

# CS 103 Unit 1b – C++ Program/Control Flow

# Java and C++

- C++ uses the same control structures and syntax as Java
  - if, while, for, switch
- We expect you know each of the above structures AND **when and how to employ them to implement computational approaches**
- You should also be familiar with:
  - break, continue
  - The operation of nested loops (the **inner** loop performs **ALL** of its iterations for each **one** iteration of the **outer** loop)

# When Do I Use a While Loop (1)

- When you **DON'T know** in advance how many times something should repeat?
  - How many guesses will the user need before they get it right?

```
#include <iostream>
using namespace std;
int main()
{
    int guess;

    int secretNum = /* some code */;
    cin >> guess;
    while(guess != secretNum)
    {
        cout << "Enter guess: " << endl;
        cin >> guess;
    }

    cout << "You got it!" << endl;
    return 0;
}
```

# When Do I Use a While Loop (2)

- Whenever you see, hear, or use the word 'until' in a description
- Important Tip:
  - "until x" = "while not x"
    - $\text{until}(x) \Leftrightarrow \text{while}(\text{!}x)$
  - Ex: "Keep guessing until you are correct" is the same as "keep guessing while you are NOT correct"

```
#include <iostream>
using namespace std;
int main()
{
    int guess;
    int secretNum = /* some code */;
    cin >> guess;
    while(guess != secretNum)
    {
        cout << "Enter guess: " << endl;
        cin >> guess;
    }

    cout << "You got it!" << endl;
    return 0;
}
```

# When Do I Use a For Loop (1)

- When you **DO KNOW** in **advance** (before the loop starts) how many times to iterate
  - Usually, a constant or variable that has been calculated or input from the user

```
// Program to output numbers
// 1 through n

#include <iostream>
using namespace std;
int main()
{
    int n;

    cin >> n;
    for(int i=1; i < n; i++)
    {
        cout << i << endl;
    }

    return 0;
}
```

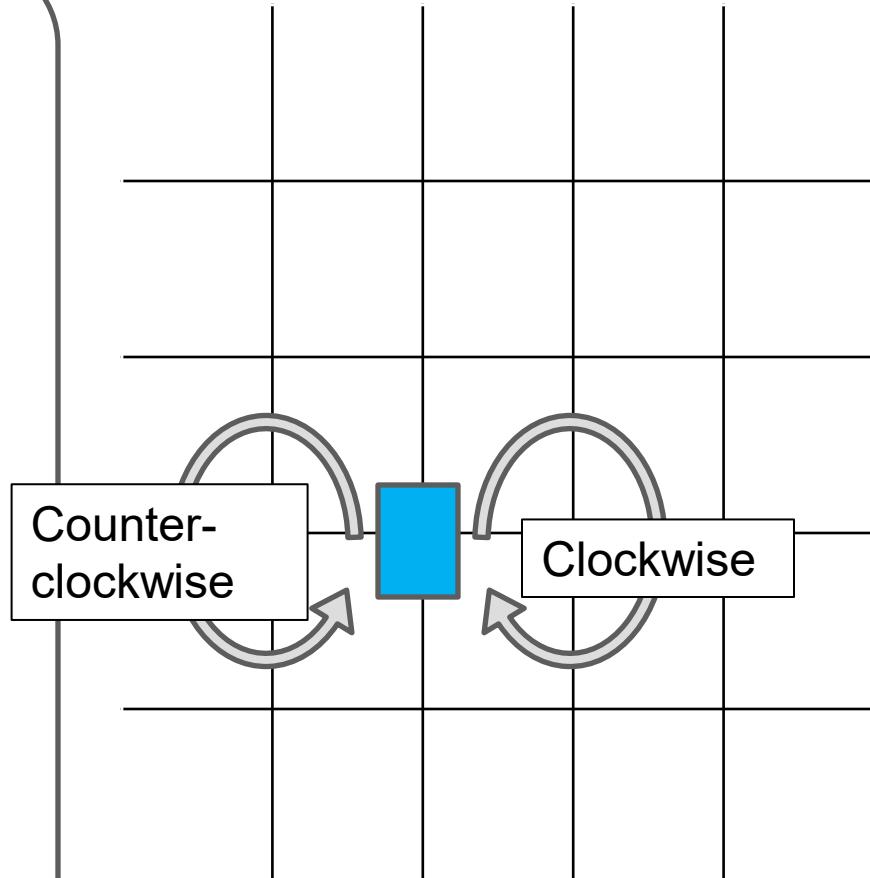
# Turn 360

```
#include <iostream>
#include <iomanip>
using namespace std;

int main() {
    // Write your code here!

}

return 0;
```



# Exercise

- Which of the following is NOT a condition to check if the integer  $x$  is in the range [-1 to 5]
  - a.  $x \geq -1 \ \&\ x \leq 5$
  - b.  $-1 \leq x \leq 5$
  - c.  $!(x < -1 \ || \ x > 5)$
  - d.  $x > -2 \ \&\ x < 6$

See solutions at end of slides

# Conditions and DeMorgan's

- DeMorgan's theorem says there are always two ways to express a logic condition
- Write a condition that eats a sandwich if it has neither tomato nor lettuce
  - `if ( !tomato && !lettuce) { eat_sandwich(); }`
  - `if ( !(tomato || lettuce) ) { eat_sandwich(); }`
- DeMorgan's theorem:
  - $!a \ \&\& \ !b \Leftrightarrow !(a \ || \ b)$
  - $!a \ || \ !b \Leftrightarrow !(a \ \&\& \ b)$
- More details in EE 109 and CS 170

# Recall: Scope

- Scope refers to the **lifetime** and **visibility** of a variable
  - Recall variables are just memory slots in the computer...eventually the program will reclaim those slots and the variables will "die".
  - How long are those slots allocated and reserved for your use (i.e. what is their lifetime)?
  - What parts of your program can access the variables
- In C/C++, a variable's scope is the curly braces {} it is declared within
- **Main Point:** A variable dies at the end of the {} it was declared in

```
#include <iostream>
using namespace std;
int main()
{
    int i;
    cin >> i;

    if(i > 0){
        int temp = 2*i;
        cout << temp << endl;
    } // temp died here

    cout << temp << endl; // ERROR!
    f1();
    return 0;
} // i dies here

void f1()
{
    // is i visible here?
    cout << i << endl;
}
```

