

# 望月懷遠

海上生明月，  
天涯共此時。  
情人怨遙夜，  
竟夕起相思。  
滅燭憐光滿，  
披衣覺露滋。  
不堪盈手贈，  
還寢夢佳期。

～張九齡



# Chapter 3



## Decisions and Loops

# Relational Operators

---

<	Less than
>	Greater than
==	Equal to
<=	Less than or equal to
>=	Greater than or equal to
!=	Not equal to

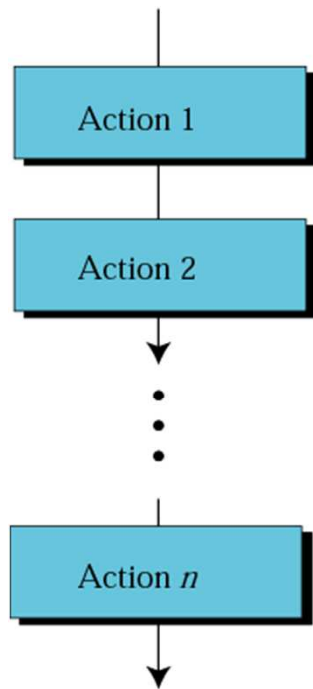
- Compare the values of two operands, and return
  - true
  - false

# Example of Logical Expressions

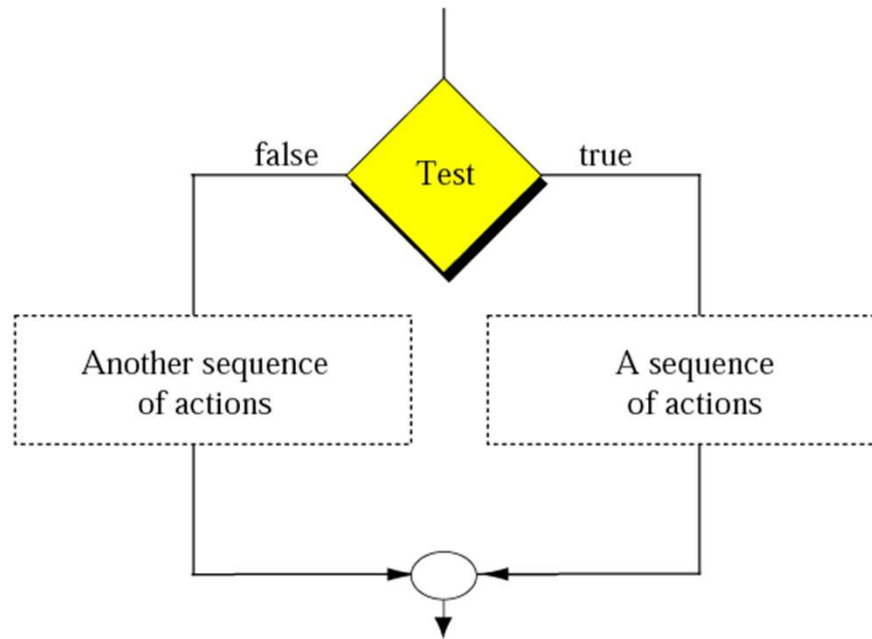
---

- Suppose two integer variables  
 $i = 10, j = -5$
- The following expressions are all true:
  - $i > j$
  - $i \neq j$
  - $j > -8$
  - $i \leq j + 15$
- `cout << (i < j)`
  - Displays "0" (implicit type conversion, P.78)
- `cout << (i > j)`
  - Displays "1" (implicit type conversion)

