



# CONTROL STATEMENTS

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# CONTROL STATEMENTS INCLUDE

## Selection Statements

- if
- if-else
- switch

## Iteration Statements

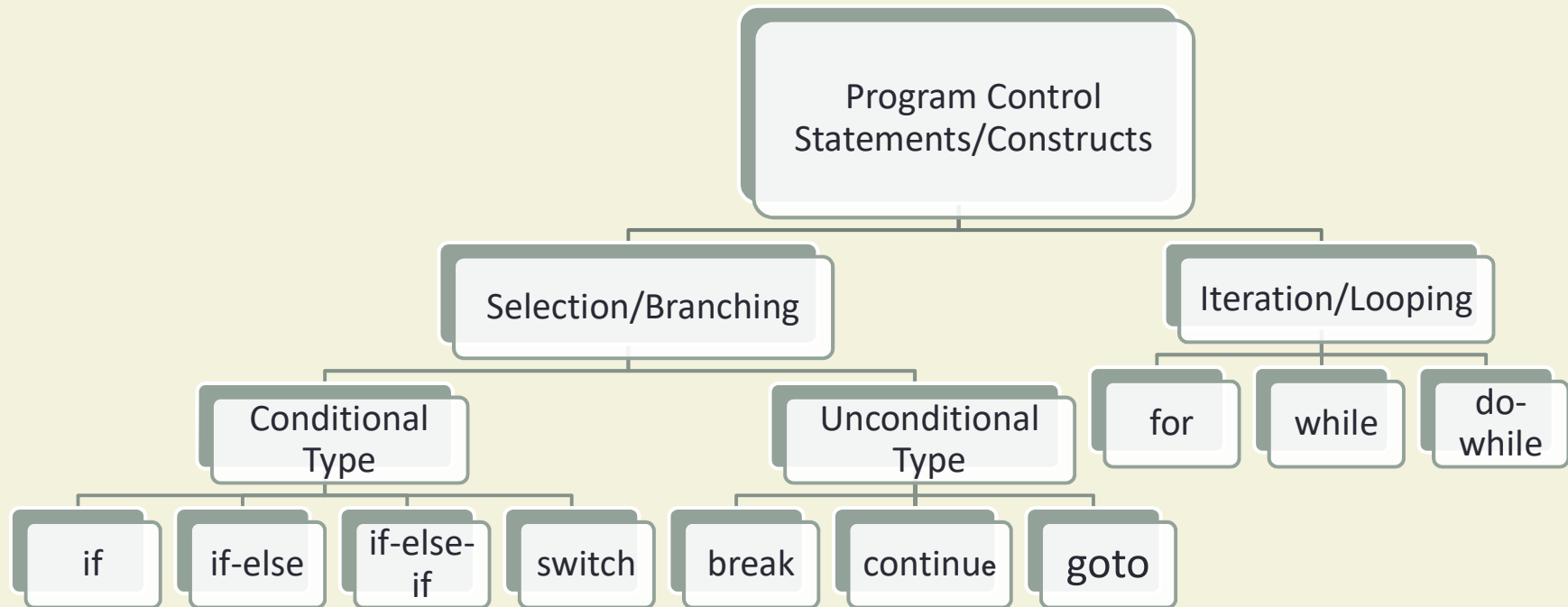
- for
- while
- do-while

## Jump Statements

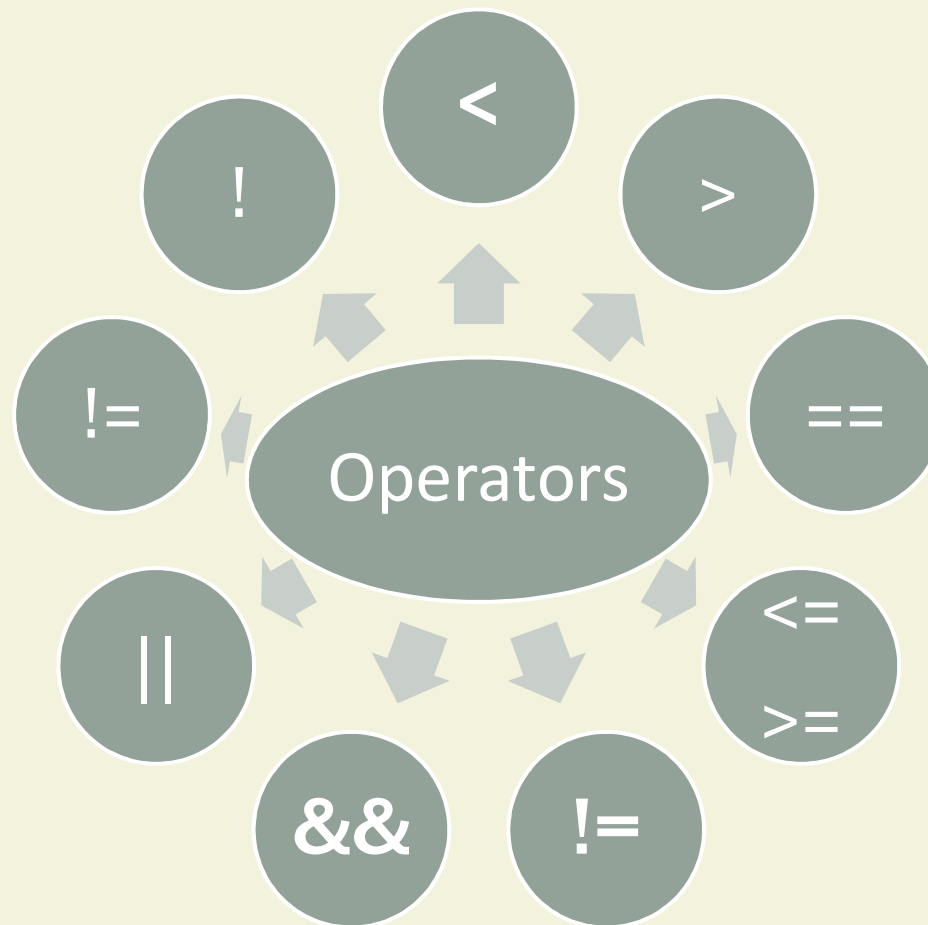
- goto
- break
- continue
- return



# CONTROL STATEMENTS



# OPERATORS





# A FEW EXAMPLES

The following declarations and initializations are given:

```
int x=1, y=2, z=3;
```

Then,

- ▶ The expression  $x \geq y$  evaluates to 0 (false).
- ▶ The expression  $x + y$  evaluates to 3 (true).
- ▶ The expression  $x = y$  evaluates to 2 (true).



# CONDITIONAL EXECUTION AND SELECTION

- **Selection Statements**
- **The Conditional Operator**
- **The switch Statement**



