```
#include<iostream.h>
void main()
{
    int A, B, C, D, max;
    cout<< "Enter four numbers : ";
    cin>>A>>B>>C>>D;
    int max1=(A > B) ? A:B;
    int max2=(C > D) ? C:D;
    max=(max1 > max2) ? max1:max2;
    cout<< "Maximum of four numbers = "<< max;
}
max=((A>B?A:B)>(C>D?C:D)?(A>B?A:B):(C>D?C:D));
```

<u>*H.W.*</u> Use the selection operator (?:) to find the maximum of six integers.

### 3. The *switch* STATEMENT (Multiple Choice Statement)

When a multiple selection is required we may use *switch* statement which is illustrated below:

```
switch (expression or variable)
```

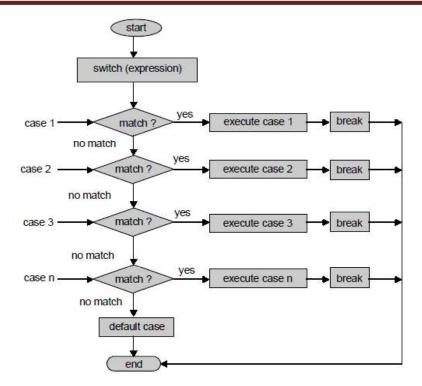
{

}

```
case value1 : statement1; break;
case value2 : statement2; break;
.....
case value n : statement n; break;
default : statement;
```

During execution of the program, the expression is evaluated and compared with the values mentioned in different cases of switch expression. If the value matches a value of a particular case, the statements in that case are executed. If no case-value matches with the value of the expression the program goes to the last statement which is a <u>default statement</u> as shown in figure below:

}



<u>Note</u> The word <u>break</u> means exit from <u>switch</u> statement.

The following program illustrate the *switch* statement.

```
#include<iostream.h>
void main( )
{
     int day;
     cout << " Enter the week day (1-7)";
     cin>> day;
     switch (day)
     {
           case 1: cout<<"The day is Sunday" ; break;</pre>
           case 2: cout<<"The day is Monday" ; break ;</pre>
           case 3: cout<<"The day is Tuesday" ; break;</pre>
           case 4: cout<<"The day is Wednesday" ; break;</pre>
           case 5: cout<<"The day is Thursday" ; break;</pre>
           case 6: cout<<"The day is Friday" ; break;</pre>
           case 7: cout<<"The day is Saturday" ; break;</pre>
           default: cout<<"The number is not in range.";</pre>
     }
```

*Ex:* Write a program to receive an arithmetic operator and two integers, the program performs the arithmetic operation on the two numbers (use switch statement).

```
#include<iostream.h>
void main( )
{
     char ch;
     int x,y;
     cout<<"Enter the arithmetic operator : "<<endl;</pre>
     cin>>ch;
     cout<<"Enter the two numbers : "<<endl;</pre>
     cin>>x>>y;
     switch(ch)
      {
           case '+' : cout<<x + y ; break;</pre>
           case '-' : cout<<x - y ; break;</pre>
           case '*' : cout<<x * y; break;</pre>
           case '/' : cout<<x / y; break;</pre>
           case '%' : cout<<x % y; break;</pre>
           default : cout<<" Error try again";</pre>
      }
}
```

# <u>H.W.</u>

Write a program to find the value of y from the following (using switch statement).

$$y = \begin{cases} \sqrt{(x+5)^3} & x = -1\\ 2x^3 + 5x + 4 & x = 0\\ x - \sin(x) & x = 1\\ 5 & otherwise \end{cases}$$

# **LOOP AND OTHER CONTROL STATEMENTS**

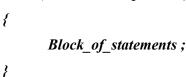
In C++ programming language, there are three loop statements, they are:

- 1. The *while* statement (loop).
- 2. The *do...while* statement (loop) .
- 3. The *for* statement (loop).

