

The background features several large, overlapping, colorful swirls in shades of green, blue, and purple. Scattered throughout are numerous small, yellow, triangular shapes that resemble confetti or starbursts.

# **C Programming Introduction**

## **Week 8: Loops**



# Topic of this week

- **Loops**

- Class Lecture Review

- The While,do Repetition Structure
- Notes and Observations
- Continue and break

- Programming Exercises

# The While,do Repetition Structure

- While Statement

- The expression is evaluated. If it is *true*, statement is executed and expression is reevaluated. This cycle continues until expression becomes *false*.

```
while (expression) {  
    Statement1;  
    Statement2;  
    ...  
}
```

# The While,do Repetition Structure

- Example of **While**

```
#include <stdio.h>
#define PERIOD '.'
main() {
    char C;
    while ((C = getchar()) != PERIOD)
        putchar(C);
    printf("Good Bye.\n");
}
```



**Result?**

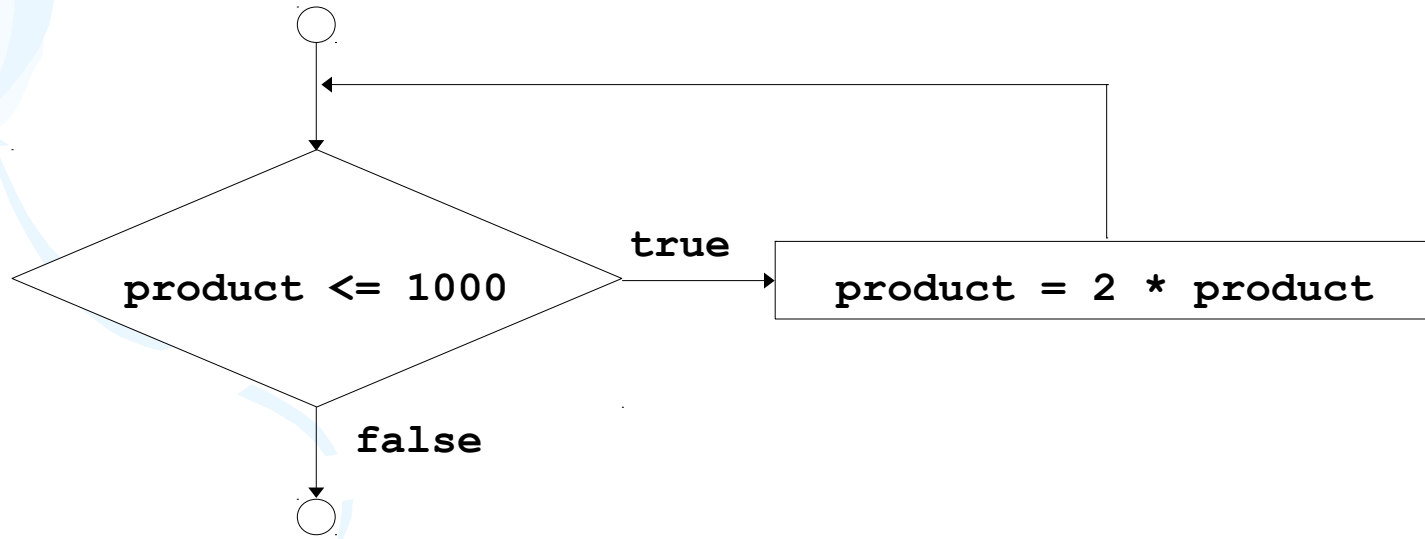
# The While,do Repetition Structure

- Example:

```
int product = 2;
```

```
while ( product <= 1000 )
```

```
    product = 2 * product;
```



# The While,do Repetition Structure

- Do-While Statement

- The do-while, tests at the bottom after making each pass through the loop body; the body is always executed at least once.

```
do {  
    statement1;  
    statement2;  
    ...  
} while (expression);
```

# The While,do Repetition Structure

- Example of **Do-While**

```
int i = 1, sum = 0;
do {
    sum += i;
    i++;
} while (i <= 50);
printf("The sum of 1 to 50 is %d\n", sum);
```



