CSC161 2011S *Imperative Problem Solving*

Class 21: Control Flow: Loops

Held: Monday, 28 February 2011

Summary: We consider the three main forms of looping in C.

Related Pages:

- EBoard.
- Reading: K&R 3.5-3.6.

Notes:

- I'll reserve time at the start of class for questions on Assignment 5.
- I've posted some answers to your questions on the loop reading and we'll discuss more in class.
- Questions on loops reading missing from: AA, RC, DG, MH, JJ, EO, SR, MT.
- Tonight's reading: K&R 3.7-3.8.
- There've been a few questions lately on the ordering of topics, so I thought we'd discuss them.
- We'll continue today's lab in tomorrow's class.
- EC: Thursday's CS Extra: FPGAs.
- EC: Friday's CS Table: GPU programming in CUDA, revisited.

Overview:

- Loop Basics.
- The Comma Operator.
- Selecting a Loop Structure.
- `itoa`.
- Lab.

Loop Basics

- The standard loop: A while loop.
- Form

```
while (TEST)
  BODY;
```

- Meaning:
  - Evaluate the test
  - If the test does not hold (that is, has a value of 0), you're done
  - Otherwise, evaluate the body and go back to the start.
- The For loop

```
for (INIT; TEST; INCREMENT)
  BODY;
```

- An alternate syntax for

```
INIT;
while (TEST)
  {
    BODY;
    INCREMENT;
  }
```

- The Do-While Loop

```
do
  BODY;
while (TEST);
```

- An alternate syntax for

```
BODY;
while (TEST)
  BODY;
```

The Comma Operator

- Lets you do multiple operations in the same statement.
- Used primarily for the initializers and increments in for loops.

Selecting A Loop Structure

- Given that we have three looping mechanisms (four, if you count recursion; five if you count infinite loops with breaks), how do you choose which one to use?
- Typically:
  - The one that requires you to write the least code.
  - The one that seems clearest to read.
- If you're counting in your loop, a `for` loop makes sense.
- If you're not sure how many times to do a step, a `while` loop makes sense.
- If you have to do the body at least once, a `do-while` loop makes sense.

Some sample problems, which we'll try to write using each kind of loop.

- Print out the numbers from 1 to 10.
- Prompt the user for an action and do the action until the user enters 'q'.
- Print the squares of the numbers read from input.

The `itoa` function

- There were some questions on `itoa`, so we'll go over it a bit, as well as alternative mechanisms for implementing it.

Lab

- Begin the lab.
- We'll continue it tomorrow.
