## MORE PYTHON-ESQUE C FEATURES

## Getting Values from Functions

$\square$ Just like in Python (almost)
$\square$ Consider the function:
a double convertCtoF (double celsius) \{

$$
\text { return } 32.0 \text { + } 9.0 \text { * celsius / 5.0; }
$$

$$
\text { \} }
$$

$\square$ How would we get result from a function in Python?
$\square$ fahr $=$ convertCtoF(20.0)
$\square$ What's different in C?
$\square$ Need to declare the type of fahr
$\square$ Need a semi-colon

## Use If Statements or Else

$\square$ if $\mathbf{m} \% \mathbf{2}=\mathbf{0}$ : print "even"
else: print "odd"
$\square$ Python:
$\square$ Colons and indenting
$\square$ if (m \% $2==0$ ) \{ printf("even");
\} else \{ printf("odd");
\}
$\square$ C:
$\square$ Parentheses, braces

## Or Else What?

$\square$ if gpa > 2.0: print "safe"
elif gpa >= 1.0: print "trouble" else:

## print "sqrt club"

$\square$ Python:
$\square$ Colons and indenting
$\square$ elif
$\square$ if (gpa > 2.0) \{ printf("safe"); \} else if (gpa >=1.0) \{ printf("trouble"); \} else \{ printf("sqrt club");
\}
$\square$ C:
$\square$ Parentheses, braces
$\square$ else if

## Optional Braces

$\square$ Braces group statements
$\square$ Can omit for single statement bodies
$\square$ if (gpa > 2.0)
printf("safe");
else if (gpa >=1.0) printf("trouble");
else
printf("sqrt club");

## Danger, Will Robinson!

$\square$ What is printed in each case?

| Case | $n$ | $a$ |
| :---: | :---: | :---: |
| 1 | 1 | 1 |
| 2 | -1 | 1 |
| 3 | 1 | -1 |
| 4 | -1 | -1 |

$\square$ else goes with closest if
$\square$ Indenting does not matter
$\square$ if $(\mathrm{n}>0)$

$$
\text { if }(a>0)
$$

printf("X");
else
printf("Y");

Use braces to avoid confusion!
to the compiler but use for code readability!

## Ahh. That's better!

$\square$ What is printed in each case?

| Case | $n$ | a |
| :---: | :---: | :---: |
| 1 | 1 | 1 |
| 2 | -1 | 1 |
| 3 | 1 | -1 |
| 4 | -1 | -1 |

$\square$ if $(\mathrm{n}>0)$ \{

$$
\text { if }(a>0)
$$

printf("X");
\} else \{ printf("Y");
\}

Use braces to avoid confusion!

## Does $C$ have a boolean type? 0

$\square$ Enter the following C code in Eclipse:
void testBoolean(int $n$, int $m$ ) \{

$$
\text { int } \mathrm{p}=\mathrm{n}<\mathrm{m} \text {; }
$$

$$
\text { printf("Is \%d less than \%d? \%d\n", } n \text {, }
$$

$$
m, p) ;
$$

\}
$\square$ Add a couple of test calls to your main() function: testBoolean(2,3); testBoolean(3,2);
$\square \mathbf{O}$ in C is like False in Python
$\square$ All other numbers are like True

## Boolean operators in C

$\square$ Python uses the words and, or, not for these Boolean operators. C uses symbols:
$\square \& \&$ means "and"

- || means "or"

■! means "not"
$\square$ Example uses:
$\square$ if ( $a>=3 \& \& a<=5$ ) $\{\ldots\}$
$\square$ if (!same (v1, v2)) \{ ...\}

## I Could While Away the Hours

$\square$ How do you suppose the following Python code would be written in C?

$$
\begin{aligned}
& \text { while } n!=0: \\
& n=n-1 \\
& \quad \text { print } n
\end{aligned}
$$

$\square$ How do you break out of a loop in Python?
$\square$ How do you suppose you break out of a loop in C?

## A Little Input, Please

$\square$ To read input from user in C, use scanf()
$\square$ Syntax: scanf(<formatString>, <pointer>, ...)
$\square$ Example:
int age;
scanf("\%d", \&age);

## Another Example

Pushes prompt string to user before asking for input.
$\square$ To read input from user in C, use scanf()
$\square$ Syntax: scanf(<formatString>, <pointer>, ...)
$\square$ Example:
double f, g;
printf("Enter two real numbers separated by a comma:");
fflush(stdout);
scanf("\%If, \%If", \&f, \&g);
printf("Average: \%5.2f $\backslash n ",(f+g) / 2.0)$;
Comma is matched
ell-eff = "long float" Why not d for double?

## Tetris Project Presentation

$\square$ Each team has 5 minutes MAX to demo their Tetris project
$\square$ Each team will use the instructor's laptop to do so
$\square$ A team may use one of their laptops only if their demo fails to work on the instructor's laptop
$\square$ In addition to showing that the project works, teams will demo and discuss additional features they have added to their project

