the program returns **100**.

- It holds $11 \leq n \leq 67$, or the program returns **101**.

- On success, the program prints seven lines and returns 0.

- Avoid "magic numbers" in the program whenever is it possible.

```
* * * * * * * * * * * * * * * * * *
** ** ** ** ** ** ** ** ** ** ** **
*** *** *** *** *** *** *** *** ***
***********************************
*** *** *** *** *** *** *** *** ***
** ** ** ** ** ** ** ** ** ** ** **
* * * * * * * * * * * * * * * * * *
```

- Convert program `argv[1]` by `atoi()`, if given.

- Decompose the program into printing $7 \times$ line.

- Implement the program infrastructure first.

- Then, focus on logic to particular lines controlled by a suitably designed **expressions**.

Coding Example – Implementation Strategy 1/4

- Define return (error) values to make the code clean (0, 100, 101), e.g., using enum.

- Define valid range $\langle 11, 67 \rangle$, e.g., using #define.

- Ensure accessing passed arguments to the program only if they are passed to the program.

- Ensure the number of lines n is a valid value or set the error program return value.

- Peform any operation only if arguments (values) are valid.

- Split printing 7 lines into two for loops, with one print line call between the loops.

- Implement a function to print the line pattern.

```c
#include <stdio.h> //for putchar()
#include <stdlib.h> //for atoi()

enum {
    ERROR_OK = 0,
    ERROR_INPUT = 100,
    ERROR_RANGE = 101
};


#define MIN_VALUE 11
#define MAX_VALUE 67


#define LINES 3


// Print line of the with n using character
    in c and space; with k continuous
    characters c followed by space.
void print(char c, int n, int k);
```

Coding Example – Implementation Strategy 2/4

- Define return (error) values to make the code clean (0, 100, 101), e.g., using enum.

- Define valid range $\langle 11, 67 \rangle$, e.g., using #define.

- Ensure accessing passed arguments to the program only if they are passed to the program.

- Ensure the number of lines n is a valid value or set the error program return value.

- Peform any operation only if arguments (values) are valid.

- Split printing 7 lines into two for loops, with one print line call between the loops.

- Implement a function to print the line pattern.

```c
...
int main(int argc, char *argv[])
{
   int ret = ERROR_OK;
   int n = argc > 1 ? atoi(argv[1]) : 27; //
    convert argv[1] or use default value

   ret = n % 2 == 0 ? ERROR_INPUT : ret; //
    ensure n is odd number
   if (!ret &&
       (n < MIN_VALUE || n > MAX_VALUE)) {
     ret = ERROR_RANGE; //ensure n is in the
    closed interval [MIN_VALUE, MAX_VALUE]
   }
   ...
   return ret;
}
```

Coding Example – Implementation Strategy 3/4

- Define return (error) values to make the code clean (0, 100, 101), e.g., using enum.

- Define valid range $\langle 11, 67 \rangle$, e.g., using #define.

- Ensure accessing passed arguments to the program only if they are passed to the program.

- Ensure the number of lines n is a valid value or set the error program return value.

- Peform any operation only if arguments (values) are valid.

- Split printing 7 lines into two for loops, with one print line call between the loops.

- Implement a function to print the line pattern.

```c
// print a line with n characters with the
    pattern:  k-times c, then space.
// the line ends by new line character '\n'.
void print(char c, int n, int k);

int main(int argc, char *argv[])
{ ...
   if (!ret) { // only if ret == ERROR_OK
      for (int l = 1; l <= LINES; ++l) {
         print('*', n, l); // print l x '*'
      }
      print('*', n, n); // print n x '*'
      for (int l = LINES; l > 0 ; --l) {
         print('*', n, l); // print l x 'x'
      }
   }
   return ret;
}
```

Coding Example – Implementation Strategy 4/4

- Define return (error) values to make the code clean (0, 100, 101), e.g., using enum.

- Define valid range $\langle 11, 67 \rangle$, e.g., using #define.

- Ensure accessing passed arguments to the program only if they are passed to the program.

- Ensure the number of lines n is a valid value or set the error program return value.

- Peform any operation only if arguments (values) are valid.

- Split printing 7 lines into two for loops, with one print line call between the loops.

- Implement a function to print the line pattern.

```c
void print(char c, int n, int k)
{
   for (int i = 0; i < n; ++i) {
      putchar( (i+1) % (k+1) ? c : ' ');
   }
   putchar('\n');
}
```

- The line consists of n characters; so *n* characters has to be printed.

- Space is placed after each k characters of c.

- Multiple of k can be detected by the remainder after division, the operator %.

- We need to handle i starts from 0.

- The space is every (k+1)-th character.

Coding Example – Implementation Strategy 4(b)/4

- Define return (error) values to make the code clean (0, 100, 101), e.g., using enum.

- Define valid range $\langle 11, 67 \rangle$, e.g., using #define.

- Ensure accessing passed arguments to the program only if they are passed to the program.

- Ensure the number of lines n is a valid value or set the error program return value.

- Peform any operation only if arguments (values) are valid.

- Split printing 7 lines into two for loops, with one print line call between the loops.

- Implement a function to print the line pattern.

```c
void print(char c, int n, int k)
{
   int i, j;
   for (i = j = 0; i < n; ++i, ++j) {
      if (j == k) {
         putchar(' ');
         j = 0;
      } else {
         putchar(c);
      }
   }
   putchar('\n');
}
```

- Use extra counter j for space as every k-th printed character.

- Enjoy comma operator to increment j within the **for** loop.

Summary of the Operators and Precedence 1/3

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

Summary of the Operators and Precedence 2/3

Precedence	Operator	Associativity	Name
3	()	R→L	*Cast*
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