

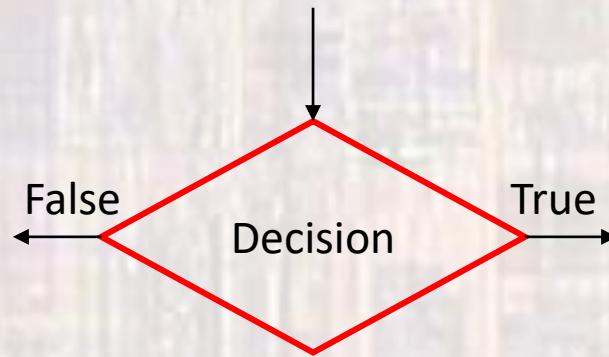
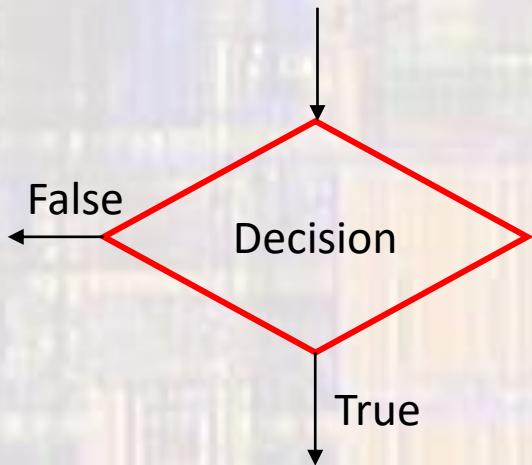
# If - Else

Last updated 6/15/23

These slides introduce the if-else construct in C

# If-Else

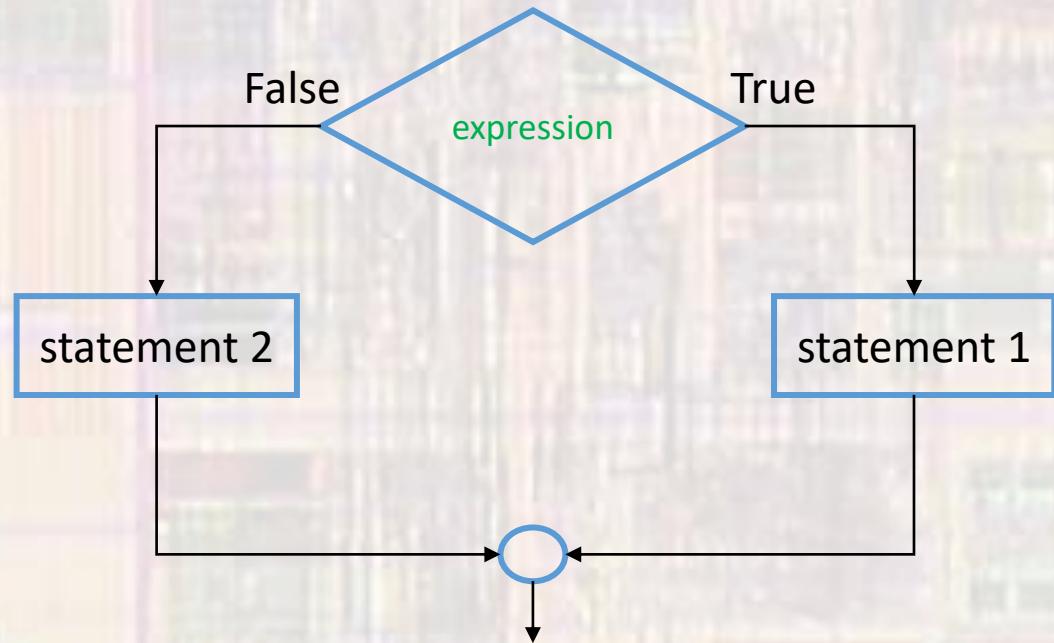
- Two way decisions



# If-Else

- Structure

```
...  
if (expression)  
    statement 1  
else  
    statement 2  
...
```



