



# Programming with C I

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# Objectives

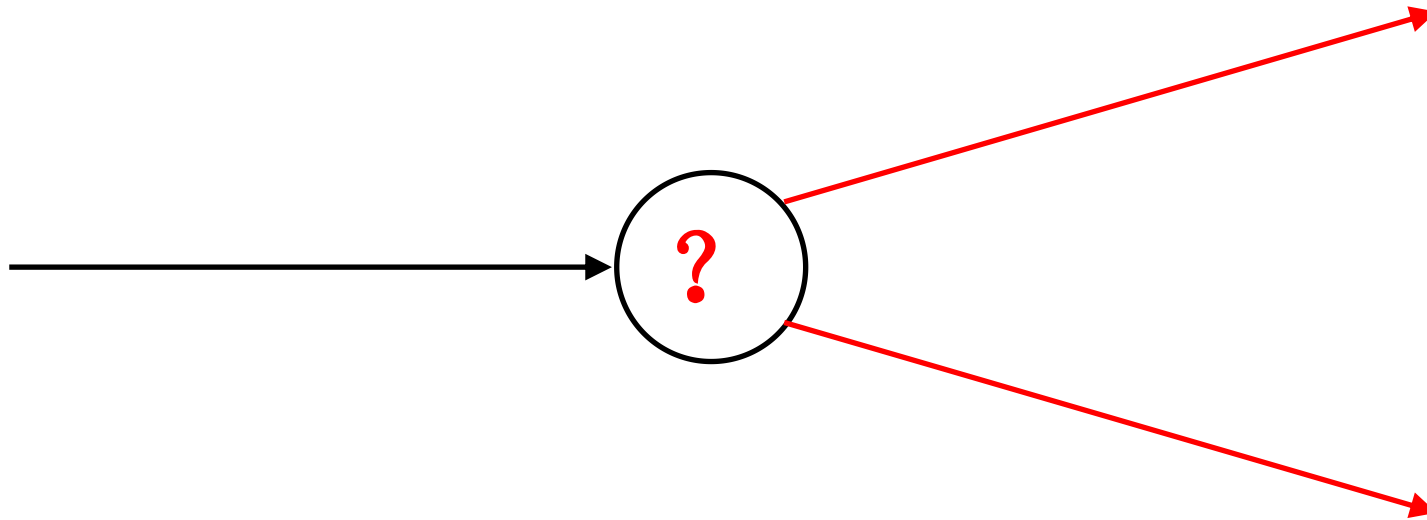
-  To learn how to use the relational, equality, and logical operators to write expressions that are true or false.
-  To learn how to write selection statements that choose between two alternatives in a program using the if statement.

# Control Structures



## selection control structure

- a control structure that chooses among alternative program statements



# Conditions

 **an expression that is either false**

- represented by 0

 **or true**

- usually represented by 1

`rest_heart_rate > 75`

# Relational and Equality Operators

Operator	Meaning	Type
<	less than	relational
>	greater than	relational
<=	less than or equal to	relational
>=	greater than or equal to	relational
==	equal to	equality
!=	not equal to	equality

# Logical Operators

## ➤ logical expressions

- an expression that uses one or more of the logical operators
  - && (and)
  - || (or)
  - ! (not)

# Logical Operators

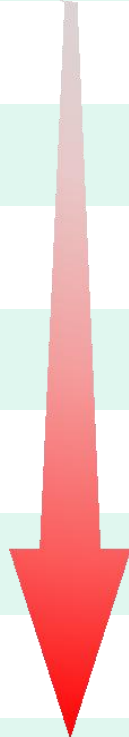
## ➤ logical complement (negation)

- the complement of a condition has the value 1 (true) when the condition's value is 0 (false)
- the complement of a condition has the value 0 (false) when the condition's value is nonzero (true)

**!(0 <= n && n <= 100)**

# Operator Precedence

Operator	Precedence
function calls	highest (evaluated first)
! + - & (unary operator)	
* / %	
+ -	
< <= >= >	
== !=	
&&	
=	lowest (evaluated last)





