

# LOOP AND BITWISE OPERATORS

# FLOW CONTROL: LOOP

- Sometime we need to repeat a set of action for several times
- For example you want to print ‘Happy birthday’ for 10 times.
- We can do it using `printf(“Happy birthday”)` for 10 times.
- Is there exist any smarter solution?



- Loop is the smart solution for above problem
- We can control the number of repetition
- There are different constructs for looping in C
  - while, do..while, for



## FLOW CONTROL – WHILE

- while (**expr**)  
    **stmt1**
- While the expression **expr** is TRUE execute statement **stmt1**. The while loop continues until **expr** becomes false. When **expr** becomes false the statement following **stmt1** is executed.



# FLOWCHART OF WHILE LOOP

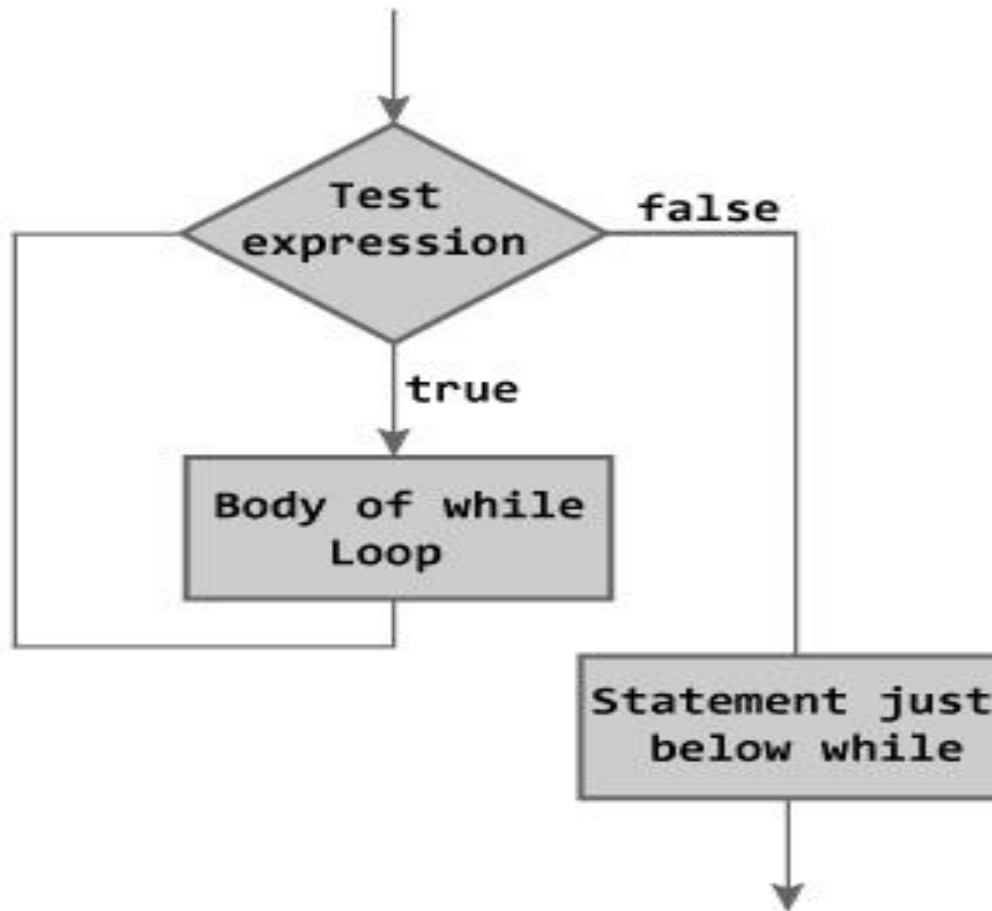


Figure: Flowchart of while Loop



Take an input N from user, write a program to print the values 1 to N.

```
#include<stdio.h>
int main(){
    int N,i=1;
    printf("Enter value of N\n");
    scanf("%d",&N);
    while(i<=N)
        printf("%d\n",i++)
    return 0;
}
```



- Program to find factorial of a number

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

```
int main() {
```

```
int number; long long factorial;
```

```
printf("Enter an integer: ");
```

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

```
factorial = 1;
```

```
while (number > 0) {
```

```
    factorial *= number--;
```

```
}
```

```
printf("Factorial= %lld", factorial);
```

```
return 0; }
```



# ASSIGNMENT USING WHILE

- Write a C program that accepts n (read from keyboard) real numbers from the keyboard and prints out the difference of the maximum and minimum values of these numbers.
- Find the value of following series with accuracy up to 4 decimal places.
  - $\cos(x) = 1 - x^2/2! + x^4/4! - x^6/6! + \dots$





## FLOW CONTROL – DO .. WHILE

- do

`stmt1`

`while (expr)`

- While the expression `expr` is TRUE (nonzero) execute statement `stmt1`. The while loop continues until `expr` becomes false.
- What is the difference of the `do .. while` loop with that of the `while` loop?