# Declaring the Inductive Variable

- The initialization statement can be used to declare a control/inductive variable, but its scope is ONLY the for loop (even though it is not technically declared in the {} of the for loop)
  - Just realize that variable will die at the end of the loop
- However, because it dies after the first loop you can use that same variable name in a subsequent loop

```
#include <iostream>
using namespace std;
int main()
{
    int n;
    cin >> n;
    for(int i=0; i < n; i++){
        cout << 3*i << endl;
    } // i dies here

    // won't compile
    cout << i << endl;

    // okay to reuse i
    for(int i=0; i < n; i++){
        cout << 4*i << endl;
    } // reincarnated i dies again

    return 0;
} // n dies here
```

# Nested Loops Example 1

- **Key idea:** Perform all iterations of the inner loop before starting the next iteration of the outer loop
  - Said another way: The inner loop executes completely for each single iteration of the outer loop
- Trace through the execution of this code and show what will be printed

```
int main()
{
    for(int i=0; i < 2; i++){
        for(int j=0; j < 3; j++){
            cout << i << " " << j << endl;
        }
    }
}
```

i	j
0	0
0	1
0	2
0	3
1	0
1	1
1	2
1	3

# Understand Your Bodies

- When you write loops write a comment as to what the body of each loop means in an abstract sense
  - The body of the outer loop represents 1 game (and we repeat that over and over)
  - The body of the inner loop represents 1 turn (and we repeat turn after turn)

```
int main()
{
    int secret, guess;
    char again = 'y';

    while(again == 'y') {
        // A single game

        // Choose secret num. 0-19
        secret = rand() % 20;
        guess = -1;
        // inner loop
        while(guess != secret) {
            // A turn of the game
            cout << "Enter guess: ";
            cin >> guess;
        }
        cout << "Win!" << endl;
        cout << "Play again (y/n): ";
        cin >> again;
    }
    return 0;
}
```

1 game

1 turn

# Computing $e^x$

```
#include <iostream>
using namespace std;

int main()
{
    // Starter code: modify the lines below
    double x;
    cin >> x;
    double x_to_i = 1;
    int i_fact = 1;
    double e_x = 1;
    for(int i=1; i < 10; i++){
        x_to_i *= x;
        i_fact *= i;
        e_x += x_to_i / i_fact;
    }
    cout << e_x << endl;
    return 0;
}
```

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \dots$$

Comparison, Logical Operators, if statements, switch statements

# MODULE 4: CONDITIONAL STRUCTURES

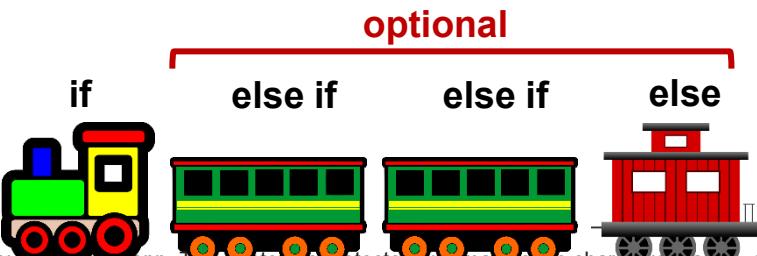
# Comparison Operators

- To perform comparison of variables, constants, or expressions in C/C++ we can use the basic 6 comparison operators

Operator(s)	Meaning	Example
<code>==</code>	Equality	<code>if(x == y)</code>
<code>!=</code>	Inequality	<code>if(x != 7)</code>
<code>&lt;</code>	Less-than	<code>if(x &lt; 0)</code>
<code>&gt;</code>	Greater-than	<code>if(y &gt; x)</code>
<code>&lt;=</code>	Less-than OR equal to	<code>if(x &lt;= -3)</code>
<code>&gt;=</code>	Greater-than OR equal to	<code>if(y &gt;= 2)</code>

# If...Else If...Else

- Use to execute only certain portions of code
- **else if** is *optional*
  - Can have any number of else if statements
- **else** is *optional*
- { ... } indicate code associated with the if, else if, else block



```
if (condition1)
{
    // executed if condition1 is true
}
else if (condition2)
{
    // executed if condition2 is true
    // but condition1 was false
}
else if (condition3)
{
    // executed if condition3 is true
    // but condition1 and condition2
    // were false
}
else
{
    // executed if neither condition
    // above is true
}
```

# Mutually Exclusive Conditions

- What will each implementation print if 'grade' is 95?

```
if (grade >= 90)
{
    cout << "A range" << endl;
}
else if (grade >= 80)
{
    cout << "B range" << endl;
}
else if (grade >= 70)
{
    cout << "C range" << endl;
}
else if (grade >= 60)
{
    cout << "D range" << endl;
}
else
{
    cout << "Not gonna happen!" << endl;
}
```

```
if (grade >= 90)
{
    cout << "A range" << endl;
}
if (grade >= 80)
{
    cout << "B range" << endl;
}
if (grade >= 70)
{
    cout << "C range" << endl;
}
if (grade >= 60)
{
    cout << "D range" << endl;
}
else
{
    cout << "Not gonna happen!" << endl;
}
```

# If...Else If...Else

- Guideline:
  - If various blocks of code are **mutually exclusive** then put them in an `if..`  
`else if..`  
`else` structure and not many individual `if..`  
`if..`  
`if..` statements

```
// BAD!
if (x < 0) {
    cout << "negative" << endl;
}
if (x >= 0) {
    cout << "positive" << endl;
}

// GOOD!
if (x < 0) {
    cout << "negative" << endl;
}
else {
    cout << "positive" << endl;
}
```

# Logical Operators

- We can create compound conditions by using the logical AND, OR, and NOT operator

