

Example 1: for, break.

print numbers in ascending & descending order (5)

```
Void main ()
```

```
{ int n, a, d; clrscr();
```

```
printf ("In Enter the number");
```

```
scanf ("%d", &n);
```

```
printf ("In It Asc It Des \n");
```

```
a = d = n;
```

```
for (; ; (a++, d--))
```

```
{
```

```
printf ("In It %d It %d \n", a, d);
```

```
if (d == 0)
```

```
break;
```

```
}
```

```
}
```

```
getch();
```

Example 2: Calculate the total & avg of 5 students, mark. ^{5 subj}

```
#include <stdio.h>
```

```
Void main()
```

```
{
```

```
int m1, m2, m3, m4, m5, t, i;
```

```
float avg;
```

```
clrscr();
```

```
for (i=1 ; i <= 5 ; i++)
```

```
{
```

```
printf ("Enter the marks of student %d", i);
```

```
scanf ("%d %d %d %d %d", &m1, &m2, &m3, &m4, &m5);
```

```
t = m1 + m2 + m3 + m4 + m5;
```

```
avg = t / 5;
```

```
printf ("The tot & avg of std %d is %d %f", i, t, avg);
```

```
}
```

```
getch();
```

```
}
```

Switch statement

Execute a particular group of stmts from several available group of stmts. Decide upon multiple choices.

Multway decision making, checks the values against switch cases & decides upon it which set of stmts is to be executed.

```

Syntax:  Switch (expression)
        {
            case const1:
                block of stmt;
                break;
            :
            default:
                block of stmts;
                break;
        }
  
```

Example:

```

Void main()
{
    int a, b, c, d;
    clrscr();
    printf ("In Enter two numbers");
    scanf ("%d %d", &a, &b);
    printf ("In Enter your choice of manipulation");
    scanf ("%d", &d);
    switch (d)
    {
        case 1:
            c = a + b; break;
        case 2:  c = a - b; break;
        case 3:  c = a * b; break;
        case 4:  c = a / b; break;
    }
    printf ("The result is %d", c);
    getch();
}
  
```


Using switch - to check whether the no is odd/even

```
void main()
```

```
{ int n; clrscr();
```

```
printf("Enter the no"); scanf("%d", &n);
```

```
switch (n%2) {
```

```
case 0 : printf("It is an Even Number"); break;
```

```
case 1 : printf("It is an odd Number"); break;
```

```
} getch();
```

```
}
```

Comparison between switch & nested-if stmt.

Switch

① can test only constant values

② nested-if can be used within switch stmt

Nested-if

① can test relational/ logical expressions.

② Switch cannot be used within nested-if.

break, continue & goto stmts.

break - used to terminate the loop. skip the block of loop & goes to first stmt after loop.

continue - Continue with the next iteration of loop when we want to continue the pgm w/o executing other parts of pgm.

goto - doesn't require any condition passes the ctrl to anywhere in the program
goto label;