

A Fast Review of C Essentials Part II

Structural Programming
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Outline

- Operators
 - expressions, precedence, associativity
- Control flow
 - if, nested if, switch
 - Looping



Expressions

- **Constant expressions**

- 5
- $5 + 6 * 13 / 3.0$

- **Integral expressions (int j,k)**

- j
- $j / k * 3$
- k - 'a'
- $3 + (\text{int}) 5.0$

- **Float expressions (double x,y)**

- $x / y * 5$
- $3 + (\text{float}) 4$

- **Pointer expressions (int * p)**

- p
- p+1
- "abc"



Precedence & Associativity

- All operators have two important properties called ***precedence*** and ***associativity***.
 - Both properties affect how operands are attached to operators
- Operators with higher precedence have their operands bound, or grouped, to them before operators of lower precedence, regardless of the order in which they appear.
- In cases where operators have the same precedence, associativity (sometimes called binding) is used to determine the order in which operands grouped with operators.

- $2 + 3 * 4$
- $3 * 4 + 2$

- $a + b - c;$
- $a = b = c;$



Precedence & Associativity

Class of operator	Operators in that class	Associativity	Precedence
primary	() [] -> .	Left-to-Right	<p>HIGHEST</p>
unary	cast operator sizeof & (address of) * (dereference) - + ~ ++ -- !	Right-to-Left	
multiplicative	* / %	Left-to-Right	
additive	+ -	Left-to-Right	
shift	<< >>	Left-to-Right	
relational	< <= > >=	Left-to-Right	
equality	== !=	Left-to-Right	



Precedence & Associativity

Class of operator	Operators in that class	Associativity	Precedence
bitwise AND	&	Left-to-Right	<p>LOWEST</p>
bitwise exclusive OR	^	Left-to-Right	
bitwise inclusive OR		Left-to-Right	
logical AND	&&	Left-to-Right	
logical OR		Left-to-Right	
conditional	? :	Right-to-Left	
assignment	= += -= *= /= %= >>= <<= &= ^=	Right-to-Left	
comma	,	Left-to-Right	



Parenthesis

- The compiler groups operands and operators that appear within the parentheses first, so you can use parentheses to specify a particular grouping order.
- The inner most parentheses are evaluated first. The expression (3+1) and (8-4) are at the same depth, so they can be evaluated in either order.

- $(2 - 3) * 4$
- $2 - (3 * 4)$

$$1 + ((3+1) / (8-4)) - 5$$

$$1 + (4 / (8-4)) - 5$$

$$1 + (4 / 4 - 5)$$

$$1 + (1 - 5)$$

$$1 + -4$$

$$-3$$



Binary Arithmetic Operators

Operator	Symbol	Form	Operation
multiplication	*	$x * y$	x times y
division	/	x / y	x divided by y
remainder	%	$x \% y$	remainder of x divided by y
addition	+	$x + y$	x plus y
subtraction	-	$x - y$	x minus y



The Remainder Operator

- Unlike other arithmetic operators, which accept both integer and floating point operands, the remainder operator accepts only integer operands!
- If either operand is negative, the remainder can be negative or positive, depending on the implementation
- The ANSI standard requires the following relationship to exist between the remainder and division operators
 - a equals $a \% b + (a/b) * b$ for any integral values of a and b



Arithmetic Assignment Operators

Operator	Symbol	Form	Operation
assign	=	$a = b$	put the value of b into a
add-assign	+=	$a += b$	put the value of $a+b$ into a
subtract-assign	-=	$a -= b$	put the value of $a-b$ into a
multiply-assign	*=	$a *= b$	put the value of $a*b$ into a
divide-assign	/=	$a /= b$	put the value of a/b into a
remainder-assign	%=	$a \% = b$	put the value of $a \% b$ into a



Arithmetic Assignment Operators

int m = 3, n = 4;

float x = 2.5, y = 1.0;

m += n + x - y

m /= x * n + y

n %= y + m

x += y -= m

m = (m + ((n+x) - y))

m = (m / ((x*n) + y))

n = (n % (y + m))

x = (x + (y - m))



Increment & Decrement Operators

Operator	Symbol	Form	Operation
postfix increment	++	a++	get value of a, then increment a
postfix decrement	--	a--	get value of a, then decrement a
prefix increment	++	++a	increment a, then get value of a
prefix decrement	--	--b	decrement a, then get value of a