Operator(s)	Meaning	Example
<code>&amp;&amp;</code>	AND	<code>if( (x==0) &amp;&amp; (y==0) )</code>
<code>  </code>	OR	<code>if( (x &lt; 0)    (y &lt; 0) )</code>
<code>!</code>	NOT	<code>if( !x )</code>

# Logical AND, OR, NOT

- The following tables show how the logical operations are evaluated under any set of values
- AND:
  - All inputs must be true for resulting expression to be true
  - If even one is false, the condition is false (false)
- OR:
  - If any input is true the condition evaluates to true

A	B	AND
False	False	False
False	True	False
True	False	False
True	True	True

A	B	OR
False	False	False
False	True	True
True	False	True
True	True	True

A	NOT
False	True
True	False

# Exercise

- Which of the following is NOT a condition to check if the integer  $x$  is in the range [-1 to 5]
  - a.  $x \geq -1 \ \&\ x \leq 5$
  - b.  $-1 \leq x \leq 5$
  - c.  $!(x < -1 \ || \ x > 5)$
  - d.  $x > -2 \ \&\ x < 6$

See solutions at end of slides

# Conditions and DeMorgan's

- DeMorgan's theorem says there are always two ways to express a logic condition
- Write a condition that eats a sandwich if it has neither tomato nor lettuce
  - `if ( !tomato && !lettuce) { eat_sandwich(); }`
  - `if ( !(tomato || lettuce) ) { eat_sandwich(); }`
- DeMorgan's theorem:
  - $!a \ \&\& \ !b \Leftrightarrow !(a \ || \ b)$
  - $!a \ || \ !b \Leftrightarrow !(a \ \&\& \ b)$
- More details in EE 109 and CS 170

# Timeout: In-Class Exercises

- nth

# Common Mistakes 1

- Using assignment operator (=) rather than equality check operator (==)
  - If you accidentally use '=', it will convert the assigned value to a Boolean
  - Recall: The computer uses
    - 0 to mean **false**
    - Non-zero to mean **true**
- Using multiple **if** statements rather than **if..else** or **if..else if** statements
  - Two 'if' statements imply both could be true while 'if..else' implies only one

```
int main()
{
    int x, y;
    cin >> x >> y;

    // Wrong!
    if( x = 0 ) { /* some code */ }

    // Right!
    if( x == 0 ) { /* some code */ }

    // Wrong!
    if(x != y) { x = 5; }
    if(x == y) { y = 7; }

    // Right
    if(x != y) { x = 5; }
    else { y = 7; }
    return 0;
}
```

When comparing with a constant, many companies and style guides recommend you flip the order to:

```
if( 0 == x ) { /* some code */ }
```

This, way the code won't compile if you accidentally write:

```
if( 0 = x ) // won't compile!
```



# Common Mistakes 2

- All conditions must be formulated as a combination of comparisons of **two** values at a time
- Recall: The computer uses
  - 0 to mean **false**
  - Non-zero to mean **true**

```
int main()
{
    int x, y;
    cin >> x >> y;

    // Wrong!
    if( 0 <= x <= 9 )
        { /* some code */ }

    // Right!
    if( (0 <= x) && (x <= 9) )
        { /* some code */ }

    // Wrong!
    if( x == 0 || 1 )
        { /* some code */ }

    // Right!
    if( (x == 0) || (x == 1) )
        { /* some code */ }

    return 0;
}
```

# Other Selection Structures

- C/C++ (and some other languages) provide alternative structures to if..else
  - `switch` (case) statement
  - Ternary operator ( `cond ? x : y` )
- We will not require knowledge of these but simply recommend you briefly look over this material
  - Slides covering these structures are available at the end of the packet

while, do..while, and for Loops

## MODULE 5: ITERATIVE STRUCTURES

# Motivation for Loops

- Take a simple task such as outputting the first 1000 positive integers
  - We could write 1000 cout statements
  - Yikes! We could do it but it would be painful!
- Or we could use a loop

```
#include <iostream>
using namespace std;
int main()
{
    cout << 1 << endl;
    cout << 2 << endl;
    cout << 3 << endl;
    // hundreds more cout statements

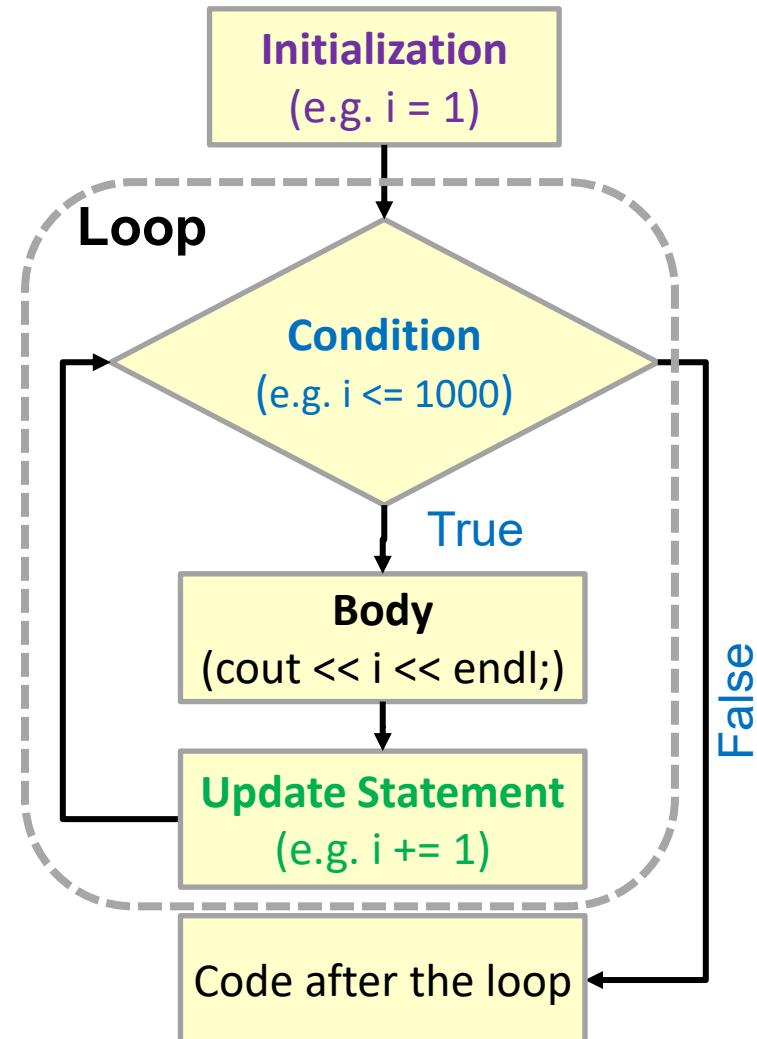
    cout << 999 << endl;
    cout << 1000 << endl;

    return 0;
}
```

```
#include <iostream>
using namespace std;
int main()
{
    for(int i=1; i <= 1000; i+=1 )
    {
        cout << i << endl;
    }
    return 0;
}
```