# FLOWCHART DO-WHILE LOOP

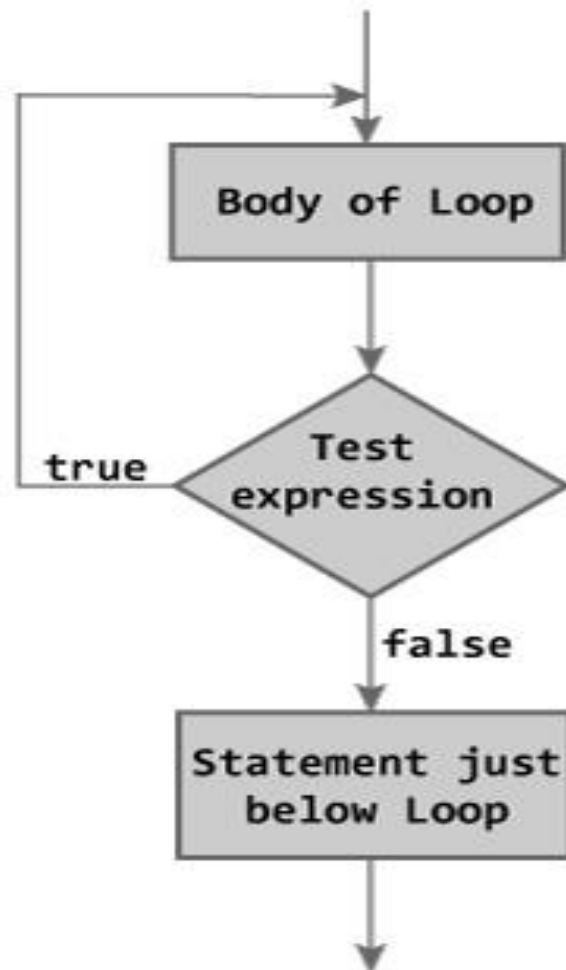


Figure: Flowchart of do...while Loop



- Program to add numbers until user enters zero

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

```
int main() {
```

```
double number, sum = 0;
```

```
do {
```

```
    printf("Enter a number: ");
```

```
    scanf("%lf", &number);
```

```
    sum += number;
```

```
} while(number != 0.0);
```

```
printf("Sum = %lf",sum);
```

```
return 0; }
```



# ASSIGNMENT USING DO-WHILE

- Write a C program that accepts n (read from keyboard) real numbers from the keyboard and prints out the difference of the maximum and minimum values of these numbers.
- Find the value of following series with accuracy up to 4 decimal places.
  - $\ln(1+x) = x - x^2/2 + x^3/3 - x^4/4 +$



## FLOW CONTROL – FOR

- Syntax: for (**expr1**; **expr2**; **expr3**)

**stmt1**

**stmt2**

- Any or all expression statements (**exprs**) can be missing.