# SELECTION STATEMENTS

*One-way decisions using if statement*

*Two-way decisions using if-else statement*

*Multi-way decisions*

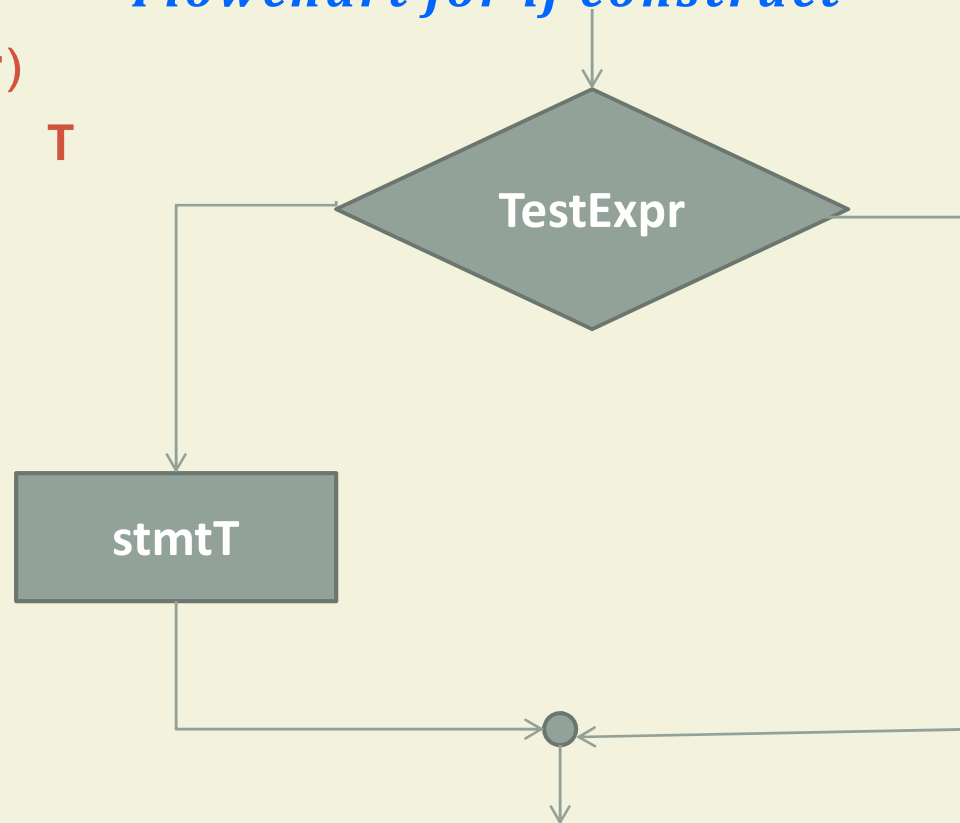
*Dangling else Problem*



# ONE-WAY DECISIONS USING IF STATEMENT

*Flowchart for if construct*

if(TestExpr)  
stmtT;      T





# WRITE A PROGRAM THAT PRINTS THE LARGEST AMONG THREE NUMBERS.

Algorithm	C Program
1. START	<pre>#include &lt;stdio.h&gt; int main() { int a, b, c, max; printf("\nEnter 3 numbers"); scanf("%d %d %d", &amp;a, &amp;b, &amp;c); max=a; if(b&gt;max) max=b; if(c&gt;max) max=c; printf("Largest No is %d", max); return 0; }</pre>
2. PRINT "ENTER THREE NUMBERS"	
3. INPUT A, B, C	
4. MAX=A	
5. IF B>MAX THEN MAX=B	
6. IF C>MAX THEN MAX=C	
7. PRINT "LARGEST NUMBER IS", MAX	