# 4 Necessary Parts of a Loop

- Loops involve writing a task to be repeated
- Regardless of that task, there must be **4 parts** to a make a loop work
- **Initialization**
  - Initialization of the variable(s) that will control how many iterations (repetitions) the loop will executed
- **Condition**
  - Condition to decide whether to repeat the task or stop the loop
- **Body**
  - Code to repeat for each iteration
- **Update**
  - Modify the variable(s) related to the condition



# Types of Loops

- There are 2 (and a half) kinds of loops
- **while (do..while)** loops and **for** loops
  - Let's look at the syntax of each

```
int i = 1;
while (i <= 1000)
{
    // repetitive task
    cout << i << endl;
    i++; // update
}
// following statements
```

## 4 parts:

- **Initialization**
- **Condition**
- **Body**
- **Update**

```
for (int i = 1; i <= 1000; i++)
{
    cout << i << endl;
}
// following statements
```

1 2 3 4 5 6 7 8 9 T T F

There is a variant of the `while` loop which is the `do..while` loop which we'll cover later.

# Which Kind of Loop

- Use a while loop:
  - When you **DON'T** know how many times to iterate before the loop starts.
    - How many guesses will the user need before they get it right?
  - When you use "**until**" (see next slide)
- Use a for loop:
  - When you **DO** know the number of times to iterate in **BEFORE** you start the loop.

```
#include <iostream>
using namespace std;
int main()
{
    int guess;

    int secretNum = /* some code */;
    cin >> guess;
    while(guess != secretNum)
    {
        cout << "Enter guess: " << endl;
        cin >> guess;
    }

    cout << "You got it!" << endl;
    return 0;
}
```

# "Until" and "While not"

- Whenever you see or use the word '**until**' in a description
- Important Tip:
  - "until x" = "while not x"
  - Saying "keep guessing until you are correct" is the same as "keep guessing **while** you are **not** correct"

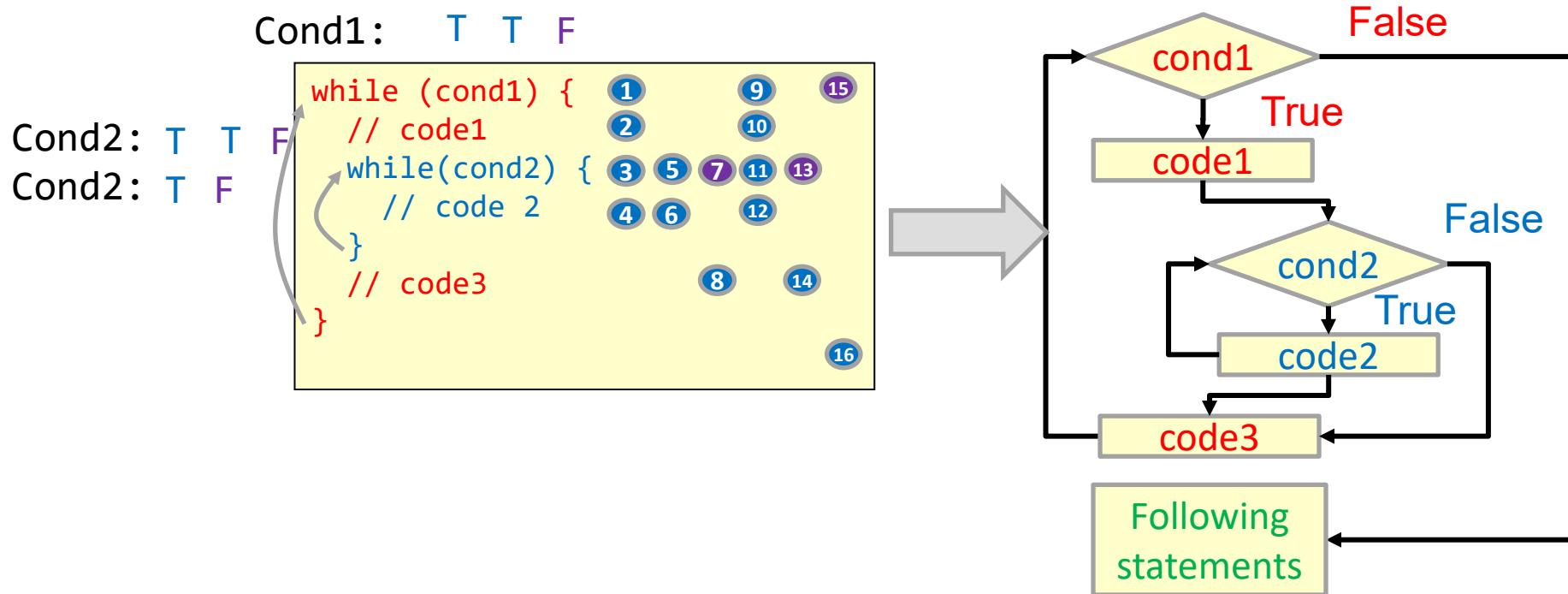
```
#include <iostream>
using namespace std;
int main()
{
    int guess;
    int secretNum = /* some code */
    cin >> guess;
    while(guess != secretNum)
    {
        cout << "Enter guess: " << endl;
        cin >> guess;
    }

    cout << "You got it!" << endl;
    return 0;
}
```