# FLOWCHART FOR LOOP

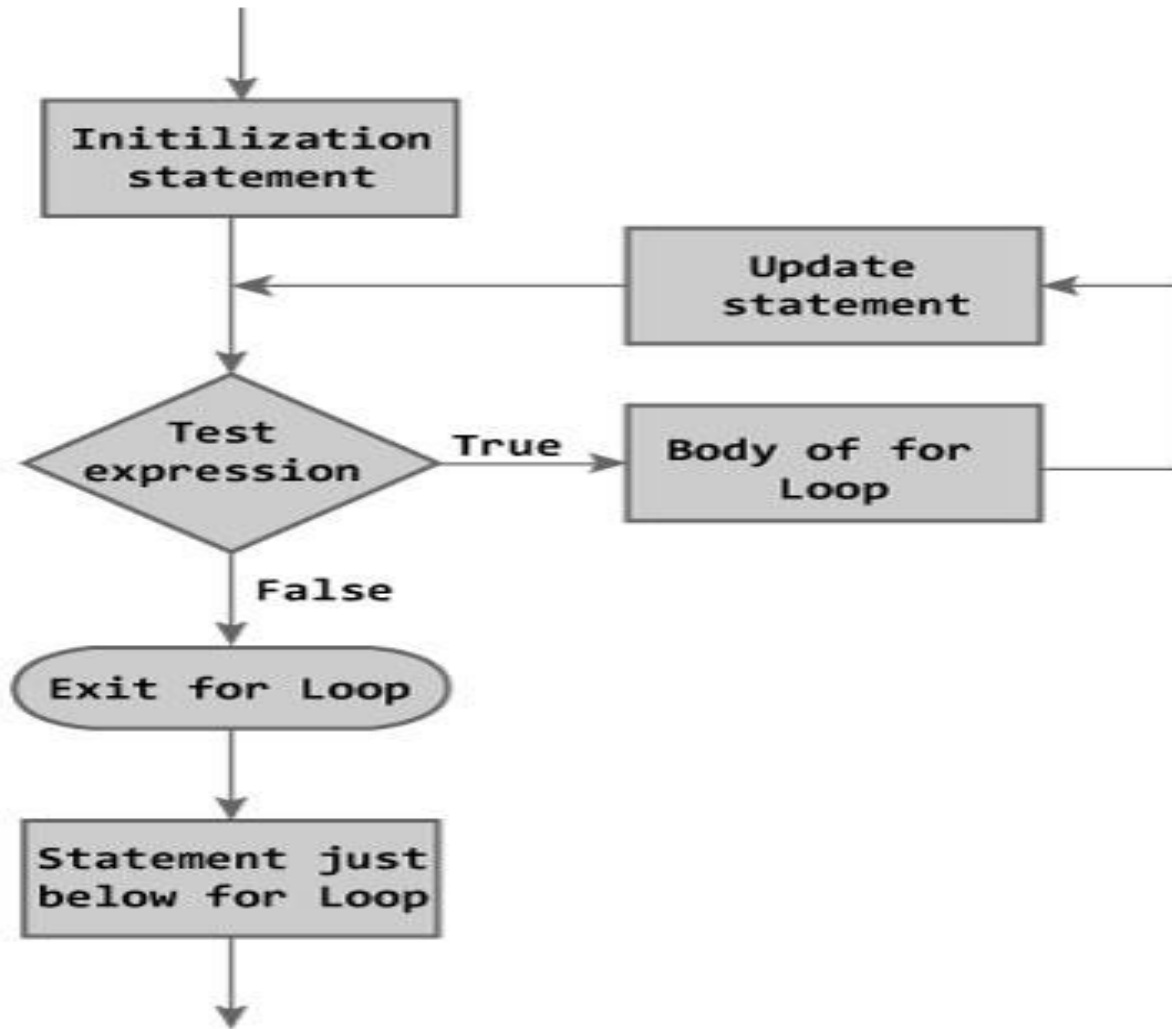


Figure: Flowchart of for Loop



- Program to print all odd numbers between 1 and N

```
for(i = 1; i <= N; i += 2)  
    printf("%d", i);
```



- Program to calculate the sum of first n natural numbers

```
#include <stdio.h>
int main() {
int num, count, sum = 0;
printf("Enter a positive integer: ");
scanf("%d", &num);
for(count = 1; count <= num; ++count) {
    sum += count;
}
printf("Sum = %d", sum);
return 0; }
```





# ASSIGNMENT USING DO-WHILE

- Read an input integer  $x$  from the keyboard and print the number of digits in  $x$  and the sum of all digits of that integer  $x$ . For example if the integer  $x$  is 456378 then your output should be  $x$  is a 6 digit number and sum of all digits in  $x$  is 33.
- Find the factorial of  $n$



