It else Simple

Simple if if else Nested if els else-if ladder Points to remember

Conditional execution / decision branching

Comp Sci 1570 Introduction to C++



Outline

exit()

f else Simple if if else Nested if else else-if ladder Points to remember

1 exit()



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- In main, when the return 0; statement is executed, the value 0 is sent to the operating system, signaling the successful completion of the program.
- Other values that might be sent to the OS can signal other conditions, such as an unsuccessful completion, and particular error conditions.
- Normally, there should be only one return statement in the main function.
- When exit() is executed, all the necessary "cleaning up" after your program is done and the value you designate to be sent by exit is sent to the OS.
- The statement exit(0); sends the int value 0 back to the OS.
- Different integer values can be used to mean different error conditions.
- We will see a good use for the exit function with loops

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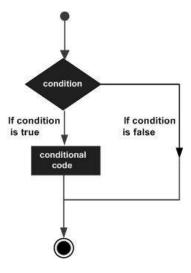
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```
if ( expression )
{
   statement-inside;
}
statement-outside;
```

- Expression is called a conditional expression, which is any syntactically correct C++ expression that evaluates to true or false or a number
- If the expression evaluates to true (non-zero), then 'statement-inside' it will be executed, otherwise 'statement-inside' is skipped and only 'statement-outside' is executed.
- if and else are reserved words and begin with lower case.
- statements are either simple (single) C++ statements (with the ; included), or a compound statement (with all semi-colons included). A compound statement is a sequence of statements all of which are to be executed in order, and delineated by { }

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```
if ( expression )
{
  statement-block1;
}
else
{
  statement-block2;
}
```

- If the 'expression' is true, the 'statement-block1' is executed, else 'statement-block1' is skipped and 'statement-block2' is executed.
- If the expression evaluates to true (non-zero), If the expression evaluates to false, the else statement is executed if it exists.

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```
The general form of a nested if...else statement is,
if( expression )
  if( expression1 )
     statement-block1:
  else
     statement-block2;
else
 statement-block3:
```

- if 'expression' is false the 'statement-block3' will be executed, otherwise it continues to perform the test for 'expression 1'.
- If the 'expression 1' is true the 'statement-block1' is executed otherwise 'statement-block2' is executed.

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```
The general form of else-if ladder is,
if (expression 1)
 statement-block1:
else if (expression 2)
 statement-block2;
else if (expression 3)
 statement-block3;
else
 default-statement:
```

- The expression is tested from the top(of the ladder) downwards.
- As soon as the true condition is found, the statement associated with it is executed.

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- No curly braces are required in the above case, but if we have more than one statement inside if condition, then we must enclose them inside curly braces.
- == (equality) must be used for comparison in the expression of if condition, if you use = (assignment) the expression will always return true, because it performs assignment not comparison. Other than O(zero), all other values are considered as true.

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Evamples

```
if(a == b)
  cout << "They are the same!" << endl;
else if (a > b)
  cout << "a is bigger!" << endl;
else
  cout << "a is smaller!" << endl;</pre>
              if (a == b)
                            if (a > b)
   start
                     false
                                         false
                     else
                                            else
               true
                                true
  Outputs "They are the same!"
                         Outputs "a is bigger"
                                          Outputs "a is smaller"
```

Flowchart logic

Examples