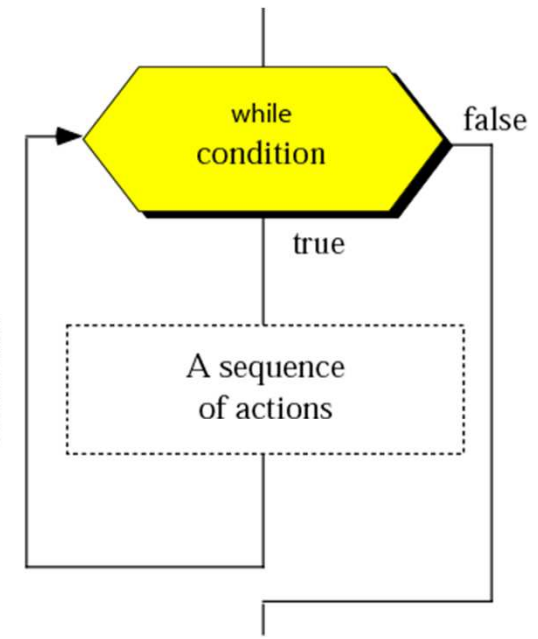
# *Flowcharts for three constructs*



a. Sequence



b. Decision



c. Repetition

# The if Statement

---

- The condition to be tested appears in parenthesis

- `if (letter == 'A')`  
    `cout << "Apple";`

- A block of statements between braces could replace the single statement.

- `if (letter == 'A')`  
    `{`  
        `cout << "Apple";`  
        `letter = 'a';`  
    `}`

- Nested if Statement (P.124)

# The if ... else ... Statement

---

```
if (number % 2)
    cout << "Odd"
        << endl;
else
    cout << "Even"
        << endl;
```

- The condition express
  - (number % 2)
- is equivalent to
  - (number %2 != 0)
- A non-zero value is interpreted as `true` (implicit cast).
- A zero value result casts to `false`.

# Logical Operators

---

- `if ((letter >= 'A') && (letter <= 'Z'))  
    cout << "This is a capital letter.";`
- `if ( !(i > 5) )  
    cout << "i is not greater than 5\n";`

<code>&amp;&amp;</code>	Logical AND
<code>  </code>	Logical OR
<code>!</code>	Logical negation (NOT)



# The Conditional Operator

---

- `c = a > b ? a : b ;`  
    // set c to the maximum of  
    // a and b

```
if (a > b)
    c = a;
else
    c = b;
```

- Sometimes called the **ternary operator**.
  - `condition ? expression1 : expression2`

# Output Control

---

```
cout << endl
      << "We have " << nCakes
      << " cake"
      << ( (nCakes > 1) ? "s." : ".")
      << endl;
```

- nCakes = 1
  - We have 1 cake.
- nCakes = 2
  - We have 2 cakes.

# The switch Statement

---

```
if (option >= 'a' && option <= 'z')
    switch (option)
    {
        case 'a':
            cout << "Append" << endl;
            break;
        case 'd':
            cout << "Delete" << endl;
            break;
        case 'q':
            cout << "Quit" << endl;
            break;

        default: cout << "You entered a wrong option.";
    }
```

# Saves the Trouble of Multiple-if

---

```
if (option == 'a')
    cout << "Append" << endl;
else
    if (option == 'd')
        cout << "Delete" << endl;
    else
        if (option == 'q')
            cout << "Quit" << endl;
        else
            cout << "You entered a"
                << " wrong option." << endl;
```

## Ex3\_06.cpp (P.137)

---

- An elegant example to demonstrate the power of C language.

```
switch (letter * (letter >= 'a' && letter <= 'z'))
{
    case 'a':
    case 'e':
    case 'i':
    case 'o':
    case 'u': cout << "You entered a vowel.";
              break;
    case 0: cout << "That is not a small letter.";
            break;
    default: cout << "You entered a consonant.";
}
}
```

