CS10003: Programming & Data Structures

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Iterations and Loops – contd.

Looping: for Statement

Most commonly used looping structure in C

for (expr1; expr2; expr3)
 statement;

for (expr1; expr2; expr3)
{
 Block of statements;

expr1 (init) : initialize parameters

expr2 (test): test condition, loop
continues if expression is non-0

expr3 (update): used to alter the value of the parameters after each iteration

statement (body): body of loop





False

Example: Computing Factorial

```
int main () {
   int N, count, prod;
   scanf ("%d", &N);
   prod = 1;
   for (count = 1; count \leq N; ++count)
        prod = prod * count;
   printf ("Factorial = %d n", prod);
   return 0;
```

Computing e^x series up to N terms

```
int main () {
   float x, term, sum;
   int n, count;
   scanf ("%f", &x);
   scanf ("%d", &n);
   term = 1.0; sum = 0;
   for (count = 1; count <= n; ++count) {
      sum += term;
      term *= x/count;
   printf ("%f\n", sum);
   return 0;
```

Computing e^x series up to 4 decimal places

```
int main () {
   float x, term, sum;
   int cnt;
   scanf ("%f", &x);
   term = 1.0; sum = 0;
   for (cnt = 1; term >= 0.0001; ++cnt) {
       sum += term;
      term *= x/cnt;
    printf ("%f\n", sum) ;
    return 0;
```



Sum of first N Natural Numbers

```
int main () {
   int N, count, sum;
   scanf ("%d", &N);
   sum = 0;
   count = 1;
   while (count \leq N) {
       sum = sum + count;
       count = count + 1;
   printf ("%d\n", sum) ;
   return 0;
```

```
int main () {
    int N, count, sum;
    scanf ("%d", &N) ;
    sum = 0;
    for (count=1; count <= N; ++count) {
        sum = sum + count;
    }
    printf ("%d\n", sum) ;
    return 0;</pre>
```

Advanced expression in *for* structure

Arithmetic expressions

Initialization, loop-continuation, and increment can contain arithmetic expressions.

e.g. Let
$$x = 2$$
 and $y = 10$

for (j = x; j <=
$$4 * x * y$$
; j += y / x)
is equivalent to
for (j = 2; j <= 80; j += 5)

"Increment" may be negative (decrement)

If loop continuation condition initially false Body of *for* structure not performed Control proceeds with statement after *for* structure

Looping: do-while statement do statement statement; while (expression); False **do** { expression Block of *statements*; } while (expression); True

Example

Problem: Prompt user to input "month" value, keep prompting until a correct value of month is given as input

do {
 printf ("Please input month {1-12}");
 scanf ("%d", &month);
} while ((month < 1) || (month > 12));



Decimal to binary conversion (prints binary in reverse order)

```
int main()
   int dec;
   scanf ("%d", &dec);
   do {
      printf ("%2d", (dec % 2));
      dec = dec / 2;
   } while (dec != 0);
   printf ("\n");
   return 0;
```

}

Echo characters typed on screen until end of line

```
int main ()
ł
   char echo;
   do {
       scanf ("%c", &echo);
       printf ("%c",echo);
    } while (echo != (n');
    return 0;
```

Sentinel-Controlled Loop

Receive a number of positive integers and display the summation and average of these integers.

A negative or zero input indicates the end of input process Input: A set of integers ending with a negative integer or a zero

Output: Summation and Average of these integers



Output Example: Sum = 88 Average = 29.33

Specifying "Infinite Loop"

count=1; while(1) { printf("Count=%d",count); count++; } count=1; do { printf("Count=%d",count); count++; } while(1);

```
count=1;
for(;;) {
    printf("Count=%d",count);
    count++;
}
```

for(count=1;;count++) {
 printf("Count=%d",count);

Specifying "Infinite Loop"



for (; ;)
{
 statements
}

do {
 statements
} while (1);

break Statement

Break out of the loop { }

can use with *while, do while, for, switch* does not work with *if {} else {*}

Causes immediate exit from a while, for, do/while or switch structure

Program execution continues with the first statement after the structure

Common uses of the break statement

Escape early from a loop Skip the remainder of a switch structure

Break from "Infinite Loop"

```
count=1;
while(1) {
    printf("Count=%d",count);
    count++;
    if(count>100)
        break;
```

```
count=1;
do {
    printf("Count=%d",count);
    count++;
    if(count>100)
        break;
} while(1);
```

```
count=1;
for(;;) {
    printf("Count=%d",count);
    count++;
    if(count>100)
        break;
```

for(count=1;;count++) {
 printf("Count=%d",count);
 if(count>100)
 break;

Thank You!