# BREAK STATEMENT

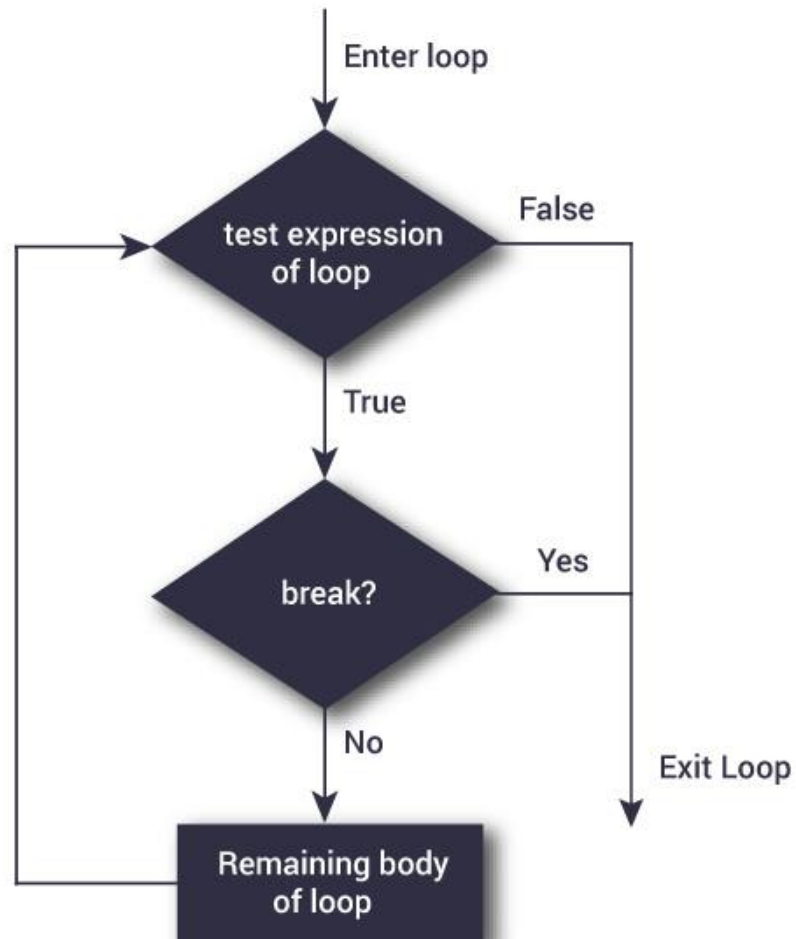
- **break** statement causes to exit from the innermost enclosing loop or switch statement.

- Example:

```
while (1) {  
    scanf("%f", &input);  
    if (input < 0.0 )  
        break; }  
}
```



# FLOWCHART FOR BREAK



# PROGRAM TO CALCULATE THE SUM OF MAXIMUM OF 10 NUMBERS ; CALCULATES SUM UNTIL USER ENTERS POSITIVE NUMBER

```
# include <stdio.h>

int main() {
    int i; double number, sum = 0.0;
    for(i=1; i <= 10; ++i) {
        printf("Enter a n%d: ",i);
        scanf("%lf",&number);
        if(number < 0.0) { break; }
        sum += number;
    }
    printf("Sum = %.2lf",sum);
    return 0; }
```



## CONTINUE STATEMENT

```
while (1) {  
    scanf("%f", &input);  
    if (input < 0.0 ) {  
        printf("Positive value only\n");  
        continue; }  
    printf("%f\n",input);  
}
```