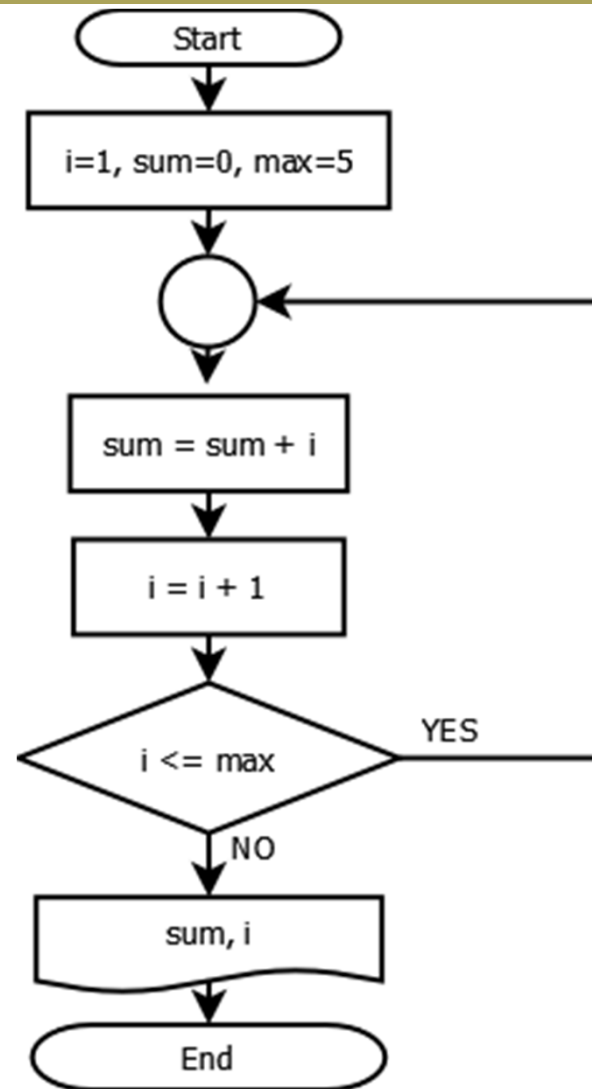
# Unconditional Branching

---

```
myLabel: cout << "myLabel is here";  
.  
.  
.  
goto myLabel;
```

- ❑ Whenever possible, you should avoid using `gotos` in your program.

# Loop (Ex3\_07 in P.139)

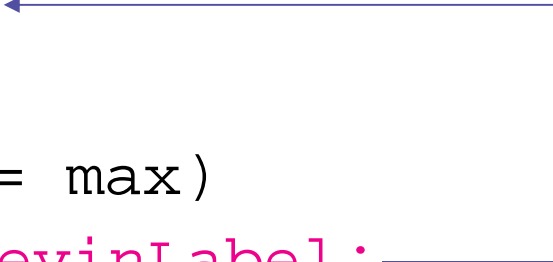


# Loop (Ex3\_07 in P.139)

---

```
int i = 1, sum = 0;  
const int max = 5;
```

```
KevinLabel: ←  
    sum += i;  
    if (++i <= max)  
        goto KevinLabel;
```



