CSC161 2011S *Imperative Problem Solving*

Class 22: Control Flow: Miscellaneous

Held: Tuesday, 1 March 2011

Summary: We continue to consider loops in C, trying not to break our understanding.

Related Pages:

- EBoard.
- Lab: Loops in C.
- Reading: K&R 3.7-3.8.

Notes:

- New partners! (This will be the last week that you are required to select new partners.)
- I'll reserve time at the start of class for questions on Assignment 5.
- I've posted some answers to your questions on the control flow reading.
- Questions on loops reading missing from: AG, MH, AH, JJ, JTL, BW, BZ.
- Tonight's reading: K&R 4.1-4.3.
- EC: Thursday's CS Extra: FPGAs.
- EC: Friday's CS Table: GPU programming in CUDA, revisited.

Overview:

- Modifying loop control.
- More extreme modifications with `goto`.
- Lab.

Modifying Control with `break` and `continue`

- Two new ways to affect the behavior of loops
  - `break` - exit the loop *now!*
  - `continue` - skip the rest of the body.
- Normally used with a conditional
- None is necessary.
  - `continue` can be handled by an if.
  - `break` can be handled with a sentinel and a `continue`

Extreme Modifications to Control: `goto`

- You can label parts of your code with a name and a colon.
- You can then jump to that part of your code with `goto`.
- Goto was one of the first control structures invented, and it handles most forms of looping (although

some recursive procedures are hard to write with goto).
- Unconstrained use of goto leads to unreadable code.
  - “Goto considered harmful” was a famous paper in CS.

Lab

- Do the lab.
- Be prepared to reflect.