8. STOP	

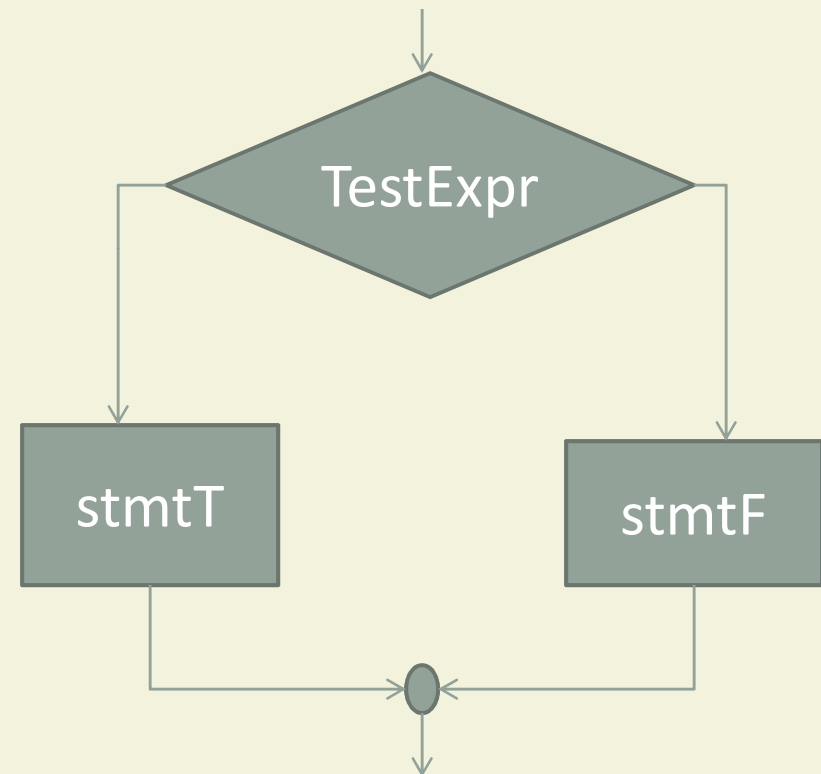


## TWO-WAY DECISIONS USING IF-ELSE STATEMENT

The form of a two-way decision is as follows:

```
if(TestExpr)  
    stmtT;  
else  
    stmtF;
```

Flowchart of if-else construct



# WRITE A PROGRAM THAT PRINTS THE LARGEST AMONG THREE NUMBERS.

Algorithm	C Program
1. START	<pre>#include &lt;stdio.h&gt; int main() {     int a, b, c, max;     printf("\nEnter 3 numbers");     scanf("%d %d %d", &amp;a, &amp;b, &amp;c);     max=a;     if(b&gt;max)     max=b;     if(c&gt;max)     max=c;     printf("Largest No is %d", max);     return 0; }</pre>
2. PRINT "ENTER THREE NUMBERS"	
3. INPUT A, B, C	
4. MAX=A	
5. IF B>MAX THEN MAX=B	
6. IF C>MAX THEN MAX=C	
7. PRINT "LARGEST NUMBER IS", MAX	
8. STOP	



