

Else - If

Last updated 10/29/20

Else - If

- These slides introduce the **else if** test
- Upon completion: You should be able to interpret and code solutions using **else if**

Else - If

- else if...
 - Actually not a new command
 - Special case of nested if

```
if(expr1){  
  ...  
}  
else if(expr2){  
  ...  
}  
else if(expr3){  
  ...  
}  
else{  
  ...  
}
```

```
if(expr1){  
  ...  
}  
else  
  if(expr2){  
    ...  
  }  
  else  
    if(expr3){  
      ...  
    }  
    else{  
      ...  
    }  
  }  
}
```

- **exprX should be different cases of the same test**

Else - If

- else if...
 - grades revisited

```
/*
 * test_grades2.c
 *
 * Created on: Jan 20, 2020
 * Author: johnsontimoi
 */
// example to show else if

#include <stdio.h>

int main(void){
    setbuf(stdout, NULL); // disable buffering

    int score;

    // get test score
    printf("Please enter test score: ");
    scanf("%i", &score);
```

```
    // print grade
    if(score >= 90)
        printf("A\n");
    else if(score >= 80)
        printf("B\n");
    else if(score >= 70)
        printf("C\n");
    else if(score >= 60)
        printf("D\n");
    else
        printf("F\n");

    return 0;
} // end main
```

Else - If

- else if...
 - grades revisited

```
/*
 * test_grades2.c
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 * Created on: Jan 20, 2020
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 */
// example to show else if

#include <stdio.h>

int main(void){
    setbuf(stdout, NULL); // disable buffering

    int score;

    // get test score
    printf("Please enter test score: ");
    scanf("%i", &score);

    // convert score to grade range//
    score = score / 10;
```

All tests are measures of the same expression *

```
// print grade
if(score >= 90)
    printf("A\n");
else if(score >= 80)
    printf("B\n");
else if(score >= 70)
    printf("C\n");
else if(score >= 60)
    printf("D\n");
else
    printf("F\n");

return 0;
} // end main
```

Final option is just an else

* - while not required – you can get into logical trouble if you vary the test variable