

Conditional Execution

- many problems require executing statements only in some circumstances
e.g read two integers and print largest one
- sometimes called **control flow**, **branching** or **conditional execution**
- The C **if** Statement can do this.

The if Statement

```
if (expression) {  
    statement1;  
    statement2;  
    ....  
}
```

- **statement1**, **statement2**, ... are executed if **expression** is non-zero.
- **statement1**, **statement2**, ... are **NOT** executed if **expression** is zero.
- There is no "boolean" type in C.
0 is regarded as "FALSE"
anything non-zero is regarded as "TRUE"

The else keyword

```
if (expression) {  
    statement1;  
    statement2;  
    ....  
} else {  
    statement3;  
    statement4;  
    ....  
}
```

- **statement1**, **statement2**, ... are executed if **expression** is non-zero.
- **statement3**, **statement4**, ... are executed if **expression** is zero.

The if Statement

Multiple **if** statements can be chained together:

```
int a, b;  
  
printf("Please enter two numbers, a and b: ");  
scanf("%d %d", &a, &b);  
  
if (a > b) {  
    printf("a is greater than b\n");  
} else if (a < b) {  
    printf("a is less than b\n");  
} else {  
    printf("a is equal to b\n");  
}
```

Relational Operators

C has the usual operators to compare numbers:

- > greater than
 - >= greater than or equal to
 - < less than
 - <= less than or equal to
 - != not equal to
 - == equal to
- Be careful comparing doubles for equality using == or !=
 - Remember doubles are approximations.

Relational Operators

- Many languages have a separate type for true & false.
- C just uses numbers.
- C convention is zero is false, other numbers true.
- relational operators return:
the int **0** for false
the int **1** for true
- For example:
5 > 4 \mapsto 1
5 >= 4 \mapsto 1
5 < 4 \mapsto 0
5 <= 4 \mapsto 0
5 != 4 \mapsto 1
5 == 4 \mapsto 0

Logical Operators

- C has logical operators: && || !
- Logical operators allow us to combine comparisons, eg:
mark > 0 && *mark* < 100
- logical operators return:
the int **0** for false
the int **1** for true
- && is the **and** operator - true if both operands are true
2 > 0 && 2 < 10 \mapsto 1 && 1 \mapsto 1
- || is the **or** operator - true if either operand is true
24 > 42 || 2 < 10 \mapsto 0 || 1 \mapsto 1
- ! is the **not** operator - true iff its operands is false
!(24 > 42) \mapsto !0 \mapsto 1

Logical Operators - Conditional evaluation

- The C operator && || have a useful property.
- They always evaluate their left-hand side first.
- They only evaluate their right-hand side if needed.
- && will not evaluate right-hand side if left-hand side is false (zero).
- || will not evaluate right-hand side if left-hand side is true (non-zero).
- For example we can write

```
x != 0 && y/x > 2
```

without risking division by zero.

Unary Negation operator

The unary negation operator converts a non-zero operand into 0 and 0 into 1. For example,

```
if (!(height <= 130 && width <= 240)) {  
    printf("Envelope too large!\n");  
}
```

.. is the same as ..

```
if (height > 130 || width > 240) {  
    printf("Envelope too large!\n");  
}
```