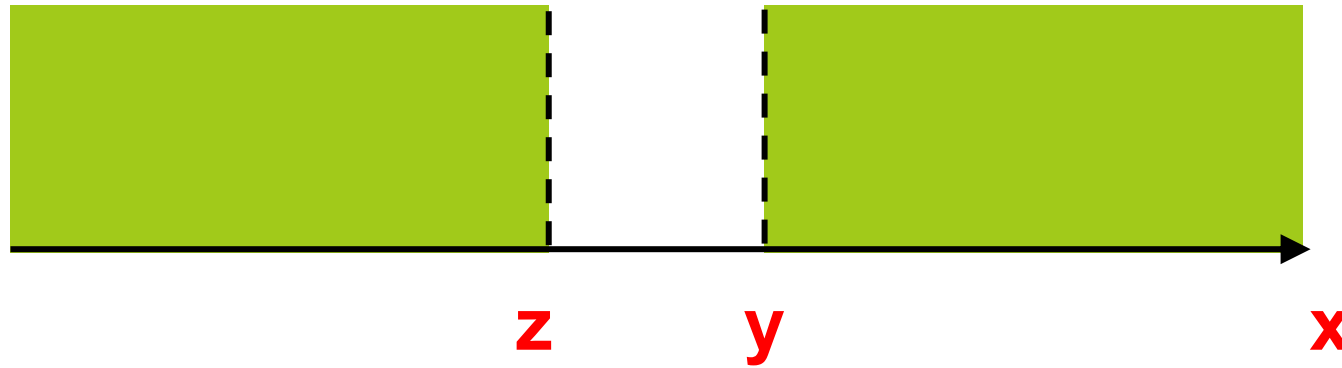
# Figure

 **Range of True Values for  $\text{min} \leq x \ \&\& \ x \leq \text{max}$**

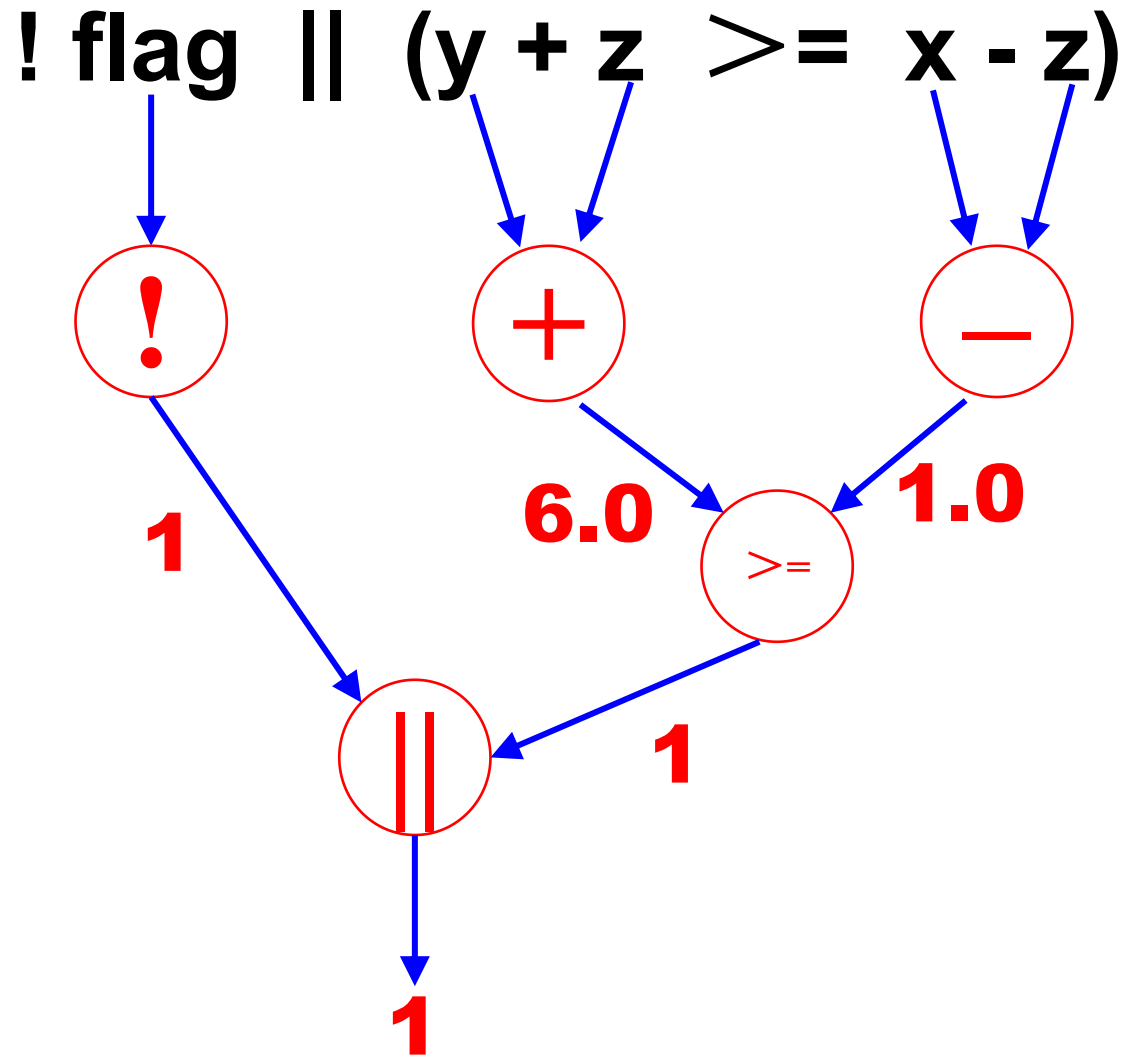


# Figure

 **Range of True Values for  $z > x \parallel x > y$**



# Evaluation Tree and Step-by-Step Evaluation for `!flag || (y + z >= x - z)`

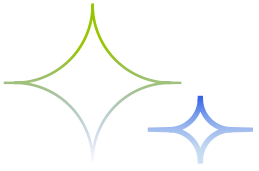


flag	y	z	x
0	4.0	2.0	3.0
0	4.0 2.0	3.0 2.0	
1	6.0	1.0	
	1	1	
	1		

# Short-Circuit Evaluation

 **stopping evaluation of a logical expression as soon as its value can be determined**

```
(div != 0 && (num % div == 0))
```



# THE END

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