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

```c
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

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

- **statement1, statement2, ...** are executed if `expression` is non-zero.
- **statement3, statement4, ...** are executed if `expression` is zero.
Multiple `if` statements can be chained together:

```c
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:
  - $5 > 4 \mapsto 1$
  - $5 \geq 4 \mapsto 1$
  - $5 < 4 \mapsto 0$
  - $5 \leq 4 \mapsto 0$
  - $5 \neq 4 \mapsto 1$
  - $5 == 4 \mapsto 0$
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
  $2 > 0$ && $2 < 10 \rightarrow 1$ && $1 \rightarrow 1$
- || is the **or** operator - true if either operand is true
  $24 > 42$ || $2 < 10 \rightarrow 0$ || $1 \rightarrow 1$
- ! is the **not** operator - true iff its operands is false
  !(24 > 42) \rightarrow !0 \rightarrow 1
• 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

\[
\text{x } != 0 \text{ } \&\& \text{ } y/x > 2
\]

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,

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

.. is the same as ..

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