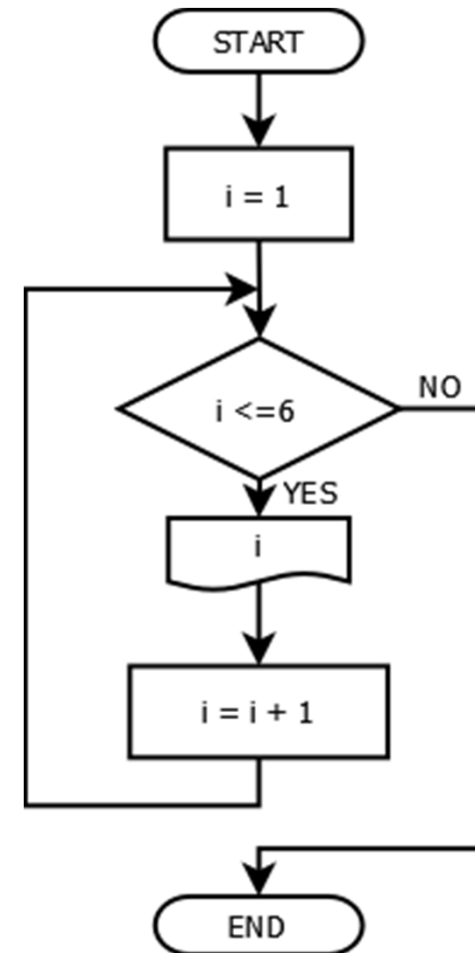
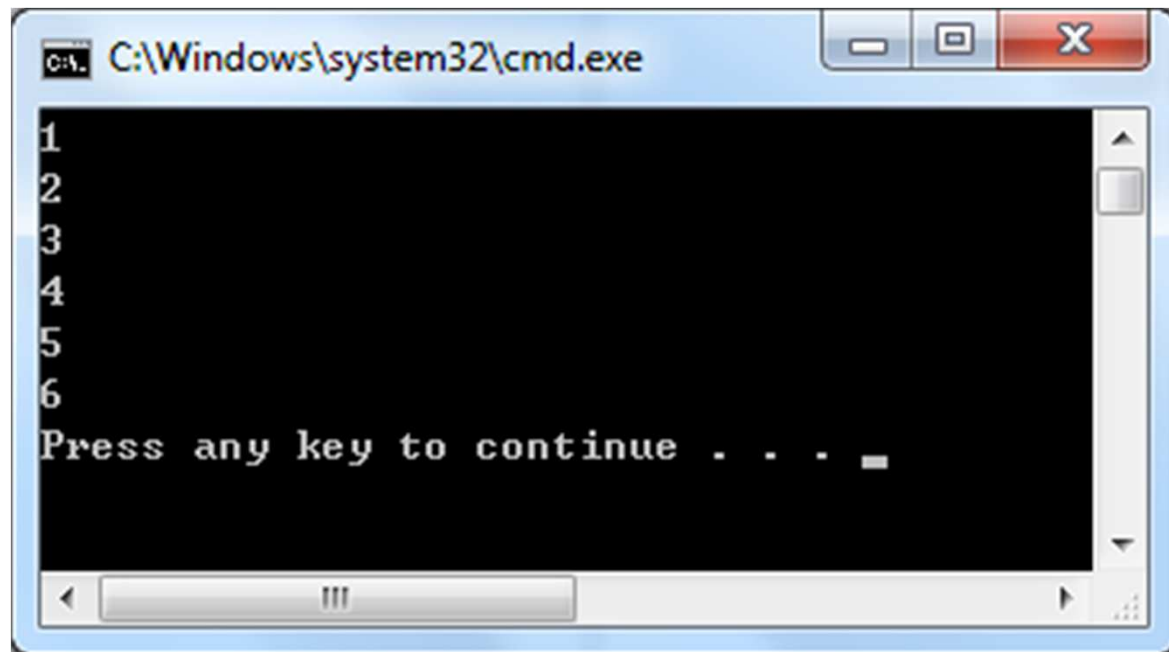
**i = 1, sum = 00**

```
cout << "sum=" << sum << endl  
    << "i = " << i << endl;
```



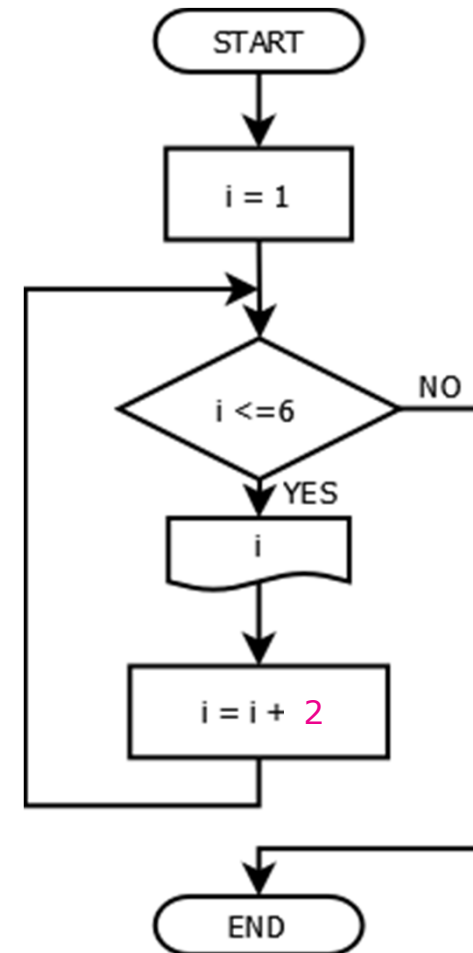
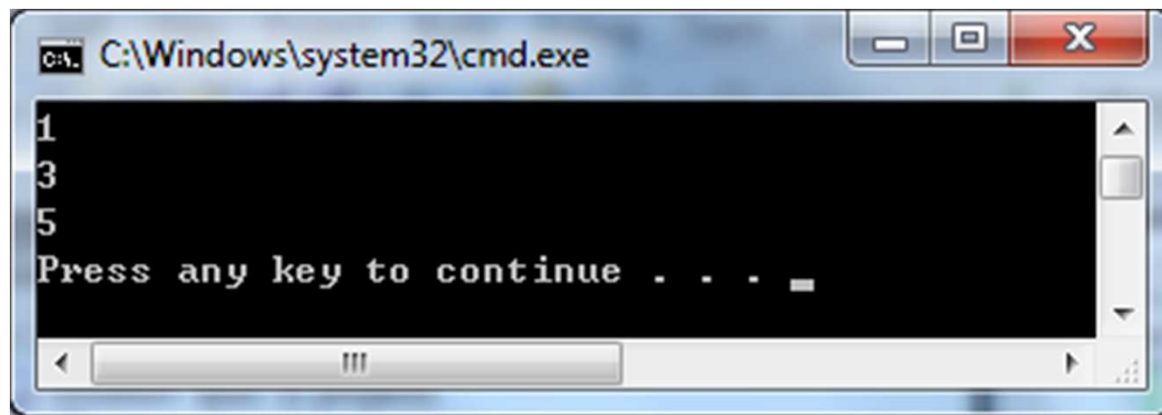
# The for Loop

```
for (i=1; i<=6; i++)  
    cout << i << endl;
```



