

# COP 3223H: Introduction to C Programming

Fall 2023



University of  
Central Florida

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## *Week 6 - Class 1:* Loops Part I





- *Small Programming Assignment 2* and *Large Programming Assignment 1* will come out soon!
- All assignments will be returned this week.
- Exams grades will be released by Friday.

# Today's Agenda



1. Quick Recap of past concepts
2. Introduction to Repetition and Loops

# Quick Review



# Function Definitions & Conditions



- Function definitions allow us to define our own instructions
  - Reliable
  - Reusable
  - Good Practice!
- Conditions allows to execute a set of instructions based on a condition test.
  - Compare and Relational Operators
  - Logical Operators

# Introduction to Repetition



- Programmers may need a set instructions to repeat a certain amount of times.
- Programmers could write the same set of instructions multiple times until it is satisfied. (*Bad Practice!*)
  - This can make files look unnecessarily large and complex.
  - It becomes less readable and maintainable.
- In C (and most languages), there is a special syntax that allows programmers to set instructions to repeat.

# Different Kinds of Loops



## Comparison of Different Loop Types

<u>Type</u>	<u>When to Use</u>	<u>C Implementation</u>
Counting Loop	When you know the number of iterations the loop will need.	while, for
Sentinel Controlled Loop	Input a list of data of any length ended by a special value.	while, for
Endfile-controlled Loop	Input any list of data of any length from a data file.	while, for
Input Validation Loop	Repeated interactive input of a data value until this value is within the desired range	do-while
General Conditional Loop	Repeated processing of data until a desired condition is met	while, for

# Counting Loops



- Counting loops are loops whose required number of iterations can be determined before loop execution begins.
- In simple English, Programmers know how many times a set of instructions needs to be executed.
- Example:
  - Multiplication





# While Loops



- A type of loop that repeats a set of instructions until a condition is met.
- Loop repetition condition is the condition that controls loop repetition.
- Syntax:

```
while(condition)
{
    // instructions go here
}
```

# Understanding the While Loop Flow



First condition is  
evaluated

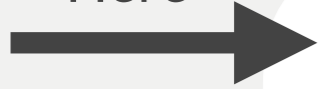
Code inside the  
control structure is  
evaluated if the  
condition was *true*

```
while(condition)
{
    // instructions go here
}
```

# While Loop Example

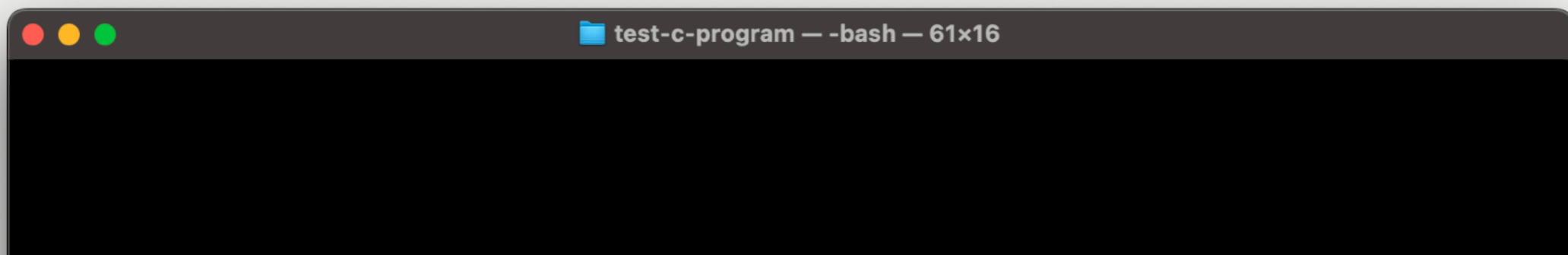


Here



```
int main(void){  
    int num = 1;  
    while(num < 3){  
        printf("num = %d\n.", num);  
        num = num +1;  
    }  
    return 0;  
}
```

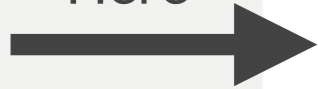
Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	