Increment & Decrement Operators

```

main () {
    int j=5, k=5;
    printf("j: %d\t k : %d\n", j++, k--);
    printf("j: %d\t k : %d\n", j, k);
    return 0;
}

main () {
    int j=5, k=5;
    printf("j: %d\t k : %d\n", ++j, --k);
    printf("j: %d\t k : %d\n", j, k);
    return 0;
}

```



Increment & Decrement Operators

```
int j = 0, m = 1, n = -1;
```

$m++ --j$	$(m++) - (--j)$	(2)
$m += ++j * 2$	$m = (m + ((++j) * 2)$	(3)
$m++ * m++$	$(m++) * (m++)$	(implementation-dependent)



Comma Operator

- Allows you to evaluate two or more distinct expressions wherever a single expression allowed!
- **Ex :** for (j = 0, k = 100; k - j > 0; j++, k--)
- Result is the value of the rightmost operand



Relational Operators

Operator	Symbol	Form	Result
greater than	>	a > b	1 if a is greater than b; else 0
less than	<	a < b	1 if a is less than b; else 0
greater than or equal to	>=	a >= b	1 if a is greater than or equal to b; else 0
less than or equal to	<=	a <= b	1 if a is less than or equal to b; else 0
equal to	==	a == b	1 if a is equal to b; else 0
not equal to	!=	a != b	1 if a is NOT equal to b; else 0



Relational Operators

```
int j=0, m=1, n=-1;
float x=2.5, y=0.0;
```

<code>j > m</code>	<code>j > m</code>	(0)
<code>m/n < x</code>	<code>(m / n) < x</code>	(1)
<code>j <= m >= n</code>	<code>((j <= m) >= n)</code>	(1)
<code>++j == m != y * 2</code>	<code>((++j) == m) != (y * 2)</code>	(1)



Logical Operators

Operator	Symbol	Form	Result
logical AND	&&	a && b	1 if a and b are non zero; else 0
logical OR	 	a b	1 if a or b is non zero; else 0
logical negation	!	!a	1 if a is zero; else 0



Logical Operators

```
int j=0, m=1, n=-1;
```

```
float x=2.5, y=0.0;
```

<code>j && m</code>	<code>(j) && (m)</code>	(0)
<code>j < m && n < m</code>	<code>(j < m) && (n < m)</code>	(1)
<code>x * 5 && 5 m / n</code>	<code>((x * 5) && 5) (m / n)</code>	(1)
<code>!x !n m + n</code>	<code>((!x) !n) (m + n)</code>	(0)



Bit Manipulation Operators

Operator	Symbol	Form	Result
right shift	<code>>></code>	<code>x >> y</code>	x shifted right by y bits
left shift	<code><<</code>	<code>x << y</code>	x shifted left by y bits
bitwise AND	<code>&</code>	<code>x & y</code>	x bitwise ANDed with y
bitwise inclusive OR	<code> </code>	<code>x y</code>	x bitwise ORed with y
bitwise exclusive OR (XOR)	<code>^</code>	<code>x ^ y</code>	x bitwise XORed with y
bitwise complement	<code>~</code>	<code>~x</code>	bitwise complement of x



Bit Manipulation Operators cont'd

Expression	Binary model of Left Operand	Binary model of the result	Result value
5 << 1	00000000 00000101	00000000 00001010	10
255 >> 3	00000000 11111111	00000000 00011111	31
8 << 10	00000000 00001000	00100000 00000000	2^{13}
1 << 15	00000000 00000001	10000000 00000000	-2^{15}

Expression	Binary model of Left Operand	Binary model of the result	Result value
-5 >> 2	11111111 11111011	00111111 11111110	$2^{13} - 1$
-5 >> 2	11111111 11111111	11111111 11111110	-2



Bit Manipulation Operators cont'd

Expression	Hexadecimal Value	Binary representation
9430	0x24D6	00100100 11010110
5722	0x165A	00010110 01011010
9430 & 5722	0x0452	00000100 01010010

Expression	Hexadecimal Value	Binary representation
9430	0x24D6	00100100 11010110
5722	0x165A	00010110 01011010
9430 5722	0x36DE	00110110 11011110



Bit Manipulation Operators cont'd

Expression	Hexadecimal Value	Binary representation
9430	0x24D6	00100100 11010110
5722	0x165A	00010110 01011010
9430 ^ 5722	0x328C	00110010 10001100