# If-Else

- Rules
  - 1) expression must be in parenthesis
  - 2) no semicolon (unless statements need one)
  - 3) expression can have side effects
  - 4) statements can be anything – including another if-else
  - 5) statement 1 and statement 2 must each be a single statement – but remember we can use {...} to combine multiple statements to be considered one statement

# If-Else

- Examples

```
if (j == 1)
    a++;
else
    a--;

if (j <= 5){
    a++;                  // compound statement
    b = a + 3;
}
else
    a--;
```

# If-Else

- Examples

```
if (j == 1)
    a++;
else
    ;                                // null else statement
```

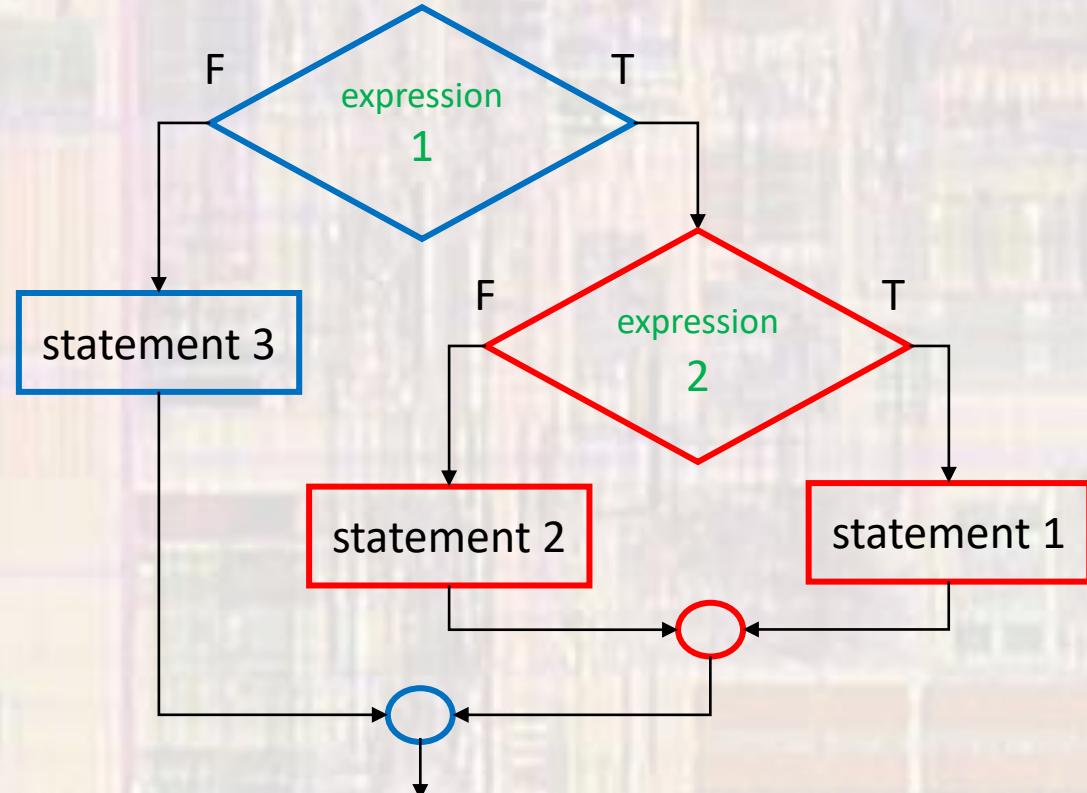
```
if (j <= 5){
    a++;
    b = a + 3;
}                                // null else statement (nothing at all)
```

# If-Else

- Nested if-else

```
if (expression 1)
    if (expression 2)
        statement 1
    else
        statement 2
else
    statement 3
```