# While Loop Example

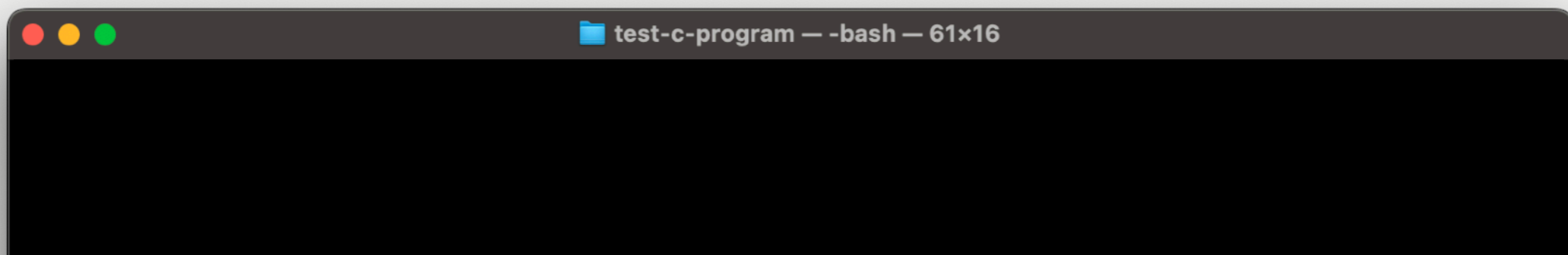


Here



```
int main(void){  
int num = 1;  
while(num < 3){  
    printf("num = %d\n.", num);  
    num = num +1;  
}  
return 0;  
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 1

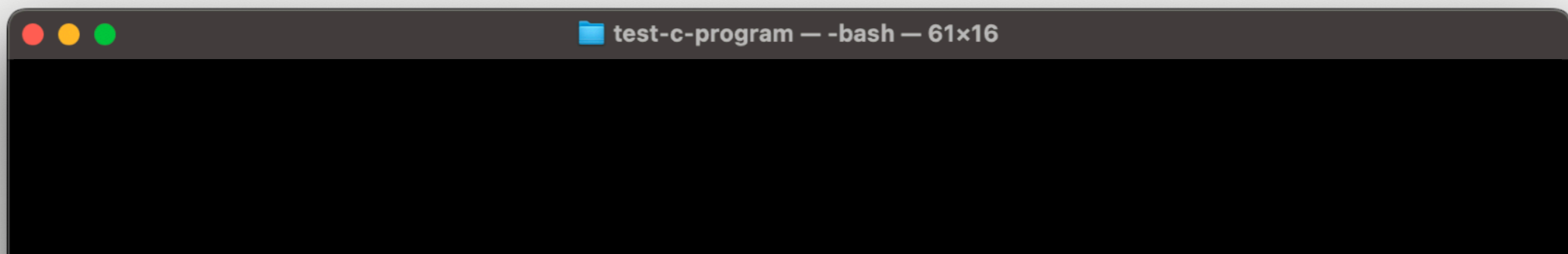


# While Loop Example



```
int main(void){  
    int num = 1;  
    Here → while(num < 3){ True  
        printf("num = %d\n.", num);  
        num = num +1;  
    }  
    return 0;  
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 1



# While Loop Example



```
int main(void){
```

```
int num = 1;
```

```
while(num < 3){
```

Here

```
    printf("num = %d\n.", num);  
    num = num + 1;  
}
```

```
return 0;
```

```
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 1

```
test-c-program -- -bash -- 61x16  
num = 1.
```

# While Loop Example



```
int main(void){  
    int num = 1;  
    while(num < 3){  
        Here → printf("num = %d\n.", num);  
        num = num + 1;  
    }  
    return 0;  
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 2

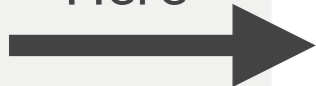
```
test-c-program — -bash — 61x16  
num = 1.
```

# While Loop Example



```
int main(void){  
    int num = 1;  
    while(num < 3){  
        printf("num = %d\n.", num);  
        num = num +1;  
    }  
    return 0;  
}
```

Here



*Now we go back to the condition to see if it is still true.*

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 2

```
test-c-program -- -bash -- 61x16  
num = 1.
```



# While Loop Example



Here →

```
int main(void){  
    int num = 1;  
    while(num < 3){ True  
        printf("num = %d\n.", num);  
        num = num +1;  
    }  
    return 0;  
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 2