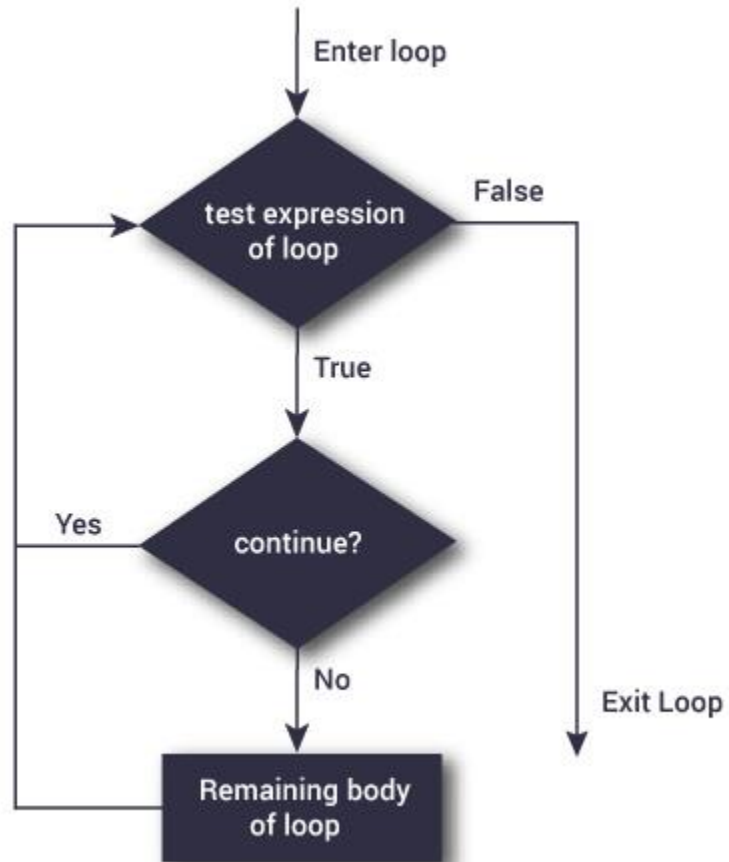


## CONTINUE STATEMENT

- May occur only inside for, while and do loops.
- Causes to skip the remaining statement of the loop and continues with the next iteration of the loop.



# FLOWCHART FOR CONTINUE



# PROGRAM TO CALCULATE SUM OF MAXIMUM OF 10 NUMBERS ;NEGATIVE NUMBERS ARE SKIPPED FROM CALCULATION

```
# include <stdio.h>
int main() {
    int i; double number, sum = 0.0;
    for(i=1; i <= 10; ++i) {
        printf("Enter a n%d: ",i);
        scanf("%lf",&number);
        if(number < 0.0) {
            continue;
        }
        sum += number;
    }
    printf("Sum = %.2lf",sum);
    return 0;
}
```





## FLOW CONTROL - GOTO

- Causes unconditional jump to a labeled statement.

- Syntax: label: Statement

```
begin: for (i = 1; i <= 10; i++) {  
    if ( i == 5 )  
        goto begin;  
    printf("%d", i);  
}
```



# WHAT IS BITWISE STRUCTURE?

- The smallest type is of 8 bits (char).
- Sometimes we need only a single bit.
- For instance, storing the status of the pass/fail in 8 subjects:
  - We need to define an array of at least 8 chars.  
If a student passed in 3<sup>rd</sup> subject then corresponding array position has to be set
  - Total memory requires for storing is 64 bits.



# WHAT IS BITWISE STRUCTURE?

- It is better to define only 8 bits since a bit can also store the values 0 or 1.
- But the problem is that there is no C type which is 1 bit long (char is the longer with 1 byte).
- Solution: define a char (8 bits) but refer to each bit separately.
- **Bitwise** operators, introduced by the C language, provide one of its more powerful tools for using and manipulating memory. They give the language the real power of a “low-level language”.



# WHAT IS BITWISE STRUCTURE?

- A single bit cannot be accessed directly, since it has no address of its own.
- The language introduces the **bitwise** operators, which help in manipulating a single bit of a byte.
- **bitwise** operators may be used on integral types only (unsigned types are preferable).



# BITWISE OPERATORS

&	bitwise AND
	bitwise OR
^	bitwise XOR
~	1's compliment
<<	Shift left
>>	Shift right



# BITWISE OPERATORS – TRUTH TABLE

a	b	a&b	a b	a^b	~a
0	0	0	0	0	1
0	1	0	1	1	1
1	0	0	1	1	0
1	1	1	1	0	0



# BITWISE OPERATORS - EXAMPLES

```
11010011
&
10001100
-----
10000000
```

```
11010011
|
10001100
-----
11011111
```

```
11010011
^
10001100
-----
01011111
```

```
~11010011
-----
00101100
```

```
11010011>>3
-----
00011010
```

```
11010011<<3
-----
10011000
```



## SETTING BITS

- How can we set a bit on or off?
- Manipulations on bits are enabled by mask and bitwise operators.
- Bitwise OR of anything with 1 results in 1.
- Bitwise AND of anything with 0 results in 0.





# SETTING BITS

- For instance, how can we set the bit no #3?

```
char Subjects = 0x0;  
char mask = 0x1;  
mask <<= 2;  
Subjects |= mask;
```

Subjects: 00000000

mask: 00000001

mask: 00000100

Subjects: 00000100



## TURN OFF BITS

- For instance, how can we turn off the bit no #3?

```
char Subjects = 0x27;  
char mask = 0x1;  
mask <<= 2;  
Mask = ~mask;  
Subjects &= mask;
```

Subjects: 00100111

mask: 00000001

mask: 00000100

mask: 11111011

Subjects: 00100011



## GETTING BITS

- How can we know if a bit is on or off?
- Manipulations on bits are enabled by mask and bitwise operators.
- Bitwise AND of anything with 1 results in the same value.