## ***MULTI-WAY DECISIONS***

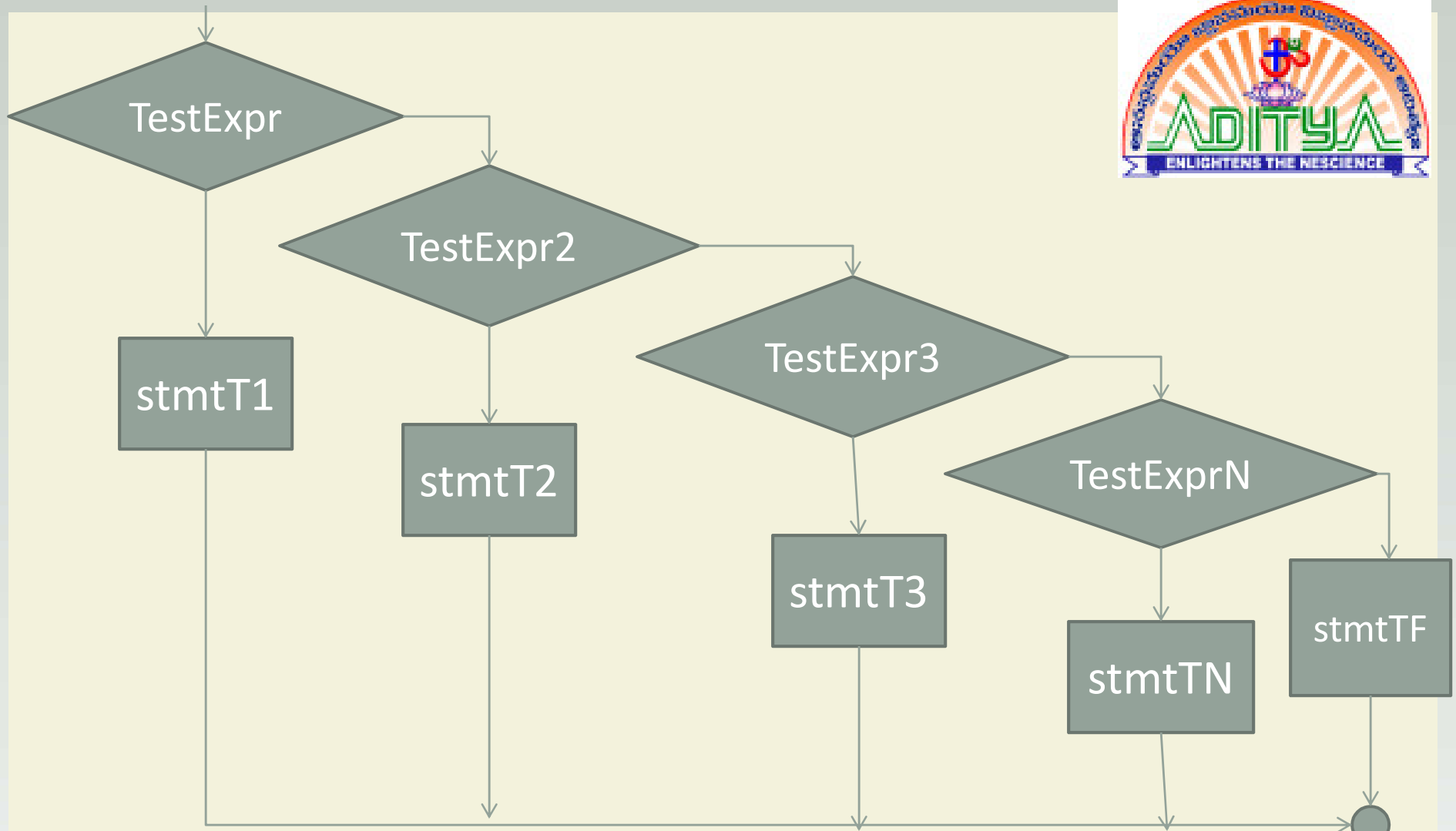
```
if(TestExpr1)
    stmtT1;
else if(TestExpr2)
    stmtT2;
else if(TestExpr3)
    stmtT3;
...
else if(TestExprN)
    stmtTN;
else
    stmtF;
```

if-else-if ladder

```
switch(expr)
{
    case constant1: stmtList1;
        break;
    case constant2: stmtList2;
        break;
    case constant3: stmtList3;
        break;
    .....
    .....
    default: stmtListn;
}
```

General format of switch  
statements

# FLOWCHART OF AN IF-ELSE-IF CONSTRUCT



## THE FOLLOWING PROGRAM CHECKS WHETHER A NUMBER GIVEN BY THE USER IS ZERO, POSITIVE, OR NEGATIVE

```
#include <stdio.h>
int main()
{
    int x;
    printf("\n ENTER THE NUMBER:");
    scanf("%d", &x);
    if(x > 0)
        printf("x is positive \n");
    else if(x == 0)
        printf("x is zero \n");
    else
        printf("x is negative \n");
    return 0;
}
```