Expression	Hexadecimal Value	Binary representation
9430	0x24D6	00100100 11010110
~9430	0xDB29	11011011 00101001



Bitwise Assignment Operators

Operator	Symbol	Form	Result
right-shift-assign	>>=	$a \gg= b$	Assign $a \gg b$ to a .
left-shift-assign	<<=	$a \ll= b$	Assign $a \ll b$ to a .
AND-assign	&=	$a \&= b$	Assign $a \& b$ to a .
OR-assign	=	$a = b$	Assign $a b$ to a .
XOR-assign	^=	$a ^= b$	Assign $a \wedge b$ to a .



cast & sizeof Operators

- Cast operator enables you to convert a value to a different type
- One of the use cases of cast is to promote an integer to a floating point number or ensure that the result of a division operation is not truncated.
 - `3 / 2`
 - `(float) 3 / 2`
- The **sizeof** operator accepts two types of operands: an expression or a data type
 - **the expression may not have type function or void or be a bit field !**
- **sizeof** returns the number of bytes that operand occupies in memory
 - `sizeof (3+5)` returns the size of int
 - `sizeof(short)`



Conditional Operator (? :)

Operator	Symbol	Form	Operation
conditional	<code>? :</code>	<code>a ? b : c</code>	if a is nonzero result is b; otherwise result is c

- The conditional operator is the only ternary operator.
- It is really just a shorthand for a common type of **if...else** branch

`z = (x < y) ? x : y;`

if (x < y)

z = x;

else

z = y;



Memory Operators

Operator	Symbol	Form	Operation
address of	&	&x	Get the address of x.
dereference	*	*a	Get the value of the object stored at address a.
array elements	[]	x[5]	Get the value of array element 5.
dot	.	x.y	Get the value of member y in structure x.
right-arrow	->	p -> y	Get the value of member y in the structure pointed to by p

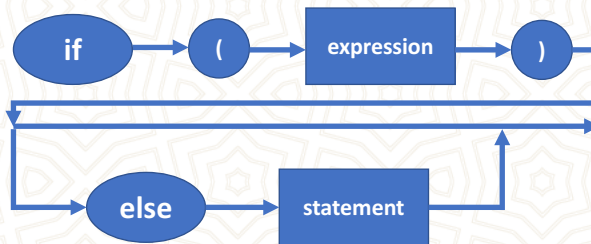


Control Flow

- **Conditional branching**
 - if, nested IF
 - switch
- **Looping**
 - for
 - while
 - do...while



The if...else statement



Ex1 :

```
if (x)
    statement1; // executed only if x is nonzero
    statement2; //always executed
```

Ex2:

```
if (x)
    statement1; // executed only if x is nonzero
else
    statement2; // executed only if x is zero
    statement3; //always executed
```



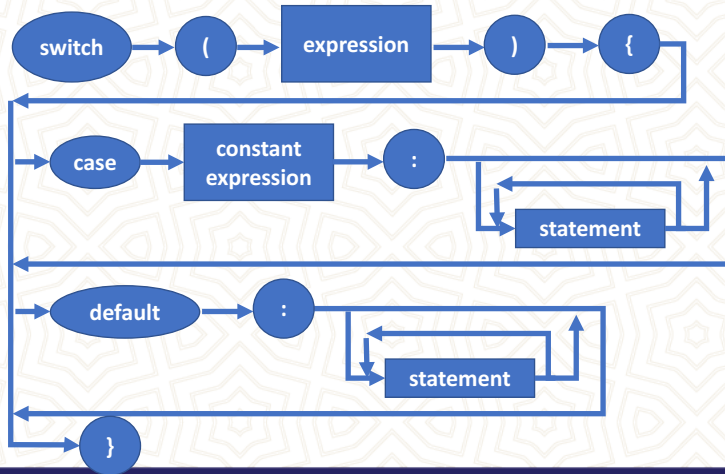
Nested if statements

- Note that when an **else** is immediately followed by an **if**,
 - they are usually placed on the same line.
 - this is commonly called an **else if** statement.
- Nested if statements create the problem of matching each else phrase to the right if statement.
 - This is often called the **dangling else** problem !
 - An else is always associated with the nearest previous if.

```
if(a<b)
    if(a<c)
        return a;
    else
        return c;
else if (b<c)
    return b;
else
    return c;
```



