

FLOW CONTROL : syntax, examples

CONTROL STATEMENT SYNTAX

There are several control statements available in C. They are; 'while', 'for', 'do', 'if', conditional, 'switch', and the infamous 'goto'. Syntax for these statements are:

```
while( expr )
    statement

for( init; test; update )
    statement

do
    statement                // statement executed at least once
while( expr );

if( expr )
    statement
else if( expr )
    statement
else
    statement

expr ? expr : expr           // conditional

switch( expr )

    case const1: statement
        break;               // without break, control
    case const2: statement    // continues to next
        break;               // statement.
    case const3: statement
        break;
    default : statement

goto label;
.
.
.
label:statement
```

FLOW CONTROL EXAMPLES

The following program provides some basic examples of each control statement. Although the goto statement is provided in C, it is usually avoided and most books advise against its use. The conditional statement is shorthand for an if-then statement, but it can decrease code readability (so it is also not recommended).

```
// control.cp
#include <iostream.h>

void main()

    int a = 1;
    int b = 2;
    int i = 1;
```

```

cout << "start while loop" << endl;    // while
while( i<4 )

    cout << "i = " << i << endl;
    i++;

cout << "start for loop" << endl;      // for
for( i = 1; i<4; i++ )
    cout << "i = " << i << endl;

cout << "start do loop" << endl;      // do
i = 1;
do

    cout << "i = " << i << endl;
    i++;

while( i<4 );

cout << "start if" << endl;           // if
i = 2;
if( i==a )
    cout << "answer is a" << endl;
else if( i==b )
    cout << "answer is b" << endl;
else
    cout << "neither a or b" << endl;

cout << "conditional" << endl;        // conditional
i = 10;
i = ( i>b ) ? b : i;
cout << "i = " << i << endl;

cout << "switch statement" << endl;    // switch
switch( i )

    case 1: cout << "one\n";
            break;
    case 2: cout << "two\n";
            break;
    case 3: cout << "three\n";
            break;
    default: cout << "error\n";

cout << "goto statement" << endl;      // goto
if( i==b )
    goto skip; // functional scope
cout << "zero\n";
cout << "one\n";
skip:
cout << "two\n";
cout << "three\n";

// end control.cp

```