

```
do { <statement> } while ( <expression> )
```

do while

similar but test done at end to ensure at least 1 loop

loop until condition no longer satisfied

While loop

```
while ( <expression> ) { <statement> }
```

Libraries
stdio.h
math.h
string.h
stdlib.h

total n° units printed
%3.2e f exponent form
e-04 = 10⁻⁴
n° decimals

/ for line continuation
/*...*/ for comments

```
for ( <st1>; <exp>; <st2> ) { <statement> }
```

start with (e.g ii=1)
repeat while this is true
increment loop by this (e.g ii=ii+1)
perform statement each loop

For loop

when we know how many times to perform loop
↳ user input or hard coded, or result of equation

C Programming

Files

```
FILE *fid;  
fid = fopen ("...txt", "...");  
fclose (fid);  
return (0);
```

"w" = write to file
"r" = read from
"w+" = open for read+write (overwrite)

"r+" = (start at beginning)
f printf f != NULL
f scanf file is OK → use if loop
feof → check end of file not reached

Arrays
counting starts from 0
nth value n-1 entry
b = array2[4]
"assign variable b 4th entry of array 2"

Global variable
↳ array changed by all functions

scanf ("%...", &b)
& as writing to variables not reading from

```
printf ("%...", b)
```

variable name
type of variable
%lf = double
%f = float
%d = integer
%c = character

break : if criteria met then break from loop
e.g if (... == ...) break;

Functions

define local variables for function that are wiped when function ends

```
<output type> <func.name> (<type arg1, ...> ) {  
  <local variable allocations> ;  
  <statements> ;  
  return (<output value>);  
}
```

```
e.g  
double dist ( double x1, double y1, double x2, double y2 ) {  
  double d;  
  d = sqrt ( (x1-x2)*(x1-x2) + (y1-y2)*(y1-y2) );  
  return (d);  
}
```

returned variable value d stored and used in global system

Calling Function

```
double dist(double x1, double y1, double x2, double y2){  
  double d;  
  d=sqrt((x1-x2)*(x1-x2) + (y1-y2)*(y1-y2));  
  return(d);  
}  
int main () {  
  double xa=1.0, ya=1.0;  
  double xb=2.0, yb=2.0;  
  double ab;  
  ab=dist(xa,ya,xb,yb);  
  return(0);  
}
```

① Code starts here and stored in ab
② once line 5 reached, function called on and performed independently from program
③ Output taken
xa variable local to main program; value given to x1 in function where it's local, used