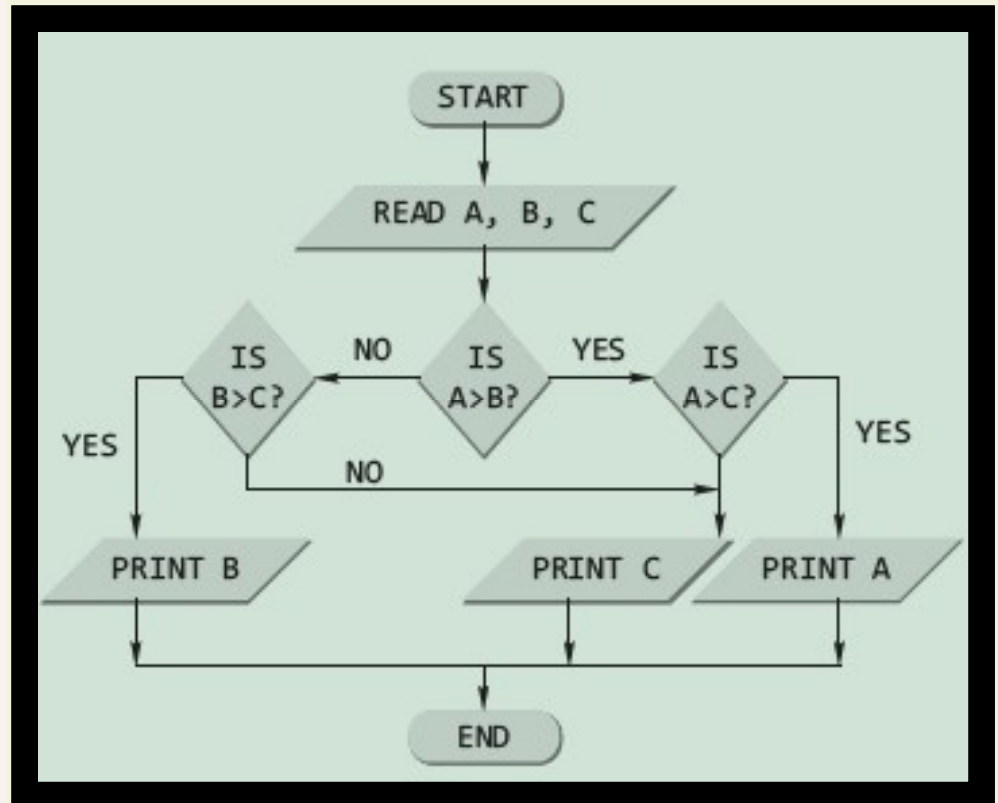
# NESTED IF

- When any if statement is written under another if statement, this cluster is called a nested if.
- The syntax for the nested is given here:

Construct 1	Construct 2
<pre>if(TestExprA)     if(TestExprB)         stmtBT;     else         stmtBF; else     stmtAF;</pre>	<pre>if(TestExprA)     if(TestExprB)         stmtBT;     else         stmtBF; else     if(TestExprC)         stmtCT;     else         stmtCF;</pre>

# A PROGRAM TO FIND THE LARGEST AMONG THREE NUMBERS USING THE NESTED LOOP

```
#include <stdio.h>
int main()
{
    int a, b, c;
    printf("\nEnter the three numbers");
    scanf("%d %d %d", &a, &b, &c);
    if(a > b)
        if(a > c)
            printf("%d", a);
        else
            printf("%d", c);
    else
        if(b > c)
            printf("%d", b);
        else
            printf("%d", c);
    return 0;
}
```