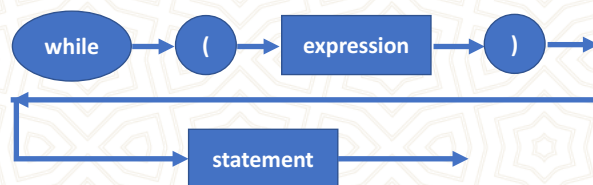
The switch Statement



- The **switch** expression is evaluated,
 - if it matches one of the case labels, program flow continues with the statement that follows the matching case label.
 - If none of the case labels match the switch expression, program flow continues at the default label, **if exists!**
- No two case labels may have the same value!
- The default label need not be the last label, though it is good style to put it last



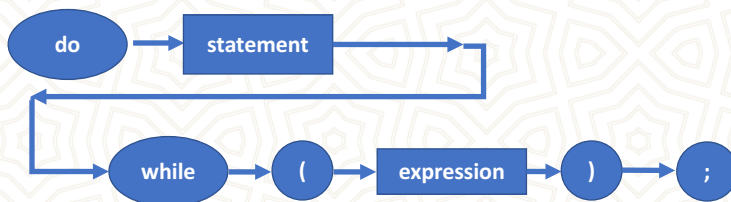
The while Statement



- First the expression is evaluated. If it is a **nonzero** value, statement is executed.
- After statement is executed, program control returns to the top of the while statement, and the process is repeated.
- This continues indefinitely until the expression evaluated to zero.



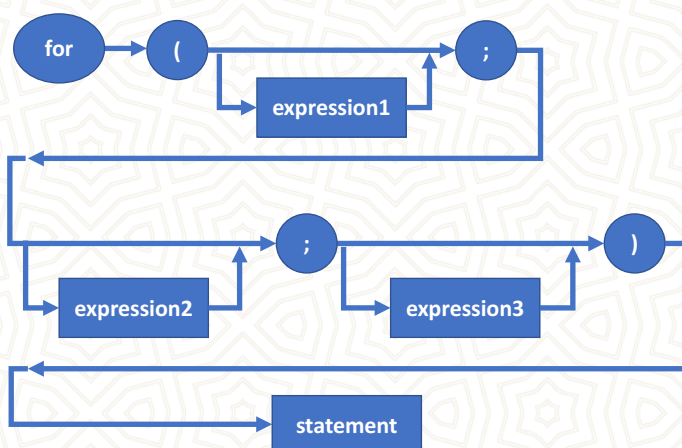
The do...while Statement



- The only difference between a do..while and a regular while loop is that the test condition is at the bottom of the loop.
 - This means that the program always executes statement **at least one**.



The for Statement



- First, ***expression1*** is evaluated.
- Then ***expression2*** is evaluated.
 - This is the conditional part of the statement.
 - If ***expression2*** is **false**, program control exits the for statement.
 - If ***expression2*** is **true**, the ***statement*** is executed.
- After ***statement*** is executed, ***expression3*** is evaluated.
- Then the statement loops back to test ***expression2*** again.



NULL Statements

- It is possible to omit one of the expressions in a for loop, it is also possible to omit the body of the for loop.

```
for(c = getchar(); isspace(c); c = getchar());
```

- ATTENTION**

- Placing a semicolon after the test condition causes compiler to execute a null statement whenever the if expression is true

```
if ( j == 1);  
    j = 0;
```



Nested Loops

- It is possible to nest looping statements to any depth
- However, keep that in mind inner loops must finish before the outer loops can resume iterating
- It is also possible to nest control and loop statements together.

```
for( j = 1; j <= 10; j++) {  
    // outer loop  
    printf(“%5d|”, j);  
    for( k=1; k <=10; k++) {  
        printf(“%5d”, j*k);  
        // inner loop  
    }  
    printf(“\n”);  
}
```



break & continue & goto

- ***break***

- We have already talked about it in ***switch statement***
- When used in a loop, it causes program control jump to the statement following the loop

- ***continue***

- continue statement provides a means for returning to the top of a loop earlier than normal.
- it is useful, when you want to bypass the remainder of the loop for some reason.
- Please do NOT use it in any of your C programs.

- ***goto***

- goto statement is necessary in more rudimentary languages!
- Please do NOT use it in any of your C programs.