# The for Loop (2)

```
for (i=1; i<=6; i+=2)  
    cout << i << endl;
```



# Using the for Loop for Summation

---

```
int i = 0, sum = 0;  
    const int max = 5;
```

```
for (i=1; i<=max; i++)
```

```
    sum += i;                i = 1, sum = 00
```

□ General form of the for loop:

- for (initializing\_expression;  
 test\_expression; increment\_expression)  
 loop\_statement;

# Nested for Loop

---

```
const int N = 5;
int i, j;
for (i=1; i<=N; i++)
{
    for (j=1; j<=i; j++)
        cout << '*';
    cout << endl;
}
```

- A block of statements between braces could replace the single *loop\_statement*.

```
*
**
***
****
*****
```

# Increment/Decrement of the Counter

---

```
for (i=1; i<=N; i++)
{
    for (j=1; j<=i; j++)
        cout << '*';
    cout << endl;
}
```

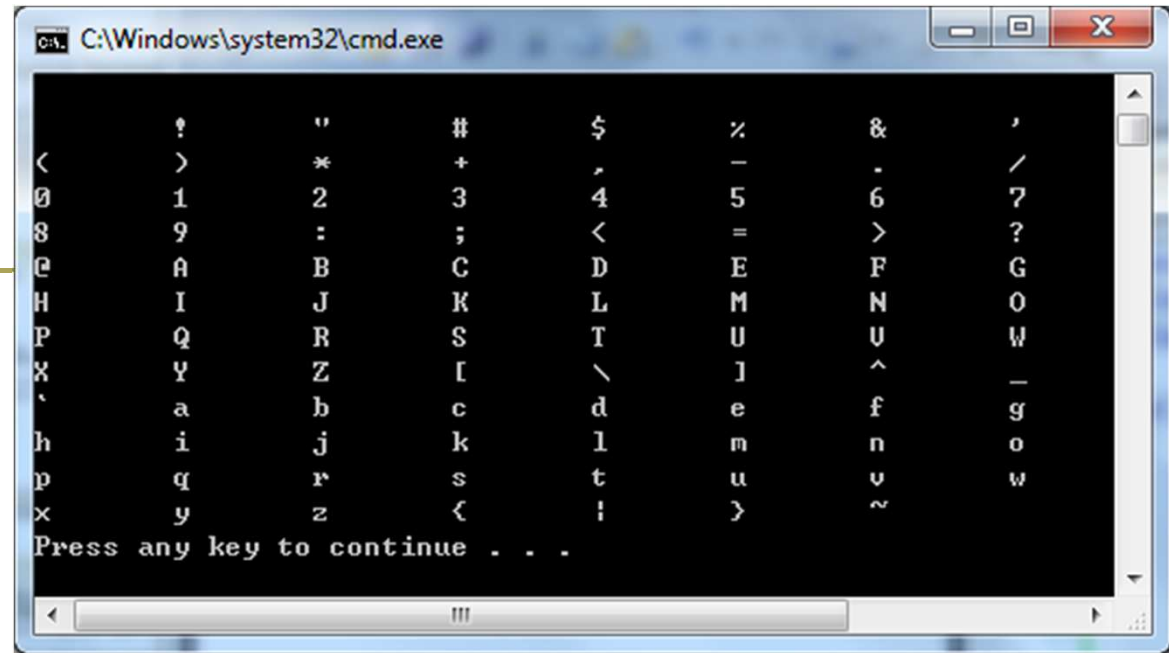
```
for (i=N; i>=1; i--)
{
    for (j=1; j<=i; j++)
        cout << '*';
    cout << endl;
}
```

```
*
**
***
****
*****
*****
****
***
**
*
```

