

# Scientific and Technical Computing: SMR3821

Introduction to Scientific computing and Linux - Introduction to C  
Programming: Decisions and Iterations

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# Introduction to Scientific Computing - C programming - Decisions & Iterations

This materials is part of materials used at the National institute for Mathematical Sciences, Ghana, and have been contributed to over time by the follow authors and instructors:

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- 2 Peter Amoako-Yirenkyi, Ph.D
- 3 Ernest Ofori-Yirenkyi
- 4 Kwesi Smith
- 5 Shirley A. Akasreku

## 1 OPERATORS

- Logical
- Relational
- Hierarchy

## 2 IF STATEMENT

- simple if
- if..else
- if..else if
- if..else if..else
- nested if

## 3 SPEED BYTE

## 4 TERNARY OPERATOR

## 5 SWITCH

- fall through

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The 3 Logical operators of C are:

- 1 **&&** read as AND
- 2 **||** read as OR
- 3 **!** read as NOT

# Relational Operators

---

Symbol	Meaning
<	less than
>	greater than
<=	less or equal
>=	greater or equal
==	equal
!=	not equal

Priority	Operator	Type
1	!	Logical NOT
2	* / %	Arithmetic
3	+ -	Arithmetic
4	< > <= >=	Relational
5	== !=	Relational
6	&&	Logical AND
7		Logical OR
8	=	Assignment

- Operators in an expression are evaluated according to their priority in the hierarchy table (1st to 4th).
- If two operators in an expression have the same priority, then then their priority is evaluated from left to right.

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# Syntax: if Statement

---

```
1 if( condition )
2 {
3     [ statement_1 ;
4       statement_k ; ]
5 }
```

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int age=0;
6
7     printf("How old are you?\n");
8     scanf("%d",&age);
9
10    if (age>=60)
11    {
12        printf("\nYou must retire!\n");
13    }
14
15 }
```

```
1  if( condition )
2  {
3      [ statement_1a ;
4        statement_ka ; ]
5  }
6  else
7  {
8      [ statement_1b ;
9        statement_kb ; ]
10 }
```

## E.g.: if..else Statement

---

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int age=0;
6     printf("How old are you?\n");
7     scanf("%d",&age);
8
9     if(age>=60)
10    {
11        printf("\nYou must retire!\n");
12    }
13    else
14    {
15        printf("\nYou have %d years to retirement\n",60-age);
16    }
17 }
```

## Statement

---

### OPERATORS

#### IF STATEMENT

##### SIMPLE IF

##### IF..ELSE

##### IF..ELSE IF

##### IF..ELSE IF..ELSE

##### NESTED IF

#### SPEED BYTE

##### TERNARY

##### OPERATOR

##### SWITCH

```
1  if( condition_1 )
2  {
3      [ statement_1a ;
4        statement_ka ; ]
5  }
6  else if( condition_2 )
7  {
8      [ statement_1b ;
9        statement_kb ; ]
10 }
```

```
1 #include <stdio.h>
2 int main()
3 {
4     int age=0;
5     printf("How old are you?\n");
6     scanf("%d",&age);
7     if(age<16)
8     {
9         printf("\nYou cannot work by law!\n");
10    }
11    else if(age>=16 && age<50)
12    {
13        printf("\nKeep working\n");
14    }
15    else if(age>=50)
16    {
17        printf("\nPlan retirement\n");
18    }
19 }
```

## Statement

---

### OPERATORS

### IF STATEMENT

SIMPLE IF

IF..ELSE

IF..ELSE IF

IF..ELSE IF..ELSE

NESTED IF

### SPEED BYTE

### TERNARY OPERATOR

### SWITCH

```
1 if ( condition_1 )
2 {
3     [ statement_1a ;
4       statement_ka ; ]
5 }
6 else if ( condition_2 )
7 {
8     [ statement_1b ;
9       statement_kb ; ]
10 }
11 else if ( condition_k )
12 {
13     [ statement_1c ;
14       statement_kc ; ]
15 }
16 else
17 {
18     [ statement_1d ;
19       statement_kd ; ]
20 }
```

E.g.: if..else if..else

## Statement

---

### OPERATORS

#### IF STATEMENT

##### SIMPLE IF

##### IF..ELSE

##### IF..ELSE IF

##### IF..ELSE IF..ELSE

##### NESTED IF

#### SPEED BYTE

##### TERNARY

##### OPERATOR

#### SWITCH

```
1 #include <stdio.h>
2 int main()
3 {
4     int age=0;
5     printf("How old are you?\n");
6     scanf("%d",&age);
7     if(age<16)
8     {
9         printf("\nYou cannot work by law!\n");
10    }
11    else if(age>=16 && age<50)
12    {
13        printf("\nKeep working\n");
14    }
15    else if(age>=50 && age<60)
16    {
17        printf("\nPlan retirement\n");
18    }
19    else
20    {
21        printf("\nRest time\n");
22    }
23 }
```



