ARGUMENTS TO MAIN() WORKING WITH FRACTIONS LOOPS

Problem Solving with Computers-I





Let's code Fizzbuzz -1.0

- **\$ Enter a number: 1**
- **\$ Enter a number: 2**
- 2
- **\$ Enter a number: 3**
- fizz
- **\$ Enter a number: 4**

\$Enter a number: 5 5 **\$Enter a number: 6** fizz **\$Enter a number: 7 \$Enter a number: 15** fizz

Let's code Fizzbuzz -2.0 (taking arguments from main)

\$./fizzbuzz 1

1

\$./fizzbuzz 9
Fizz

\$./fizzbuzz 15
Fizzbuzz

Passing arguments to main (via the command line)

- We can pass information into a C++ program through the command line when executing the program.
- The main function will need to have the following:

int main(int argc, char* argv[])

- `int argc` is the number of "arguments" the program has, including the executable name.
- `char* argv[]` is the "list" of arguments passed into the program.
 - argv[0]: name of the program
 - argv[1]: 1st argument, remember this is a C-string
 - -Use atoi to convert a C-string to a number atoi(argv[1])

```
C++ types in expressions
int i =10;
double sum = 1/i;
```

```
What is printed by the above code?
A. 0
B. 0.1
C. 1
```

D. None of the above

Formatting output to terminal

```
See pages 91 and 190 of textbook
int i =10;
double j = 1/static_cast<double>(i);
cout.setf(ios::fixed); // Using a fixed point representation
cout.setf(ios::showpoint); //Show the decimal point
cout.precision(3);
cout<<j;</pre>
```

What is printed by the above code?

A. 0

- B. 0.1
- C. 0.10
- D. 0.100
- E. None of the above

C++ for loops

For loop is used to repeat code (usually a fixed number of times)

General syntax of a for loop:

```
for (INITIALIZATION; BOOLEAN_EXPRESSION; UPDATE) {
    // code
    // ...
}
1. Execute the INITIALIZATION statement.
2. Check if BOOLEAN_EXPRESSION is true.
    * if true, execute code in the loop.
        * execute UPDATE statement.
        * Go back to 2.
        * if false, do not execute code in the loop.
        * exit the loop and resume program execution.
```

Continue and break

• continue;

- can be used to stop the current iteration of a loop,
- perform the UPDATE statement if necessary, re-check the BOOLEAN_EXPRESSION, and
- continue with the next iteration of the loop.

* break; can be used to break out of the **current** loop and continue execution after the end of the loop.

```
for (int i = 0; i < 10; i++) {
    if (i == 4)
        continue;
    if (i == 7)
        break;
    cout << "i = " << i << endl;</pre>
```

The accumulator pattern

Write a program that calculates the series: 1+ 1/2+ 1/3+1/n, where `n` is specified by the user



A while loop is used to repeat code while some condition is true

```
while(BOOLEAN_EXPRESSION)
   //Code
}
Check if the BOOLEAN_EXPRESSION is true.
   * If true, the statements in loop will execute.
       * at the end of the loop, go back to 1.
   * If false, the statements in the loop will not execute.
       * the program execution after the loop continues.
```

do-while loops

A while loop is used to repeat code until some condition is no longer true

do{

// Code

// This code is executed at least once
}while(BOOLEAN EXPRESSION);

- 1. Execute the code in the loop
- 2. Check if BOOLEAN_EXPRESSION is true.
 - * If true, then go back to 1.

* If false, then exit the loop and resume program execution.

Nested for loops – ASCII art!

Write a program that draws a square of a given width

./drawSquare 5

- * * * * *
- * * * * *
- * * * * *
- * * * * *
- * * * * *

Draw a triangle

- Which line of the drawSquare code
- (show on the right) would you modify to draw a right angled triangle

```
./drawTriangle 5
```



6	for(int j = 0; j < n; j++){ //A
7	for(int i=0; i < n; i++){ //B
8	cout<<"* "; //C
9	}
10	cout< <endl; d<="" td=""></endl;>
11	}
12	cout< <endl; e<="" td=""></endl;>
13	

Infinite loops

```
for(int y=0;y<10;y--)
    cout<<"Print forever\n";</pre>
```

```
int y=0;
for(;;y++)
    cout<<"Print forever\n";</pre>
```

```
int y=0;
for(;y<10;);
y++;
```

```
int y=0;
while(y<10)
    cout<<"Print forever\n";</pre>
```

```
int y=0;
while(y=2)
y++;
```

How is the pace of the class?

- A. Too fast
- B. Fast, but I am able to catch up once I do the labs
- C. Slow
- D. Too slow
- E. Its fine for me

Next time

- C++ functions and function call mechanics
- Variable scope (local vs. global)