# ASCII Table

```
#include <iostream>
using std::cout;
using std::endl;

int main()
{
    unsigned char c;
    for (c=32; c<=126; c++)
    {
        if (c % 8 == 0) cout << endl;
        cout << c << '\t';
    }
    cout << endl;
    return 0;
}
```



```
C:\Windows\system32\cmd.exe
<      >      *      +      ,      -      .      /
0      1      2      3      4      5      6      7
8      9      :      ;      <      =      >      ?
@      A      B      C      D      E      F      G
H      I      J      K      L      M      N      O
P      Q      R      S      T      U      V      W
X      Y      Z      [      \      ]      ^      _
`      a      b      c      d      e      f      g
h      i      j      k      l      m      n      o
p      q      r      s      t      u      v      w
x      y      z      {      |      }      ~
Press any key to continue . . .
```

# ASCII Table (2)

```
#include <iostream>
#include <iomanip>

using std::cout;
using std::endl;
using std::setw; // P.63

int main()
{
    unsigned char c;
    for (c=32; c<=126; c++)
    {
        if (c % 8 == 0) cout << endl;
        cout << setw(3) << static_cast<int>(c) << ' ' << c << '\t';
    }
    cout << endl;
    return 0;
}
```

```
C:\Windows\system32\cmd.exe
32      33 !    34 "    35 #    36 $    37 %    38 &    39 '
40 <    41 >    42 *    43 +    44 ,    45 -    46 .    47 /
48 0    49 1    50 2    51 3    52 4    53 5    54 6    55 7
56 8    57 9    58 :    59 ;    60 <    61 =    62 >    63 ?
64 @    65 A    66 B    67 C    68 D    69 E    70 F    71 G
72 H    73 I    74 J    75 K    76 L    77 M    78 N    79 O
80 P    81 Q    82 R    83 S    84 T    85 U    86 V    87 W
88 X    89 Y    90 Z    91 [    92 \    93 ]    94 ^    95 _
96 `    97 a    98 b    99 c   100 d   101 e   102 f   103 g
104 h   105 i   106 j   107 k   108 l   109 m   110 n   111 o
112 p   113 q   114 r   115 s   116 t   117 u   118 v   119 w
120 x   121 y   122 z   123 <   124 !   125 >   126 ~
Press any key to continue . . .
```

# Variation on the for Loop

---

- ❑ Declare the counter `i` within the loop scope. The loop statement can be empty.
  - `for (int i = 1; i<=max; sum+= i++)`  
`i`
- ❑ You can omit the initialization expression
  - `int i = 1;`  
`for (; i <= max; i++)`  
`sum += i;`
- ❑ Use the comma operator (P.75) to specify several expressions:
  - `for (i=0, power=1; i<=max; i++, power *=2)`



# Summing Up Odd Numbers

---

```
#include <iostream>
using std::cout;
using std::endl;

int main()
{
    int i;
    int sum=0;
    for (i=1; i<=9; i+=2)
        sum += i;
    cout << sum << endl;
    return 0;
}
```

# Prime Number Test

---

```
#include <iostream>

using std::cin;
using std::cout;
using std::endl;

int main()
{
    int n;
    bool isPrime = true;
    cin >> n;

    if (n % 2 == 0) isPrime = false;
    for (int i=3; i<n; i+=2)
        if (n % i == 0) isPrime = false;
    if (isPrime)
        cout << n << " is a prime number." << endl;
    else
        cout << n << " is NOT a prime number." << endl;
    return 0;
}
```

## break vs. continue

---

- ❑ The keyword `continue` allows you to skip the remainder of the current iteration in a loop and go straight to the next iteration.
- ❑ The keyword `break` provides an immediate exit from a loop.
  