# 1. THE *while* STATEMENT.

The *while* statement or loop is as illustrated below :

while (conditional expression)

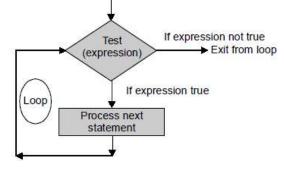


This means that as long as the condition is true,

*Block\_of\_statements* will be executed.

**<u>Ex:</u>** while  $(i \le n)$ 

*sum* +=*i*++;



Ex: Use while loop to find the sum of numbers from 1 to 10.

```
#include <iostream.h>
void main( )
{
    int n = 10, i= 0, sum = 0;
    while (i <= n)
        Sum += ++i;
        cout<< "Sum = "<< sum;
}</pre>
```

The following loop is called endless loop because the condition is always true:

# while (true) statement;

## Ex: Write a program to find the sum of squares of integers.

```
#include<iostream.h>
main()
{
```

}

```
int i = 1, n, sum = 0;
cout << "Enter a positive integer:";
cin>>n;
while (i <= n)
{
    sum += i*i;
    i++;
}
cout << " sum = " << sum ;
return 0;
```

### THE NESTED *while* STATEMENTS

When more than one parameter such as i and j are to be varied in a program, two loops are required. The i loop is the outer loop and j loop is the inner loop. The code may be written is illustrated below.

```
while (int i < n)
{
    while (int j < m)
    {
        statements ;
    }
}</pre>
```

The following program illustrates <u>*nested while*</u> loops by finding the the value of Z:

$$Z = \sum_{i=0}^{5} \sum_{j=0}^{4} i * j$$

```
#include <iostream.h>
```

```
//The program illustrates nested while loop
void main()
{
    int i=0, Z=0;
    while (i<=5) // outer while loop
    {
        int j = 0;
    }
}</pre>
```

```
while (j<=4) // inner while loop
{
     Z+=(i*j);
     ++j
   }
++i;
}
cout<<"Z="<<Z;</pre>
```

#### 2. THE do...while LOOP

The *do...while* statement is almost the same as the while statement. Its syntax is:

do

}

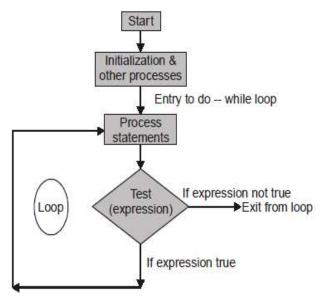
{

Block\_of\_statements;

}

while (condition);

The only difference between <u>while</u> and <u>do...while</u> is that the <u>do...while</u> statement executes the statements first and then tests the condition. These two steps are repeated until the condition becomes false. A <u>do...while</u> loop always iterates at least once, regardless of the value of the condition, because the statement executes before the condition is evaluated.



#### Ex: Write a program to evaluate the factorial of an integer.

```
#include<iostream.h>
void main()
{
    int n, f = 1;
    cout << "Enter a positive integer: ";
    cin >> n;
```

```
do
{
    f *= n;
    --n;
}
while (n > 1);
cout <<"factorial of"<<n<<" is"<< f;
}</pre>
```

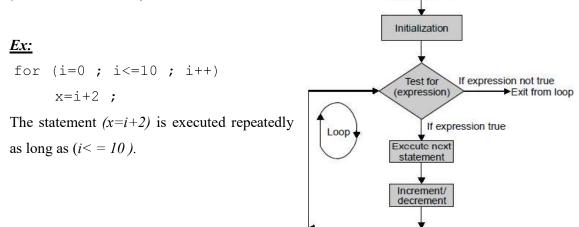
## 3. THE *for* LOOP

The <u>for</u> loop is written as given below: -

```
for (initial value ; condition ; increment /decrement)
{
    Block_of_statements ;
```

}

The <u>for</u> loop is controlled by three expressions: an *initialization*, a *condition*, and *update* (*increment/decrement*). Entry to for loop



### Ex: Write a program to evaluate the factorial of an integer.

```
#include<iostream.h>
void main()
{
    int n, f=1,i;
    cout << "Enter a positive integer: ";
    cin >> n;
    for(i=1;i<=n;++i)</pre>
```