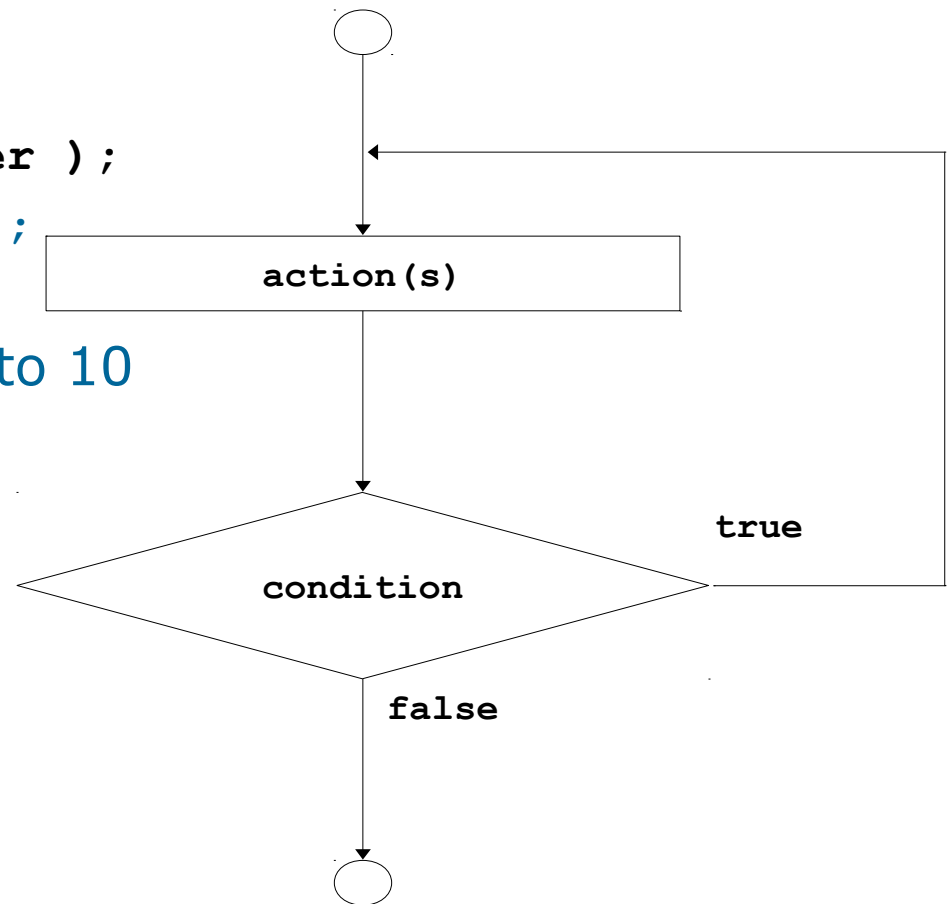
**Result?**

# The While,do Repetition Structure

- Example (letting counter = 1)

```
do {  
    printf( "%d  ", counter );  
} while (++counter <= 10);
```

Prints the integers from 1 to 10







# Continue and Break

- **Break and Continue Statement**

- The **break** statement provides an early exit from for, while, and do.

```
break ;
```

- The **continue** statement is related to break, but less often used; it causes the **next iteration** of the enclosing for, while, or do loop to begin.

```
continue ;
```

# Continue and Break

- Example of **Break and Continue**

```
int c;
while ((c = getchar()) != -1) {
    if (C == '.')
        break;
    else if (c >= '0' && c <= '9')
        continue;
    else putchar(c);
}
printf("*** Good Bye ***\n");
```



# Exercise 8.1

- Write a program that copies content inputted from the keyboard to the screen, but replace the sequence of blank characters by only one blank character.
- You can use `getchar()` and `putchar()` method to carry out this program.

# Solution

```
#include <stdio.h>
int main(void)
{
    int c;
    int inspace;
    inspace = 0;
    while((c = getchar()) != EOF)
    {
        if(c == ' ')
        {
            if(inspace == 0)
            {
                inspace = 1;
                putchar(c);
            }
        }
    }
}
```

# Solution

```
}  
  
/* We haven't met 'else' yet, so we have to be a little clumsy */  
if(c != ' ')  
{  
    inspace = 0;  
    putchar(c);  
}  
}  
  
return 0;  
}
```



## Exercise 8.2

- Write a program that replaces characters such as: `tab, \t, \b` by `\\` character in the input string and print out.
- You can use `getchar()` method to carry out this program.
- You can use *if* structure or *switch* structure.

# Solution

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int c, d;
```

```
    while ( (c=getchar()) != EOF) {
```

```
        d = 0;
```

```
        if (c == '\\') {
```

```
            putchar('\\');
```

```
            putchar('\\');
```

```
            d = 1;
```

```
        }
```

# Solution

```
if (c == '\t') {  
    putchar('\\');  
    putchar('t');  
    d = 1;  
}  
if (c == '\b') {  
    putchar('\\');  
    putchar('b');  
    d = 1;  
}  
if (d == 0)  
    putchar(c);  
}  
return 0;
```





# Exercise 8.3

- Calculate square cube by using newton method.

# Solution

```
#include <stdio.h>
#include <math.h>
void main()
{
    double a, xn, ketqua;
    printf("\nEnter the value need to be squared cube: ");
    scanf("%lf", &a);
    xn = (a+1)/2;
    do {
        ketqua = xn;
        xn = 0.5 * (xn + a/xn);
    } while (fabs(xn-ketqua) > 0.0001);
    printf("\nResult = %lf", xn);
}
```



# Exercise 8.4

- How to compute the payroll for a company?
- Write and compile the program below to see how you can use while statement to do this task.

# exercise8\_4.c