```
test-c-program -- -bash -- 61x16  
num = 1.
```

# While Loop Example



```
int main(void){
```

```
int num = 1;
```

```
while(num < 3){
```

Here



```
printf("num = %d\n.", num);  
num = num + 1;
```

```
}
```

```
return 0;
```

```
}
```

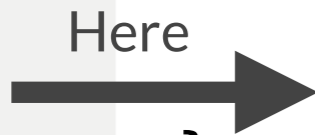
Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 2

```
test-c-program -- -bash -- 61x16  
num = 1.  
num = 2.
```

# While Loop Example



```
int main(void){  
    int num = 1;  
    while(num < 3){  
        printf("num = %d\n.", num);  
        num = num + 1;  
    }  
    return 0;  
}
```



Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 3

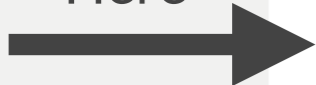
```
test-c-program — -bash — 61x16  
num = 1.  
num = 2.
```

# While Loop Example



```
int main(void){  
    int num = 1;  
    while(num < 3){  
        printf("num = %d\n.", num);  
        num = num + 1;  
    }  
    return 0;  
}
```

Here



*Now we go back to the condition to see if it is still true.*

Stack	Space
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AA4	
AA3	
AA2	
AA1	
AA0	num1 = 3

```
test-c-program — -bash — 61x16  
num = 1.  
num = 2.
```

# While Loop Example



Here

```
int main(void){  
    int num = 1;  
    Here → while(num < 3){ False!  
        printf("num = %d\n.", num);  
        num = num +1;  
    }  
    return 0;  
}
```

Stack	Space
AA9	
AA8	
AA7	
AA6	
AA5	
AA4	
AA3	
AA2	
AA1	
AA0	num1 = 3

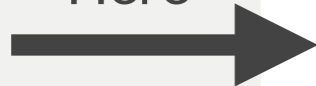
```
test-c-program — -bash — 61x16  
num = 1.  
num = 2.
```

# While Loop Example



```
int main(void){  
    int num = 1;  
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        num = num +1;  
    }  
    return 0;  
}
```

Here



Stack	Space
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AA8	
AA7	
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AA5	
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AA0	num1 = 3

```
test-c-program -- -bash -- 61x16  
num = 1.  
num = 2.
```

# Continue Statement



- There is a special keyword in C called `continue` that can cause an iteration to be skipped.
- *What will the code fragment display?*
- Why does this even exist?
  - In larger programs, there might be special iterations where a certain set values may be invalid to use.

```
int num = 10;

while(num > 0){
    if(num ==5){
        num -= 1;
        continue;
    }

    printf("Continue: num=%d\n.", num);

    num -= 1;
}
```



- What is displayed by the program fragment for an input of 8?

```
int n;  
printf("Please enter a loop number:\n");  
scanf("%d", &n);  
int ev = 0;  
  
while(ev < n){  
    printf("%3d", ev);  
    ev +=2;  
}  
  
printf("\n");
```



<http://bit.ly/3t5fcDp>





- You may have noticed instructions where variable have assignment statement that involves itself.
  - `var1 = var1 + 1;`
  - `var2 = var2 - 2;`
- C, this can be rewritten as a compound statement.
  - `+: +=` e.g., `var1 += 1;`
  - `-: -=` e.g., `var2 -= 2;`
  - `*: *=`
  - `/: /=`
  - `?: %=`

# Examples of Compound Assignment Operators



## Compound Assignment Operators

```
count_emp = count_emp + 1;
```

```
count_emp += 1;
```

```
time = time - 1;
```

```
time -= 1;
```

```
total_time = total_time +  
times;
```

```
total_time += times;
```

```
product = product * item;
```

```
product *= item;
```

```
n = n * (x + 1);
```

```
n *= (x + 1);
```

# In-Class Exercise



- Write the equivalents for the following statements using compound assignment operators:

```
s = s / 5;
```

```
q = q * (n + 4);
```

```
z = z - x * y;
```

```
t = t + (u % v);
```



<http://bit.ly/3LCpwcp>



Slides adapted from Dr. Andrew Steinberg's  
COP 3223H course