

EECS 10: Computational Methods in Electrical and Computer Engineering

Lecture 10

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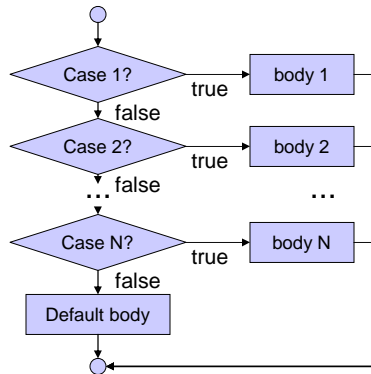
Lecture 10: Overview

- Structured Programming
 - Conditional statements
 - `switch` statement
 - Example `Grade2.c`
- Formatted output
 - Formatting of integral values
 - Formatting of floating-point values
 - Example `Formatting.c`

Structured Programming

- Selection: **switch** statement

– Flow chart:



Example:

```

switch(LetterGrade)
{ case 'A':
  { printf("Excellent!");
    break; }
  case 'B':
  case 'C':
  case 'D':
  { printf("Passed.");
    break; }
  case 'F':
  { printf("Failed!");
    break; }
  default:
  { printf("Invalid grade!");
    break; }
} /* hctiws */
  
```

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Example Program

- Grade calculation: **Grade2.c** (part 1/3)

```

/* Grade2.c: convert score into letter grade */
/* author: Rainer Doemer */
/* modifications: */
/* 10/18/04 RD use 'switch' statement */
/* 10/17/04 RD initial version */

#include <stdio.h>

/* main function */
int main(void)
{
  /* variable definitions */
  int score = 0;
  char grade;

  /* input section */
  while (score < 1 || score > 100)
  { printf("Please enter your score (1-100): ");
    scanf("%d", &score);
  } /* elihw */
}
  
```

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Example Program

- Grade calculation: `Grade2.c` (part 2/3)

```
.../* computation section */
switch (score / 10)
{ case 10:
  case 9:
    { grade = 'A';
      break; }
  case 8:
    { grade = 'B';
      break; }
  case 7:
    { grade = 'C';
      break; }
  case 6:
    { grade = 'D';
      break; }
  default:
    { grade = 'F';
      break; }
} /* hctiws */
```

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Example Program

- Grade calculation: `Grade2.c` (part 3/3)

```
...

/* output section */
printf("Your letter grade is %c.\n", grade);

/* exit */
return 0;
} /* end of main */

/* EOF */
```

Example Program

- Example session: `Grade2.c`

```
% cp Grade.c Grade2.c
% vi Grade2.c
% gcc Grade2.c -o Grade2 -Wall -ansi
% Grade2
Please enter your score (1-100): 111
Please enter your score (1-100): 99
Your letter grade is A.
% Grade2
Please enter your score (1-100): 85
Your letter grade is B.
% Grade2
Please enter your score (1-100): 71
Your letter grade is C.
% Grade2
Please enter your score (1-100): 69
Your letter grade is D.
% Grade2
Please enter your score (1-100): 55
Your letter grade is F.
%
```

Formatted Output

- Formatted output using `printf()`
 - standard format specifiers for integral values
 - `unsigned long long` `%llu`
 - `long long` `%lld`
 - `unsigned long` `%lu`
 - `long` `%ld`
 - `unsigned int` `%u`
 - `int` `%d`
 - `short` `%hd`
 - standard format specifiers for floating point values
 - `long double` `%Lf`
 - `double` `%f`
 - `float` `%f`

Formatted Output

- Detailed formatting sequence for integral values
 - % *flags width length conversion*
 - **flags**
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - field **width**
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - **length** modifier
 - (none) int type
 - h short int type
 - l long int type
 - ll long long int type
 - **conversion** specifier
 - d signed decimal value
 - u unsigned decimal value
 - o (unsigned) octal value
 - x (unsigned) hexadecimal value using characters 0-9, a-f
 - X (unsigned) hexadecimal value using characters 0-9, A-F

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Formatted Output

- Detailed formatting sequence for floating-point values
 - % *flags width precision length conversion*
 - **flags**
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - field **width**
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - **precision**
 - (none) default precision (e.g. 6)
 - .int number of digits after decimal point (for **f**, **e**, or **E**), maximum number of significant digits (for **g**, or **G**)
 - **length** modifier
 - (none) float or double type
 - L long double type
 - **conversion** specifier
 - **f** standard floating-point notation (fixed-point)
 - **e** or **E** exponential notation using (**e** or **E**)
 - **g** or **G** standard or exponential notation (using **e** or **E**)

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Formatted Output

- Program example: `Formatting.c` (part 1/2)

```

/* Formatting.c: formatted output demo          */
/* author: Rainer Doemer                      */
/* modifications:                             */
/* 10/19/04 RD  initial version               */

#include <stdio.h>

/* main function */
int main(void)
{
    /* output section */
    printf("42 formatted as %d:   |%d|\n", 42);
    printf("42 formatted as %8d:  |%8d|\n", 42);
    printf("42 formatted as %-8d: |%-8d|\n", 42);
    printf("42 formatted as %+8d: |%+8d|\n", 42);
    printf("42 formatted as %08d: |%08d|\n", 42);
    printf("42 formatted as %x:   |%x|\n", 42);
    printf("42 formatted as %o:   |%o|\n", 42);
    ...
}

```

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Formatted Output

- Program example: `Formatting.c` (part 2/2)

```

...
printf("\n");
printf("123.456 formatted as %f:   |%f|\n", 123.456);
printf("123.456 formatted as %e:   |%e|\n", 123.456);
printf("123.456 formatted as %g:   |%g|\n", 123.456);
printf("123.456 formatted as %12.4f: |%12.4f|\n",
      123.456);
printf("123.456 formatted as %12.4e: |%12.4e|\n",
      123.456);
printf("123.456 formatted as %12.4g: |%12.4g|\n",
      123.456);

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Formatted Output

- Example session: `Formatting.c`

```
% vi Formatting.c
% gcc Formatting.c -o Formatting -Wall -ansi
% Formatting
42 formatted as |%d|: |42|
42 formatted as |%8d|: |      42|
42 formatted as |%-8d|: |42      |
42 formatted as |%+8d|: |      +42|
42 formatted as |%08d|: |00000042|
42 formatted as |%x|: |2a|
42 formatted as |%o|: |52|

123.456 formatted as |%f|: |123.456000|
123.456 formatted as |%e|: |1.234560e+02|
123.456 formatted as |%g|: |123.456|
123.456 formatted as |%12.4f|: |    123.4560|
123.456 formatted as |%12.4e|: |  1.2346e+02|
123.456 formatted as |%12.4g|: |    123.5|
%
```