```
#include <stdio.h>
```

```
int
```

```
main(void)
```

```
{
```

```
    double total_pay; /* company payroll */
```

```
    int count_emp; /* current employee */
```

```
    int number_emp; /* number of employees */
```

```
    double hours; /* hours worked */
```


```
    double rate; /* hourly rate */
```

```
    double pay; /* pay for this period */
```

```
    /* Get number of employees. */
```

```
    printf("Enter number of employees> ");
```

```
    scanf("%d", &number_emp);
```



```
/* Compute each employee's pay and add it to the payroll. */
total_pay = 0.0;
count_emp = 0;
while (count_emp < number_emp) {
    printf("Hours> ");
    scanf("%lf", &hours);
    printf("Rate > $");
    scanf("%lf", &rate);
    pay = hours * rate;
    printf("Pay is $%6.2f\n\n", pay);
    total_pay = total_pay + pay;
    count_emp = count_emp + 1;
}
printf("All employees processed\n");
printf("Total payroll is $%8.2f\n", total_pay);
return (0);
```



## Exercise 8.5

- Write a program that use *while* structure to analysis of examination results: how many passed students and failed students.
- You can simply ask user to show that a student is passed or failed by entering a presented number: 1 is passed and 2 is failed.

# Solution

```
#include <stdio.h>
```

```
/* function main begins program execution */
```

```
int main( void )
```

```
{
```

```
/* initialize variables in definitions */
```

```
int passes = 0; /* number of passes */
```

```
int failures = 0; /* number of failures */
```

```
int student = 1; /* student counter */
```

```
int result; /* one exam result */
```

```
/* process 10 students using counter-controlled loop */
```

```
while ( student <= 10 ) {
```

```
/* prompt user for input and obtain value from user */
```

```
printf( "Enter result ( 1=pass,2=fail ): " );
```

```
scanf( "%d", &result );
```

# Solution

```
/* if result 1, increment passes */
  if ( result == 1 ) {
    passes = passes + 1;
  } /* end if */
  else { /* otherwise, increment failures */
    failures = failures + 1;
  } /* end else */

  student = student + 1; /* increment student counter */
} /* end while */

/* termination phase; display number of passes and failures */
printf( "Passed %d\n", passes );
printf( "Failed %d\n", failures );
```



# Solution

```
/* if more than eight students passed, print "raise tuition" */  
if ( passes > 8 ) {  
    printf( "Raise tuition\n" );  
} /* end if */  
  
return 0; /* indicate program ended successfully */  
  
} /* end function main */
```



# Exercise 8.6

- Use do...while statement to print out integers that is smaller than a preceded number.
- Note that the do...while statement always performs one time at least.



# Solution

```
#include <stdio.h>

/* function main begins program execution */
int main( void )
{
    int counter = 1;          /* initialize counter */

    do {
        printf( "%d ", counter ); /* display counter */
    } while ( ++counter <= 10 ); /* end do...while */

    return 0; /* indicate program ended successfully */
} /* end function main */
```



# Exercise 8.7

- We would like a program to average a set of grades.
- Algorithm notes:
  - We need a running sum of grades, and a running count of how many grades have been read so far.
  - We need to read until we get a sentinel value | let's use a negative grade to indicate we are done.
  - Need to be sure we print prompts.



# Solution using while

```
# include <stdio .h>
int main ()
{
    float grade , sum = 0.0;
    int gradeCount = 0;
    printf (" Enter grade : ");
    scanf ("%g", & grade );
    while ( grade >= 0.0) {
        sum += grade ;
        ++ gradeCount ;
        printf (" Enter grade : ");
        scanf ("%g", & grade );
    }
    printf (" Average : %g\n",
        sum/ gradeCount );
    return 0;
}
```

# Solution using do...while

```
# include <stdio .h>
int main () {
    float grade , sum;
    int gradeCount ;
    int another ;
    do {
        sum = gradeCount = 0;
        printf (" Enter grade : ");
        scanf ("%g", & grade );
        while ( grade >= 0.0) {
            sum += grade ;
            ++ gradeCount ;
            printf (" Enter grade : ");
            scanf ("%g", & grade );
        }
        printf (" Average : %g\n\n",
            sum/ gradeCount );
        printf (" Another class : ");
        scanf ("%d", & another );
    } while ( another != 0);
    return 0;
}
```



# Exercise 8.8

- Write a program that compute  $n!$  using a loop.
- You can use:
  - Counter" variable,  $i$ , ranging from 1 to  $n$ .
  - Running product  $f$ , tracking  $i!$ .

# Solution

```
/* n! using while . */  
# include <stdio .h>  
int main () {  
    int i, n, f;  
    printf (" Enter n: ");  
    scanf ("%d", &n);  
    f = 1; /* 0! */  
    i = 1;  
    while (i <= n) {  
        f *= i; /* Now , f = i! */  
        ++i;  
    }  
    printf ("%d! = %d\n", n, f);  
    return 0;  
}
```