# NESTED LOOPS

# Nested Loop Sequencing

- **Key Idea:** The inner loop runs in its entirety for each iteration of the outer loop



# Nested Loops Example 1

- When you write loops consider what the body of each loop means in an abstract sense
  - The body of the outer loop represents 1 game (and we repeat that over and over)
  - The body of the inner loop represents 1 turn (and we repeat turn after turn)

```
int main()
{
    int secret, guess;
    char again = 'y';
    // outer loop
    while(again == 'y')
    { // Choose secret num. 0-19
        secret = rand() % 20;
        guess = -1;
        // inner loop
        while(guess != secret)
        {
            cout << "Enter guess: ";
            cin >> guess;
        }
        cout << "Win!" << endl;
        cout << "Play again (y/n): ";
        cin >> again;
    }
    return 0;
}
```

1 game

1 turn

# Nested Loops Example 2

- **Key idea:** Perform all iterations of the inner loop before starting the next iteration of the outer loop
  - Said another way: The inner loop executes completely for each single iteration of the outer loop
- Trace through the execution of this code and show what will be printed

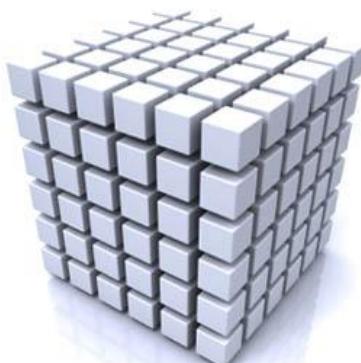
```
int main()
{
    for(int i=0; i < 2; i++){
        for(int j=0; j < 3; j++){
            cout << i << " " << j << endl;
        }
    }
}
```

i	j
0	0
0	1
0	2
0	3
1	0
1	1
1	2
1	3

# Tips

- Nested loops often help us represent and process multi-dimensional data
  - 2 loops allow us to process data that corresponds to 2 dimension (i.e. rows/columns)
  - 3 loops allow us to process data that corresponds to 3 dimensions (i.e. rows/columns/planes)

0	1	2	3	4
0				
1				
2			2,3	
3				
4				



# I/O Manipulators

- Manipulators control HOW `cout` handles certain output options and how `cin` interprets the input data (but print nothing themselves)
  - Must `#include <iomanip>`
- Common examples
  - `setw(n)`: Separate consecutive outputs by `n` spaces
  - `setprecision(n)`: Use `n` digits to display doubles (both the integral + decimal parts)
  - `fixed`: Uses the precision for only the digits after the decimal point
  - `boolalpha`: Show Booleans as `true` and `false` rather than 1 and 0, respectively
- Separated by `<<` or `>>` and used inline with actual data
- Other than `setw`, manipulators continue to apply to other output until changed

```
#include <iostream>
#include <iomanip>
using namespace std;

int main()
{
    double pi = 3.14159;

    cout << pi << endl;
    // Prints: 3.14159

    cout << setprecision(2) << fixed << pi << endl;
    // Prints: 3.14

    return 0;
}
```

<http://en.cppreference.com/w/cpp/io/manip>

See "iomanip" in-class exercise to explore various options

# break statement

- **break**
  - Ends the current **loop** immediately and continues execution after its last statement
  - Only stops the INNER-MOST containing loop, not ALL nested loops.
- Consider two alternatives for stopping a loop if an invalid (negative) guess is entered

```
bool done = false;
while ( done == false ) {
    cout << "Enter guess: " << endl;
    cin >> guess;
    if( guess < 0 )
        done = true;
    }
    else {
        // Process guess
    }
}
```

```
bool done = false;
while ( done == false ) {
    cout << "Enter guess: " << endl;
    cin >> guess;
    if( guess < 0 )
        break;
    }
    // Process guess
    // If guess < 0 we would skip this
}
```

# continue statement

- **continue**
  - Ends the current **loop** [not **if** statement] immediately and continues execution after its last statement
- Consider two alternatives for repeating a loop to get a new guess if an invalid (negative) guess is entered
  - Often **continue** can be eliminated by changing the **if condition**

```
bool done = false;
while( done == false) {
    cout << "Enter guess: " << endl;
    cin >> guess;
    if(guess < 0){
        continue;
    }
    // Process guess (only here if guess>=0)
}
```

```
bool done = false;
while ( done == false ) {
    cout << "Enter guess: " << endl;
    cin >> guess;
    if( guess >= 0 ) {
        // Process Guess
    }
}
```

# ODDS AND ENDS REGARDING C/C++ LOOPS

# Recall: Scope

- Scope refers to the **lifetime** and **visibility** of a variable
  - Recall variables are just memory slots in the computer...eventually the program will reclaim those slots and the variables will "die".
  - How long are those slots allocated and reserved for your use (i.e. what is their lifetime)?
  - What parts of your program can access the variables
- In C/C++, a variable's scope is the curly braces {} it is declared within
- **Main Point:** A variable dies at the end of the {} it was declared in

```
#include <iostream>
using namespace std;
int main()
{
    int i;
    cin >> i;

    if(i > 0){
        int temp = 2*i;
        cout << temp << endl;
    } // temp died here

    cout << temp << endl; // ERROR!
    f1();
    return 0;
} // i dies here

void f1()
{
    // is i visible here?
    cout << i << endl;
}
```

# Declaring the Inductive Variable

- The initialization statement can be used to declare a control/inductive variable, but its scope is ONLY the for loop (even though it is not technically declared in the {} of the for loop)
  - Just realize that variable will die at the end of the loop
- However, because it dies after the first loop you can use that same variable name in a subsequent loop

```
#include <iostream>
using namespace std;
int main()
{
    int n;
    cin >> n;
    for(int i=0; i < n; i++){
        cout << 3*i << endl;
    } // i dies here

    // won't compile
    cout << i << endl;

    // okay to reuse i
    for(int i=0; i < n; i++){
        cout << 4*i << endl;
    } // reincarnated i dies again

    return 0;
} // n dies here
```