- ❑ (See P.145 and P.146)

# Other Types of Loop

---

- The while loop

- while (condition)  
loop\_statement;
- Ex3\_12.cpp on P.151

- The do-while Loop

- do  
{  
loop\_statements;  
} while (condition);
- Always executed **at least once**.

- You may see infinite loops like

- while (true)  
{  
...  
}
- while (1)  
{  
...  
}
- for (;;)  
{  
...  
}

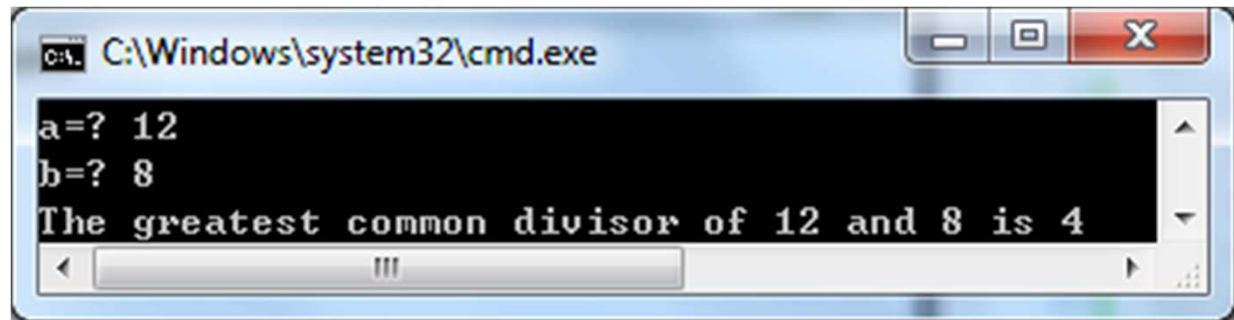
# Greatest Common Divisor

---

```
#include <iostream>

using std::cin;
using std::cout;
using std::endl;

int main()
{
    int a, b, temp;
    cout << "a=? ";
    cin >> a;
    cout << "b=? ";
    cin >> b;
    if (a==0 && b==0)
    {
        cout << "I don't know how to calculate their gcd.\n";
        return 1;
    }
    cout << "The greatest common divisor of " << a << " and " << b << " is ";
    while (b != 0)
    {
        a %= b;
        temp = b; b = a; a = temp;    // swap a,b
    }
    cout << a << endl;
    return 0;
}
```



```
C:\Windows\system32\cmd.exe
a=? 12
b=? 8
The greatest common divisor of 12 and 8 is 4
```

# Exercise

---

- Least Common Multiple
  - Input  $a$ ,  $b$ , and output  $\text{lcm}(a,b)$ .
  - For example,  $\text{lcm}(12,8)=24$
  
- You don't need to upload, but we shall have a quiz at the end of this class.
  
- Also try to run the sample code introduced in this chapter, to get a feeling about the decisions and loops of C++ language.

# Homework (Oct. 12)

---

- Prime number  $\leq N$ 
  - Extend the “Prime Number Test” program to list all prime numbers less than or equal to  $N$ , where  $N$  is input from the user.
- Factorization
  - Input  $N$ , and factorize  $N$ .
  - For example,  $12 = 2 * 2 * 3$

# Homework (bonus)

---

- Perfect Number
  - In number theory, a **perfect number** is a positive integer that is equal to the sum of its proper positive divisors; that is, the sum of its positive divisors excluding the number itself.
- For example,
  - $6 = 1 + 2 + 3$
  - $28 = 1 + 2 + 4 + 7 + 14$
- Write a program to list all perfect numbers less than or equal to N, where N is input from the user.