## Statement

---

### OPERATORS

### IF STATEMENT

SIMPLE IF  
IF..ELSE  
IF..ELSE IF  
IF..ELSE IF..ELSE  
NESTED IF

### SPEED BYTE

TERNARY  
OPERATOR

### SWITCH

```
1  if(condition_1)
2  {
3      if(condition_1_A)
4      {
5          [statement_1a;
6           statement_ka;]
7      }
8      else
9      {
10         [statement_1b;
11          statement_kb;]
12     }
13 }
14 else
15 {
16     if(condition_2_A)
17     {
18         [statement_1c;
19          statement_kc;]
20     }
21 }
```

```
1 #include <stdio.h>
2 int main()
3 {
4     int age=0;
5     printf("How old are you?\n");
6     scanf("%d",&age);
7     if (age<16 && age>0)
8     {
9         printf("\nYou cannot work by law!\n");
10        if (age>12 && age<16)
11        {
12            printf("\nYou should be in JSS\n");
13        }
14        else
15        {
16            printf("\nYou should be in Primary School\n");
17        }
18    }
19    else if (age>=16 && age<50)
20    {
21        printf("\nKeep working\n");
22    }
23    else if (age>=50 && age<60)
24    {
25        printf("\nPlan retirement\n");
26    }
27    else if (age>=60)
28    {
29        printf("\nRest time\n");
30    }
31    else
32    {
33        printf("\nError!\n");
34    }
35 }
```

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```
1 [variable_name=|printf] expr_1 ? expr_2 : expr_3
```

## *Example*

```
1 #include <stdio.h>
2
3 int main()
4 {
5     float mark=0;
6     printf("Enter Mark\n");
7     scanf("%f",&mark);
8     printf("You %s \n", mark>40 ? "PASSED!" : "FAILED")
9 }
```

# Similarity between ternary operator and if..else

---

## IF..ELSE

```
1 if (x==5)
2 {
3     y=10;
4 }
5 else
6 {
7     y=30;
8 }
```

## TERNARY OPERATOR

```
1 y=(x==5 ? 10 :30);
```

Its possible to nest ternary operators.

## Example

```
1 #include <stdio.h>
2
3 int main()
4 {
5     float mark=0;
6     printf(" Enter Mark\n" );
7     scanf("%f",&mark);
8     printf(" Your Grade =  %s \n" ,
9         mark >= 70.0 ? "A" : mark >= 50.0 ? "B" : mark > 40.0 ? "C" : "F" )
10 }
```

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## Statement

---

```
1 switch (integer_expression)
2 {
3     case const_1:
4         [statement_1a;
5          statement_ka;]
6         break;
7     case const_2:
8         [statement_kb;
9          statement_kb;]
10        break;
11    case const_m:
12        [statement_1;
13         statement_3x;]
14        break;
15    default:
16        [statement_1z;
17         statement_2z;
18         statement_kz;]
19 }
```

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int value=0;
6     printf("\nEnter a integer \n");
7     scanf("%d",&value);
8
9     switch(value)
10    {
11        case 100:
12            printf("\nRED\n");
13            break;
14        case 200:
15            printf("\nGOLD\n");
16            break;
17        case 300:
18            printf("\nGREEN\n");
19            break;
20        default:
21            printf("\nBLACK\n");
22            break;
23    }
24 }
```

## statement

---

```
1 switch(integer-expression)
2 {
3     case const_1:
4     case const_2:    //strategic use of fall through
5         [statement_1a;
6          statement_2a;
7          statement_3a;]
8         break;
9     case const_3:
10        [statement_1b;
11         statement_2b;
12         statement_3b;]
13        //accidental use of fall through
14        //due to omission of break statement
15    case const_k:
16        [statement_1x;
17         statement_2x;
18         statement_3x;]
19        break;
20    default:
21        [statement_1z;
22         statement_2z;
23         statement_kz;]
24 }
```

## switch statement

---

```
1 #include<stdio.h>
2
3 int main()
4 {
5     int value=0;
6     printf("\nEnter a integer \n");
7     scanf("%d",&value);
8
9     switch(value)
10    {
11        case 540:
12        case 145:
13            printf("\nPINK\n");
14            break;
15        case 200:
16        case 720:
17            printf("\nVIOLET\n");
18            //accidental omission of break
19        case 300:
20            printf("\nPURPLE\n");
21            break;
22    }
23 }
```

## QUESTION 1 :

Write a C program that accepts a mark value from the user.  
If the mark is greater than 40, the program should print  
**PASSED**  
otherwise, it should print **FAILED**

## QUESTION 2 :

Write a C program that accepts a mark value from the user. System should display the corresponding grade for the mark using the table below

Range	Grade
100.0 - 70.0	A
69.9 - 50.0	B
49.9 - 40.0	C
39.9 and below	F

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