# The Loops That Keep On Giving

- There's a problem with the loops below
- We all write "**infinite**" loops at one time or another
- **Infinite** loops never quit
- When you do write such a program, just type "**Ctrl-C**" at the terminal to halt the program

```
#include <iostream>
using namespace std;
int main()
{ int val;
  bool again = true;
  while(again = true){
    cout << "Enter an int or -1 to quit";
    cin >> val;
    if( val == -1 ) {
      again = false;
    }
  }
  return 0;
}
```

```
#include <iostream>
using namespace std;
int main()
{
  int i=0;
  while( i < 10 ) {
    cout << i << endl;
    i + 1;
  }
  return 0;
}
```

# The Loops That Keep On Giving

- There's a problem with the loop below
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```
#include <iostream>
using namespace std;
int main()
{ int val;
  bool again = true;
  while(again == true){
    cout << "Enter an int or -1 to quit";
    cin >> val;
    if( val == -1 ) {
      again = false;
    }
  }
  return 0;
}
```

```
#include <iostream>
using namespace std;
int main()
{
  int i=0;
  while( i < 10 ) {
    cout << i << endl;
    i = i + 1;
  }
  return 0;
}
```

# SOLUTIONS

# Exercise

- Which of the following is NOT a condition to check if the integer  $x$  is in the range [-1 to 5]
  - a.  $x \geq -1 \ \&\ x \leq 5$
  - b.  $-1 \leq x \leq 5$
  - c.  $!(x < -1 \ || \ x > 5)$
  - d.  $x > -2 \ \&\ x < 6$

See solutions at end of slides

# OTHER SELECTION STRUCTURES

# Switch (Study on own)

- Again used to execute only certain blocks of code
- *Cases must be a constant*
- Best used to select an action when an expression could be 1 of a set of constant values
- { ... } around entire set of cases and not individual case
- Computer will execute code until a break statement is encountered
  - Allows multiple cases to be combined
- Default statement is like an else statement

```
switch(expr) // expr must eval to an int
{
    case 0:
        // code executed when expr == 0
        break;
    case 1:
        // code executed when expr == 1
        break;
    case 2:
    case 3:
    case 4:
        // code executed when expr is
        // 2, 3, or 4
        break;
    default:
        // code executed when no other
        // case is executed
        break;
}
```

# Switch (Study on own)

- What if a break is forgotten?
  - All code underneath will be executed until another break is encountered

```
switch(expr) // expr must eval to an int
{
    case 0:
        // code executed when expr == 0
        break;
    case 1:
        // code executed when expr == 1
        // what if break was commented
        // break;
    case 2:
    case 3:
    case 4:
        // code executed when expr is
        // 3, 4 or 5
        break;
    default:
        // code executed when no other
        // case is executed
        break;
}
```

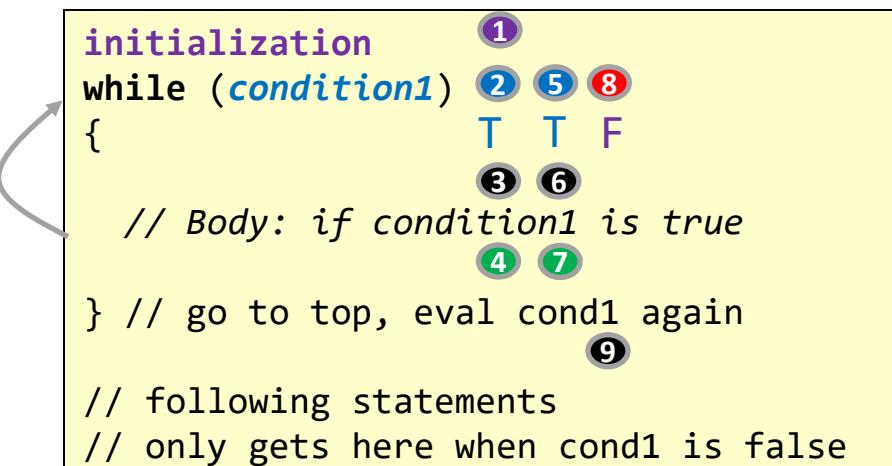
# ? Operator (Study on own)

- A simple if..else statement can be expressed with the ? operator
  - `int x = (y > z) ? 2 : 1;`
  - Same as:  
`if(y > z) x = 2;  
else x = 1;`
- Syntax: *(condition) ? expr\_if\_true : expr\_if\_false;*
- Meaning: the expression will result/return *expr\_if\_true* if *condition* evaluates to true or *expr\_if\_false* if *condition* evaluates to false

# LOOP STRUCTURES

# Type 1: while Loops

- A while loop is essentially a repeating 'if' statement

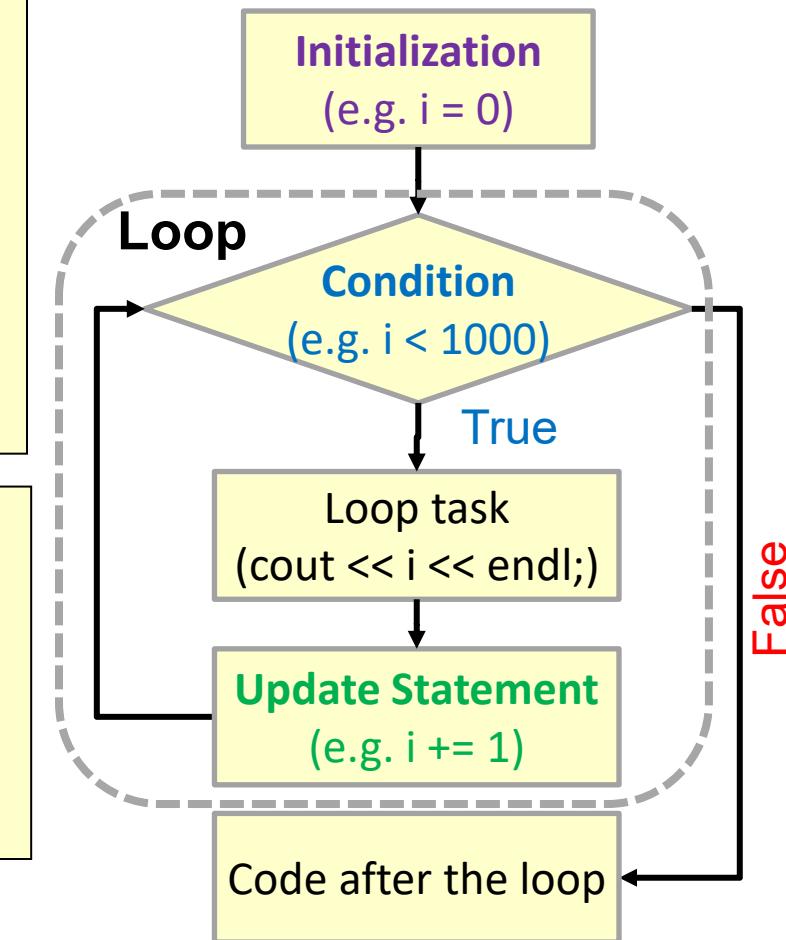


