



SUMMER SESSION II 2013
EECS 10 WEEK3 DISCUSSION1
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OUTLINE

- Something about Assignment2
- Repetition statement
- Structured Jump statement
- Assignment 3
 - Paying off Credit Card Debt (20 pts)



SOMETHING ABOUT ASSIGNMENT2

- Equality operation between floating point values
 - Avoid using '==' to compare two floating point values
- if-else statement

```
if (grade >= 60)
{ printf("You passed.");
} /* fi */
else
{ printf("You failed.");
} /* esle */
```

- Use logic operator to connect expressions in the condition field
- Need bracket to specify the selection structure if the body is more than one line.
- Double check your logic operation
- Use '-Wall' to show all warning while compiling !



REPETITION STATEMENTS

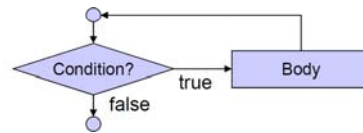
- Conditional statements
 - if statement
 - Handle one special case when the condition is true
 - if-else statement
 - Handle both the cases when the condition is true and false
 - Exclusive statement blocks for the if and else branch
 - switch statement
 - Handle multiple cases when the value of switch expression has more than two values



REPETITION STATEMENTS

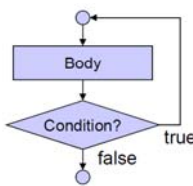
- while loop statement

- while (*condition*)
 - {
 - body* ;
 - (including changing the condition values)
 - }



- do-while loop statement

- do
 - {
 - body* ;
 - (including changing the condition values)
 - } while (*condition*)



REPETITION STATEMENTS

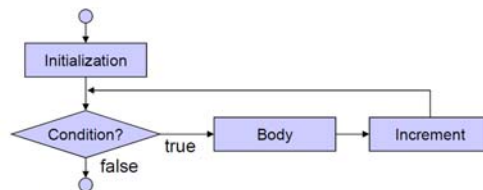
- for loop statement

- Syntax : for { *initialization* ; *condition* ; *increment/decrement* }
- { *Body* }

- Example :

```
for(i = 0; i < 10; i++)
{ printf("i = %d\n", i);
} /* rof */
```

- Control Flow Chart:



STRUCTURED JUMP STATEMENT

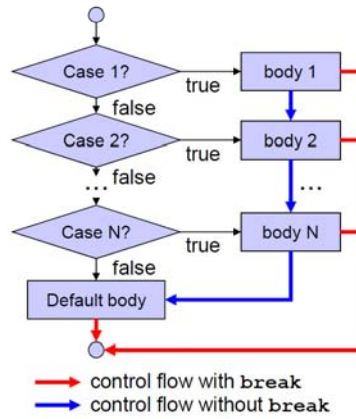
- Structured Jump Statement
 - **break** statement in **switch** statement
 - **break** and **continue** in **while** loop
 - **break** and **continue** in **do-while** loop
 - **break** and **continue** in **for** loop
- Arbitrary Jump Statement
 - goto

BREAK AND CONTINUE

- break
 - This can be very useful if you want to stop running a loop because a condition has been met other than the loop end condition.
- Continue
 - With “continue;” it is possible to skip the rest of the commands in the current loop and start from the top again.

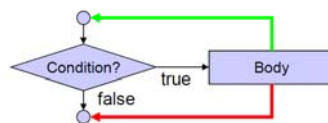
STRUCTURED JUMP STATEMENT

- **break** statement in **switch** statement

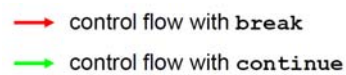
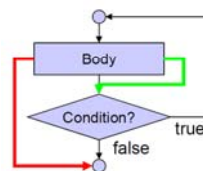


STRUCTURED JUMP STATEMENT

- **break** and **continue** in **while** loop



- **break** and **continue** in **do-while** loop



EXAMPLE:

```

o int main ()
  { // Local variable declaration:
    int a = 10;

    // do loop execution
    do {
      if( a == 15)
      {
        // skip the iteration.
        a = a + 1;
        continue;
      }

      printf("value of a: %d\n", a);
      a = a + 1;
    }while( a < 20 );

    return 0;
  }

```

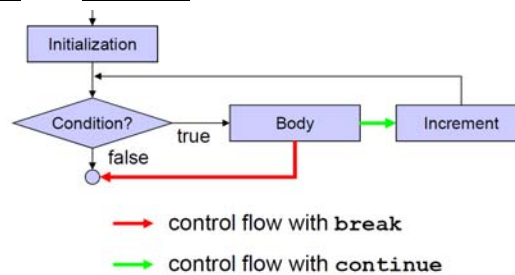
o value of a: 10
 value of a: 11
 value of a: 12
 value of a: 13
 value of a: 14
 value of a: 16
 value of a: 17
 value of a: 18
 value of a: 19

o 15 is missing, why?




STRUCTURED JUMP STATEMENT

- **break** and **continue** in for loop



ASSIGNMENT DISCUSSION

- Assignment 3, Part 1
 - Before you implement your work, take a look at lecture slides 5, Example interest.c (p19-p20)
 - Read the assignment handout carefully
 - Paying off Credit Card Debt (20 pts)
 - Good exercise for formatted output
 - What is the input? What is the output?
 - What algorithm to solve this problem?
 - What is the control flow for this program?
 - How to implement this program?
 - In the interest.c example, for loop statement is used for repetition structure; in this assignment, it may not apply...
 - Which repetition structure you should use ?
 - ...
- 

ASSIGNMENT DISCUSSION

- Briefly describe your implementation by answering the questions in the previous slides
 - Use the following data to verify your program
 - Credit limit: 5000
 - Balance of card: 3000
 - APR: 16.99%
 - monthly payment: 300
 - Name your files **creditcard.c**, **creditcard.txt** and **creditcard.script**.
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