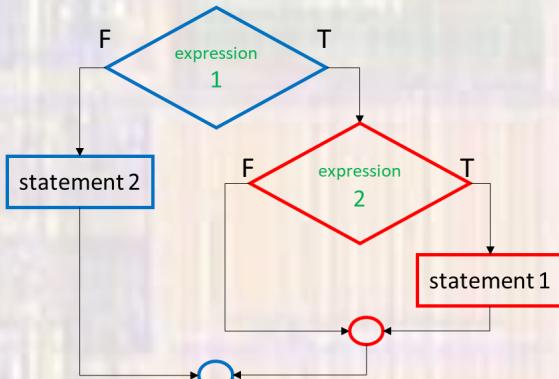
outer if-else      inner if-else



# If-Else

- Nested if-else - Warning
  - `else` is paired with the most recent `if`

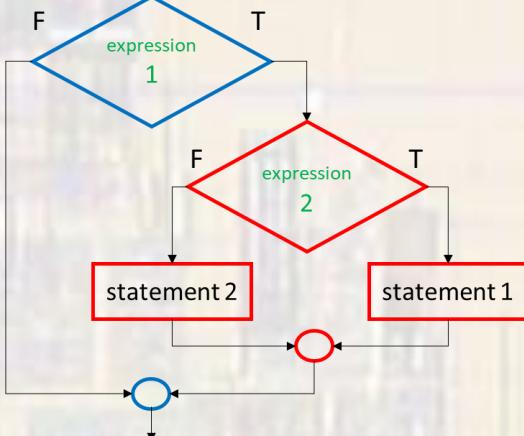
Desired →



Written →

```
if (expression 1)
    if (expression 2)
        statement 1
    else
        statement 2
```

↓ Actual interpretation



← Actual

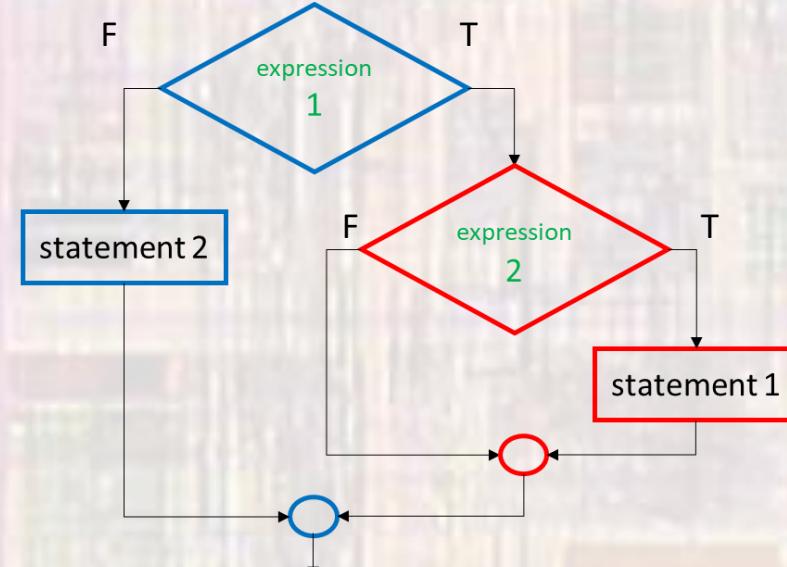
```
if (expression 1)
    if (expression 2)
        statement 1
    else
        statement 2
```

# If-Else

- Nested if-else – **warning** - solutions
  - `else` is paired with the most recent `if`

```
if (expression 1)
    if (expression 2)
        statement 1
    else
        ;  
else
        statement 2
```

```
if (expression 1){
    if (expression 2)
        statement 1
}
else
    statement 2
```



# If-Else

- Examples

```
if (a < b){
```

```
if (!a){
```

```
if ((a - b) > 0){
```

```
if (myChar == 'a'){


```

```
if (a == 2){      // always do this
```

```
if (a = 2){      // arggggg, never do this
```

```
if (a == 0 || b && !c){
```

## Diagrams