```

int i=0;
while (i < 1000)
{
    cout << i << endl;
    i++;
}
// following statements

```

**While loop printing 0 to 999**

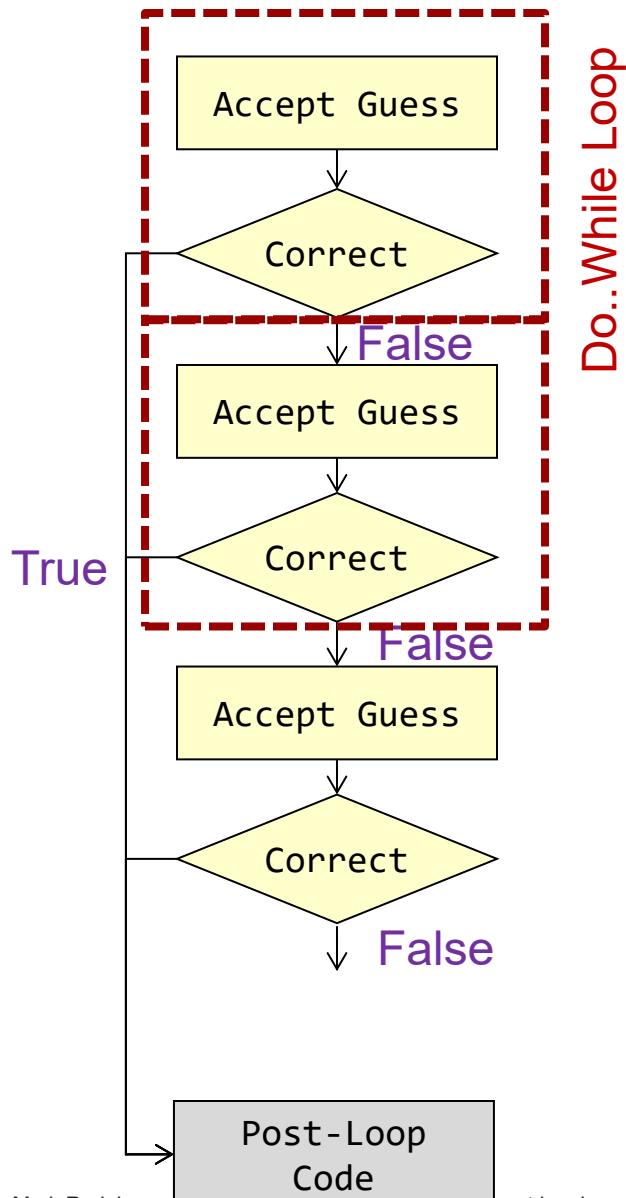


# while vs. do..while Loops

- while loops have two variations: while and do..while
- **while**
  - Cond is evaluated first
  - Body only executed if condition is true (**maybe 0 times**)
- **do..while**
  - Body is executed **at least once**
  - Cond is evaluated
  - Body is repeated if cond is true

```
// While:  
while(condition)  
{  
    // code to be repeated  
    // (should update condition)  
}  
  
  
// Do while:  
do {  
    // code to be repeated  
    // (should update condition)  
} while(condition);
```

# Using Flow Charts to Find Loops

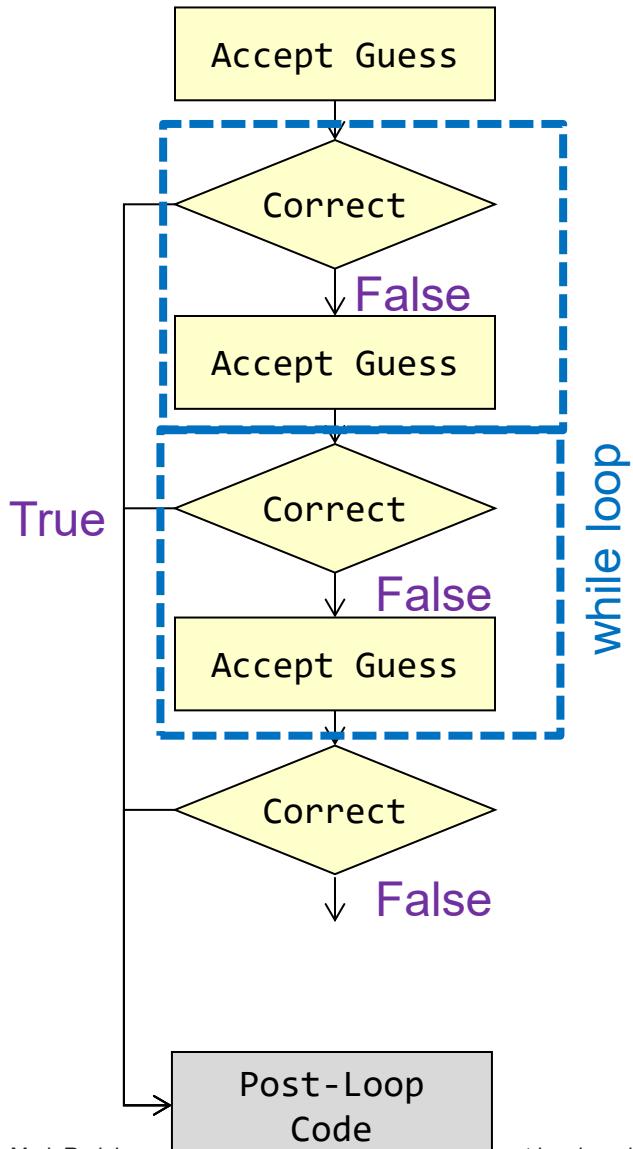


Draw out a flow chart of the desired sequence and look for the repetitive sequence

Here we check at the end to see if we should repeat...perfect for a **do..while loop**