## GETTING BITS

- For instance, how can we check if a student passed in subject #3?

```
char Subjects = 0x27;  
char mask = 0x1;  
mask <<= 2;  
if (Subjects & mask)  
    puts ("Passed");  
else  
    puts ("Failed");
```

Subjects: 00100111

mask: 00000001

mask: 00000100

Subjects & mask: 00000100

## BITWISE - EXAMPLE

Suppose we have 8 Subjects:

- A student passed in certain subjects.
- We like to know which subjects student passed.

```
void main()  
{  
    unsigned char Subjects = 0;  
    set_Subjects  
    print_status  
}
```



```
#include<stdio.h>

int main(void){
unsigned char Subjects=0;
int j, answer;
unsigned char mask;
for(j=0,mask=1; j<8; j++,mask<<=1)
{
    answer=0;
    printf("Enter non-zero if you passed or zero if you failed in
subject #0%d\n", j+1);
    scanf("%d",&answer);
    if(answer)
        Subjects |= mask;
}
printf("Entered status of pass-fail is %d\n",Subjects);
```



```
for(j=0,mask=1; j<8; j++,mask<<=1)
{
    if(Subjects & mask)
        printf("You passed in #%d Subject\n",j+1);
    else
        printf ("You failed in #%d Subject\n",j+1);
}

return 0;
}
```



# ASSIGNMENT

- Let's say students have 8 courses in a semester and subjects are 1st, 2nd,...,8th. Student's pass/fail status on all subjects can be understood from a code say a student who passed in all subjects except 5th will get the binary code 11101111 or it's corresponding integer representation 239. So score can vary in the range of 0 to 255. Read scores of two students say Ram and Varun and compute
  - Number of subjects Ram passed
  - Number of subjects where at least one of them passed
  - Number of subjects in which only Ram Passed but Varun Failed
  - Number of subjects in which both passed
  - Number of subjects in which their passing status differ





- `#include<stdio.h>`

```
int main(void){
int ram_score;
unsigned char ram_score_bin=0, mask;
int j,number_of_pass = 0;
printf("Enter marks of Ram \n");
scanf("%d",&ram_score);
for(j=0,mask=1;j<8;j++,mask<<=1){
    if(ram_score%2)
        ram_score_bin |= mask;
    ram_score=ram_score/2;
}
```



```
for(j=0,mask=1; j<8; j++,mask<<=1)
{
    if(ram_score_bin & mask)
        number_of_pass ++;
}
printf("Number of subjects Ram passed is
%d\n",number_of_pass);

return 0;
}
```



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

```
int main(void){  
int ram_score,varun_score;  
unsigned char ram_score_bin=0,  
varun_score_bin,at_least,mask;  
int j,number_of_pass = 0;  
printf("Enter marks of Ram and Varun\n");  
scanf("%d%d",&ram_score,&varun_score);  
for(j=0,mask=1;j<8;j++,mask<<=1){  
    if(ram_score%2)  
        ram_score_bin |= mask;  
    if(varun_score%2)  
        varun_score_bin |= mask;  
    ram_score=ram_score/2;  
    varun_score=varun_score/2;  
}
```



```
at_least = ram_score_bin | varun_score_bin;
for(j=0,mask=1; j<8; j++,mask<<=1)
{
    if(at_least & mask)
        number_of_pass ++;
}
printf("Number of subjects at least one passed is
%d\n",number_of_pass);

return 0;
}
```



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

```
int main(void){  
int ram_score,varun_score;  
unsigned char ram_score_bin=0,  
varun_score_bin,only_ram,mask;  
int j,number_of_pass = 0;  
printf("Enter marks of Ram and Varun\n");  
scanf("%d%d",&ram_score,&varun_score);  
printf("Marks of ram and varun are %d and  
%d\n",ram_score,varun_score);  
for(j=0,mask=1;j<8;j++,mask<<=1){  
    if(ram_score%2)  
        ram_score_bin |= mask;  
    if(varun_score%2)  
        varun_score_bin |= mask;  
    ram_score=ram_score/2;  
    varun_score=varun_score/2;  
}
```



```
for(j=0,mask=1; j<8; j++,mask<<=1)
{
    if((ram_score_bin & mask)&& (!(varun_score_bin
& mask)))
        number_of_pass ++;
}
printf("Number of subjects where Ram passed but
not Varun is %d\n",number_of_pass);

return 0;
}
```

