

C Programming

Day07.B

2017.09.26

for loop
functions

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- for ($S=0$, $i=1$; $i<11$; $++i$, $S+=i$) ;
 - not working
 - when $S=0$, $S+=2$ instead of $S+=1$
- for ($S=0$, $i=1$; $i<11$; $S+=i$, $++i$) ;
 - the final i value is 11
 - S is incremented by 10, before incrementing i to 11
 - after for loop, S contains the correct value 55
- for ($S=0$, $i=1$; $i<11$; $S+=i++$) ;
 - combine two statements $S+=i$, $++i$ into one statement
 - S is incremented by old i , before incrementing i

$$s += i, i++$$

$$\textcircled{1} s = s + i$$

$$\textcircled{2} i = i + 1$$

$$s += i, ++i$$

$$\textcircled{1} s = s + i.$$

$$\textcircled{2} i = i + 1$$

$$s += i++$$

Operator Precedence (1)

S += i ++

Precedence	Operator	Description	Associativity
1 highest	::	Scope resolution (C++ only)	None
2	<u>++</u>	Postfix increment	Left-to-right
	--	Postfix decrement	
	()	Function call	
	[]	Array subscripting	
	.	Element selection by reference	
	->	Element selection through pointer	
	typeid()	Run-time type information (C++ only) (see typeid)	
	const_cast	Type cast (C++ only) (see const_cast)	
	dynamic_cast	Type cast (C++ only) (see dynamic_cast)	
	reinterpret_cast	Type cast (C++ only) (see reinterpret_cast)	
static_cast	Type cast (C++ only) (see static_cast)		
3	++	Prefix increment	Right-to-left
	--	Prefix decrement	
	+	Unary plus	
	-	Unary minus	
	!	Logical NOT	
	~	Bitwise NOT (One's Complement)	
	(type)	Type cast	
	*	Indirection (dereference)	
	&	Address-of	
	sizeof	Size-of	
	new, new[]	Dynamic memory allocation (C++ only)	
	delete, delete[]	Dynamic memory deallocation (C++ only)	
4	.*	Pointer to member (C++ only)	Left-to-right
	->*	Pointer to member (C++ only)	
5	*	Multiplication	Left-to-right
	/	Division	
	%	Modulo (remainder)	
6	+	Addition	Left-to-right
	-	Subtraction	

Operator Precedence (2)

7	<<	<u>Bitwise left shift</u> *2	Left-to-right
	>>	<u>Bitwise right shift</u> /2	
8	<	<u>Less than</u>	Left-to-right
	<=	<u>Less than or equal to</u>	
	>	<u>Greater than</u>	
	>=	<u>Greater than or equal to</u>	
9	==	<u>Equal to</u>	Left-to-right
	!=	<u>Not equal to</u>	
10	&	<u>Bitwise AND</u>	Left-to-right
11	^	<u>Bitwise XOR (exclusive or)</u>	Left-to-right
12		<u>Bitwise OR (inclusive or)</u>	Left-to-right
13	&&	<u>Logical AND</u>	Left-to-right
14		<u>Logical OR</u>	Left-to-right
15	?:	<u>Ternary conditional (see ?:)</u>	Right-to-left
16	=	<u>Direct assignment</u>	Right-to-left
	+=	<u>Assignment by sum</u>	
	-=	<u>Assignment by difference</u>	
	*=	<u>Assignment by product</u>	
	/=	<u>Assignment by quotient</u>	
	%=	<u>Assignment by remainder</u>	
	<<=	<u>Assignment by bitwise left shift</u>	
	>>=	<u>Assignment by bitwise right shift</u>	
	&=	<u>Assignment by bitwise AND</u>	
	^=	<u>Assignment by bitwise XOR</u>	
	=	<u>Assignment by bitwise OR</u>	
17	throw	<u>Throw operator (exceptions throwing, C++ only)</u>	Right-to-left
18 lowest	,	<u>Comma</u>	Left-to-right

S += i ++

$S + = i ++;$

post prefix

$S + = i$ ① assign first

$i ++$ ② increment

① $S = S + i;$

② $i = i + 1;$

for ($S = 0, i = 1; i < 11; S = S + i, i = i + 1$);

no for loop body

for ($S=0, i=1$; $i < 11$; $S=S+i, i=i+1$) ;

no for loop body

$S=0, i=1$ $i < 11$ true $S=S+1$ $i=1+1=2$

$S=1, i=2$ $i < 11$ true $S=S+2$ $i=2+1=3$

$S=3, i=3$ $i < 11$ true $S=S+3$ $i=3+1=4$

⋮

⋮

⋮

⋮

$S=45, i=10$ $i < 11$ true $S=S+10$ $i=10+1=11$

$S=55, i=11$ $i < 11$ false

↓
55

$i=1, \dots, 10$


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

```
int main(void) {
```

```
    int i=0, S=0;
```

```
    S=0;
```

```
    for (i=1; i<11; ++i) {
```

```
        S += i;
```

```
        printf("i=%d S=%d \n", i, S);
```

```
    }
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; ++i, S+=i) printf("i=%d S=%d (X) \n", i, S);
```

```
    printf("i=%d S=%d \n", i, S);
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; S+=i, ++i) printf("i=%d S=%d \n", i, S);
```

```
    printf("i=%d S=%d \n", i, S);
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; S+=i++) printf("i=%d S=%d \n", i, S);
```

```
    printf("i=%d S=%d \n", i, S);
```

```
    printf("-----\n");
```

```
}
```

i=1 S=1
i=2 S=3
i=3 S=6
i=4 S=10
i=5 S=15
i=6 S=21
i=7 S=28
i=8 S=36
i=9 S=45
i=10 S=55

i=1 S=0 (X)
i=2 S=2 (X)
i=3 S=5 (X)
i=4 S=9 (X)
i=5 S=14 (X)
i=6 S=20 (X)
i=7 S=27 (X)
i=8 S=35 (X)
i=9 S=44 (X)
i=10 S=54 (X)

i=1 S=0
i=2 S=1
i=3 S=3
i=4 S=6
i=5 S=10
i=6 S=15
i=7 S=21
i=8 S=28
i=9 S=36
i=10 S=45

i=1 S=0
i=2 S=1
i=3 S=3
i=4 S=6
i=5 S=10
i=6 S=15
i=7 S=21
i=8 S=28
i=9 S=36
i=10 S=45

looks like that it doesn't work

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

```
int main(void) {  
    int i=0, S=0;
```

```
    S=0;  
    for (i=1; i<11; ++i) {  
        S += i;  
        printf("i=%d S=%d \n", i, S);  
    }
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; ++i, S+=i); printf("i=%d S=%d (X) \n", i, S);
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; S+=i, ++i); printf("i=%d S=%d \n", i, S);
```

```
    printf("-----\n");
```

```
    for (S=0, i=1; i<11; S+=i++); printf("i=%d S=%d \n", i, S);
```

```
    printf("-----\n");
```

```
}
```

```
    i=1 S=1
```

```
    i=2 S=3
```

```
    i=3 S=6
```

```
    i=4 S=10
```

```
    i=5 S=15
```

```
    i=6 S=21
```

```
    i=7 S=28
```

```
    i=8 S=36
```

```
    i=9 S=45
```

```
    i=10 S=55
```

```
    -----  
    i=11 S=65 (X)
```

```
    -----  
    i=11 S=55
```

```
    -----  
    i=11 S=55
```