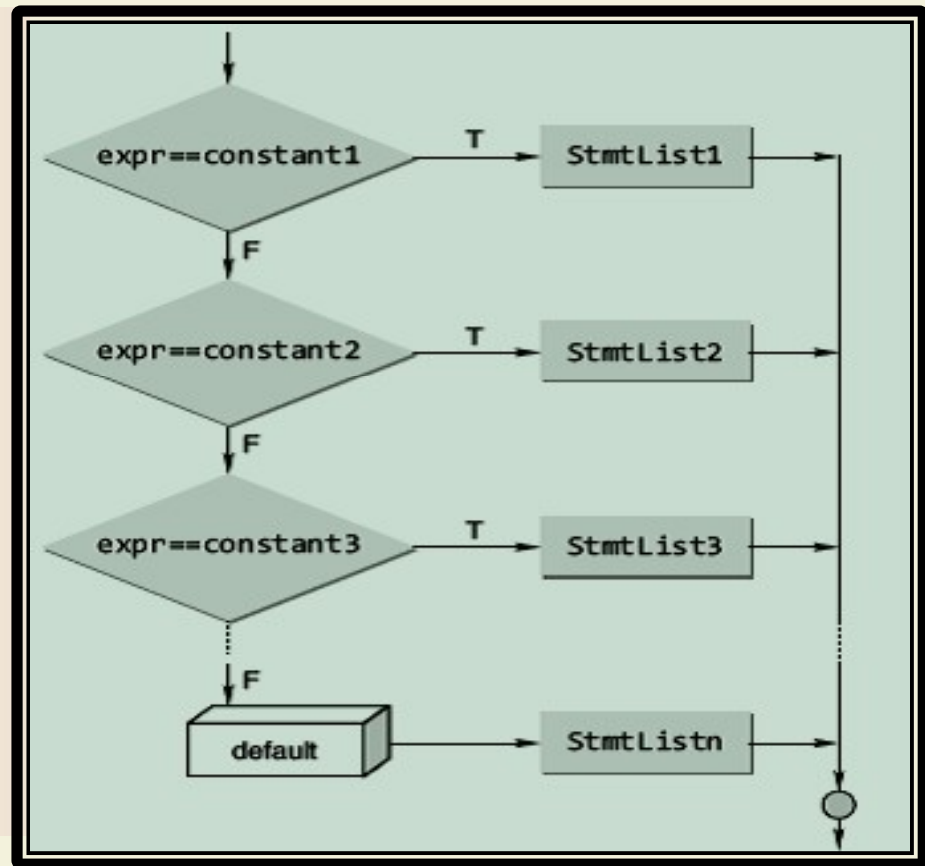




# THE SWITCH STATEMENT

The general format of a switch statement is

```
switch(expr)
{
case constant1: stmtList1;
break;
case constant2: stmtList2;
break;
case constant3: stmtList3;
break;
.....
default: stmtListn;
}
```



The C switch construct

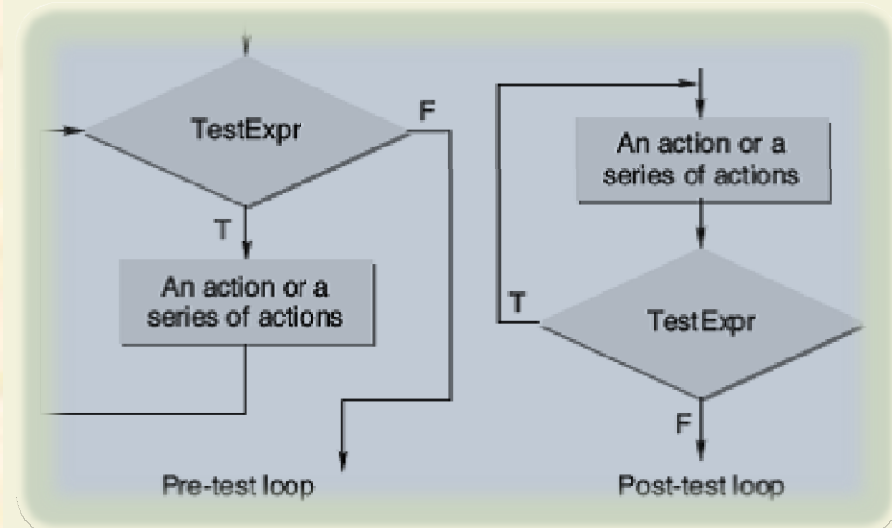
# SWITCH VS NESTED IF

- ▶ The switch differs from the else-if in that switch can test only for equality, whereas the if conditional expression can be of a test expression involving any type of relational operators and/or logical operators.
- ▶ A switch statement is usually more efficient than nested ifs.
- ▶ The switch statement can always be replaced with a series of else-if statements.