```
do
  { accept_guess }
while ( ! correct )
```

# Finding the 'while' Structure



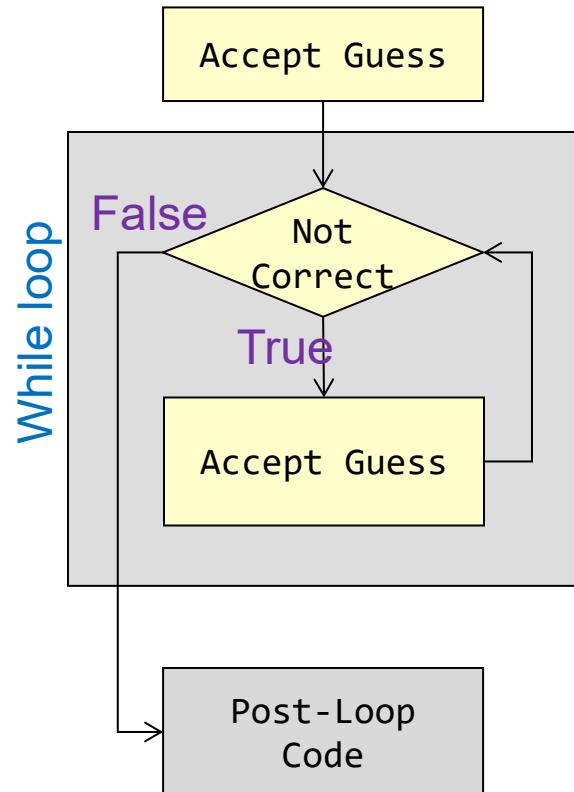
Draw out a flow chart of the desired sequence and look for the repetitive sequence

Here we check at the end to see if we should repeat...perfect for a **do..while loop**

```
do
  { accept_guess }
  while ( ! correct )
```

But a while loop checks at the beginning of the loop, so we must accept one guess before starting:

```
accept_guess
while( ! correct )
  { accept_guess }
```



# Hand Tracing (1)

- For the first program, trace through the code and show all changes to i for:
  - $n = 2$ ;
- For the second program, trace through the code and show the output for:
  - $t = \pi/2$ ,  $T = 2\pi$

```
int main()
{
    int n;
    cin >> n;
    for(int i = -n; i <= n; i++)
    {
        cout << i << endl;
    }
    return 0;
}
```

```
int main()
{
    double t, T;
    cin >> t >> T;
    for( double th = 0 ; th < T; th += t)
    {
        cout << sin(th) << endl;
    }
    return 0;
}
```

# Hand Tracing (2)

- For the first program, trace through the code and show all changes to i and y for:

- $x = 10$
  - $y = 2$

```
int main()
{
    int x, y;
    cin >> x >> y;
    for(int i=1; i <= x; i=i+y)
    {
        cout << i << endl;
        y++;
    }
    return 0;
}
```

- For the second program, trace through the code and show all changes to i and y for:

- $x = 4$
  - $y = 11$

```
int main()
{
    int x, y;
    cin >> x >> y;
    for( ; x < y; x++)
    {
        cout << x << " " << y << endl;
        y--;
    }
    return 0;
}
```

# bools, ints, and Conditions

- Loops & conditional statements require a **condition** to be evaluated resulting in a **true** or **false** result.
- In C/C++...
  - 0 means **false** / Non-Zero means **true**
  - **bool** type available in C++ => ‘**true**’ and ‘**false**’ keywords can be used but internally
    - **true** = non-zero (usually 1) and
    - **false** = 0
- Any place a condition would be used, a bool or int type can be used and will be interpreted as bool

```
int x = 100;
while(x)
{ x--; }
```

```
bool done = false;
while( ! done )
{ cin >> done; }
```

```
int x=100, y=3, z=0;
if( !x || (y && !z) )
{ /* code */ }
```

# Single Statement Bodies

- **The Rule:** Place code for an if, else if, or else construct in curly braces { ... }
- **The Exception:**
  - An if or else construct with a **single statement body** does not require { ... }
  - Another if counts as a single statement
- However, you should **ALWAYS** prefer { ... } even in single statement bodies so that editing later does not introduce bugs

```
if (x == 5)
    y += 2;
else
    y -= 3;
cout << "done1" << endl;

while (x != 0)
    x--;
cout << "done2" << endl;

for(int i=0; i < 10; i++)
    if( i % 2 == 0)
        cout << i << endl;
cout << "done3" << endl;
```

# Solutions 1

```
int main()
{
    int n;
    cin >> n;
    for(int i = -n; i <= n; i++)
    {
        cout << i << endl;
    }
    return 0;
}
```

Program Output for input of **2**:

```
-2
-1
0
1
2
```

```
int main()
{
    double t, T;
    cin >> t >> T;
    for( double th = 0 ; th < T; th += t)
    {
        cout << sin(th) << endl;
    }
    return 0;
}
```

Program Output for input  **$\pi/2$**  and  **$2\pi$** :

```
0
1
0
-1
```

# Solutions 2

```
int main()
{
    int x, y;
    cin >> x >> y;
    for(int i=1; i <= x; i=i+y)
    {
        cout << i << endl;
        y++;
    }
    return 0;
}
```

Program Output for input of **10 2**:

```
1
4
8
```

```
int main()
{
    int x, y;
    cin >> x >> y;
    for( ; x < y; x++)
    {
        cout << x << " " << y << endl;
        y--;
    }
    return 0;
}
```

Program Output for input **4 11**:

```
4 11
5 10
6 9
7 8
```