# ITERATION AND REPETITIVE EXECUTION

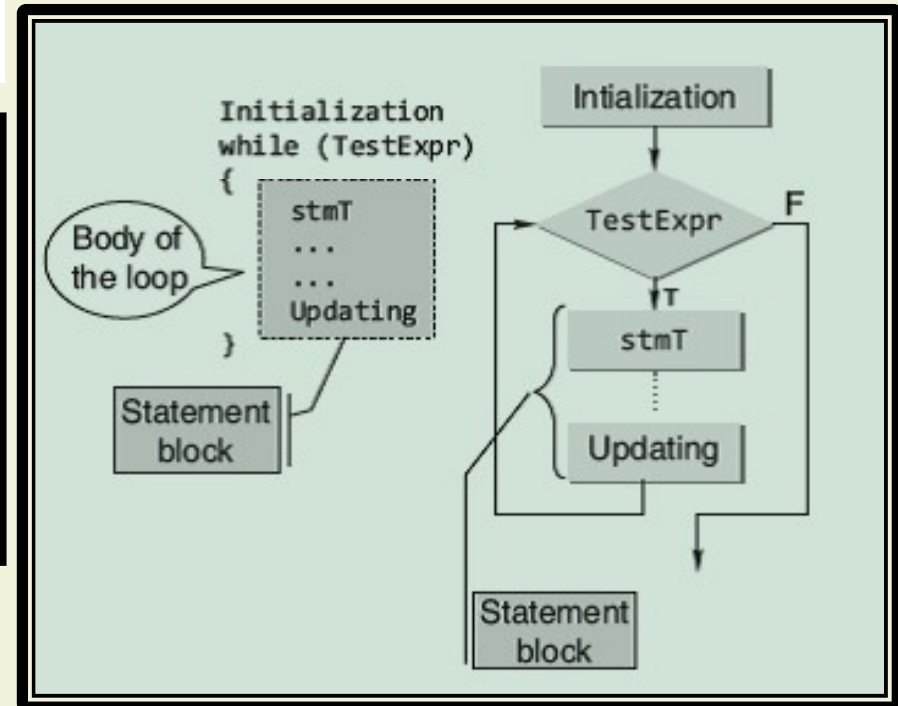
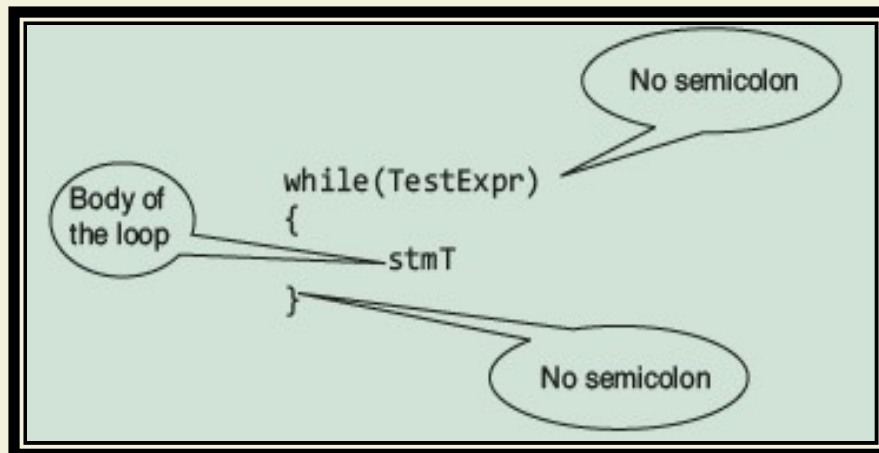
- A loop allows one to execute a statement or block of statements repeatedly. There are mainly two types of iterations or loops – *unbounded iteration or unbounded loop* and *bounded iteration or bounded loop*.
- A loop can either be a *pre-test loop* or be a *post-test loop* as illustrated in the diagram.





# “WHILE” CONSTRUCT

while statement is a pretest loop. The basic syntax of the while statement is shown below:





## AN EXAMPLE

```
#include <stdio.h>
int main()
{
    int c;
    c=5; // Initialization
    while(c>0)
        { // Test Expression
            printf(" \n %d",c);
            c=c-1; // Updating
        }
    return 0;
}
```

This loop contains all the parts of a while loop. When executed in a program, this loop will output

5  
4  
3  
2  
1



# “FOR” CONSTRUCT

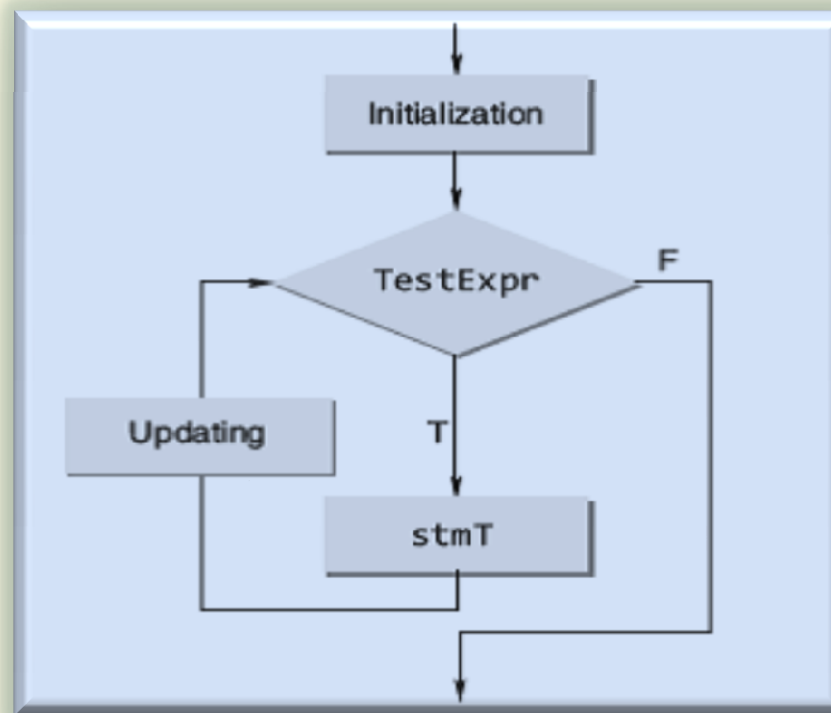
- The general form of the for statement is as follows:

**for(initialization; TestExpr; updating)**

**stmT;**

for construct

flow chart





## EXAMPLE

```
#include <stdio.h>
int main()
{
    int n, s=0, r;
    printf("\n Enter the Number");
    scanf("%d", &n);
    for(;n>0;n/=10)
    {
        r=n%10;
        s=s+r;
    }
    printf("\n Sum of digits %d", s);
    return 0;
}
```

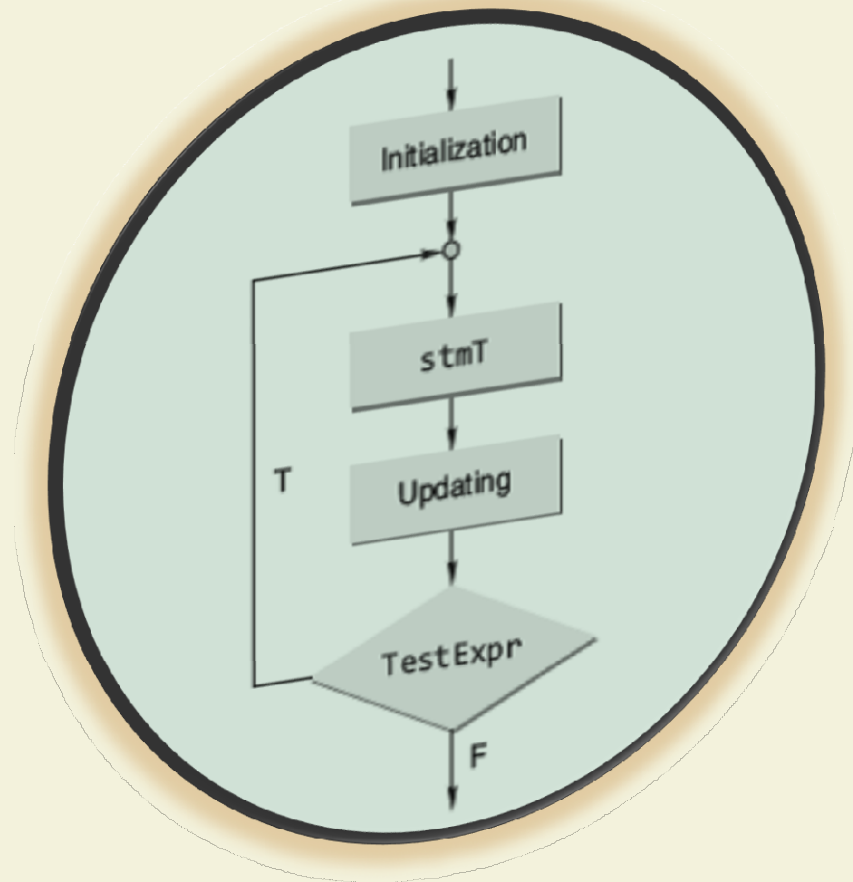


# “DO-WHILE” CONSTRUCT

The C do-while loop

The form of this loop construct is as follows:

```
do
{
    stmT; /* body of
           statements would be
           placed here */
}while(TestExpr);
```







# AN EXAMPLE

```
#include <stdio.h>
int main()
{
    int x = 1;
    int count = 0;
    do {
        scanf("%d", &x);
        if(x >= 0) count += 1;
    } while(x >= 0);
    return 0;
}
```



# GOTO STATEMENT

The control is unconditionally transferred to the statement associated with the label specified in the goto statement. The form of a goto statement is

**goto label\_name;**

The following program is used to find the factorial of a number.

```
#include <stdio.h>
int main()
{
    int n, c;
    long int f=1;
    printf("\n Enter the
    number:");
    scanf("%d",&n);
    if(n<0)
        goto end;
    for(c=1; c<=n; c++)
        f*=c;
    printf("\n FACTORIAL IS %ld",
    f);
    end:
    return 0;
}
```



# SPECIAL CONTROL STATEMENTS

- ▶ “return” statements
- ▶ “break” statements
- ▶ “continue” statements