if Lesson 3 Outline

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if Lesson 3
CS1313 Fall 2021
Multiple, Related Conditions #1

What if we have multiple, related conditions and we want to be able to handle each?

Well, we could simply use multiple if blocks:

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", 
           minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

That’s not too cumbersome.
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */

if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

**BUT:** Notice that there’s a case where **both** printf statements might be executed: in the event that **both:**

- **users_number** is less than minimum_number, and
- **users_number** is within close_distance of computers_number.

For example, what if computers_number were 1, minimum_number were 1, close_distance were 1 and users_number were 0?
Multiple, Related Conditions #3

if ((users_number < minimum_number) ||
   (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!
", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
if (abs(users_number - computers_number) <=
   close_distance) {
    printf("Close, but no cigar.
");
} /* if (abs(users_number - computers_number) <= ... */

Consider the case that both:
- users_number is less than minimum_number, and
- users_number is within close_distance of computers_number.

In that case, both outputs will be printed, which is not what we want; we want either to be told that we’re outside the range, or to be told that we’re close, but not both.
if inside else

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n",
            minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else {
    if (abs(users_number - computers_number) <=
        close_distance) {
        printf("Close, but no cigar.\n");
    } /* if (abs(users_number - computers_number) ... */
} /* if ((users_number < minimum_number) || ...else */

This approach looks okay, but you can imagine
how pushed to the right the indenting would get
if we had many of these in the same if block.
else if Clause #1

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", 
        minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

C allows us to set up another special clause of statements attached to the first if clause, called an else if clause.
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", 
            minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <= 
            close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

The statements inside the if clause are executed only in the event that the condition in the if statement evaluates to true (1).
else if Clause #3

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
         close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

The statements inside the `else if` clause are executed only in the event that both of the following occur:

1. The `if` condition evaluates to false (0), and
2. the `else if` condition evaluates to true (1).
if-else if Can Short Circuit

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

In the case that the if condition evaluates to true (1), it’s also the case that the else if condition isn’t evaluated at all. Why? Because in that case the statements inside the else if clause will be skipped regardless of the value of the else if condition, so the evaluation of the else if condition would be irrelevant. Why do work that isn’t going to help? This is another instance of short circuiting.
if-else if  Might Execute No Clause

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", 
           minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
         close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

Notice that it could be the case that no clause of this if block gets executed, in the event that both conditions evaluate to false (0).
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

The exact same indenting rules that apply to if clauses and
else clauses also apply to else if clauses.
if-else if Clause Order

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

The order of the clauses is:
1. if clause (which **MUST** be **FIRST**), followed by
2. else if clauses, if any.
#include <stdio.h>

int main ()
{
    const int computers_number = 5;
    int users_number;

    printf("Pick an integer: \n");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is");
        printf(" less than mine! \n");
        printf("Well, okay, maybe it’s believable. \n");
    } /* if (users_number < computers_number) */
    else if (users_number > computers_number) {
        printf("Surprise, surprise! Your number is");
        printf(" greater than mine \n");
    } /* if (users_number > computers_number) */
    printf("And now I’m sick of you. \n");
    printf("Bye! \n");
} /* main */
if-else if Example #2

```bash
% gcc -o islesselseif islesselseif.c
% islesselseif
Pick an integer:
6
Surprise, surprise! Your number is greater than mine!
And now I’m sick of you.
Bye!
% islesselseif
Pick an integer:
5
And now I’m sick of you.
Bye!
% islesselseif
Pick an integer:
4
That’s unbelievable! Your number is less than mine!
Well, okay, maybe it’s believable.
And now I’m sick of you.
Bye!
```
if-else if Example Flowchart

```c
printf("Pick an integer:\n");
scanf("%d", &users_number);
if (users_number < computers_number) {
    printf("That’s unbelievable! Your number is\n");
    printf(" less than mine!\n");
    printf("Well, okay, maybe it’s believable.\n");
} /* if (users_number < computers_number) */
else if (users_number > computers_number) {
    printf("Surprise, surprise! Your number is\n");
    printf(" greater than mine\n");
} /* if (users_number > computers_number) */
printf("And now I’m sick of you.\n");
printf("Bye!\n");
```

Prompt for user’s number.

Input user’s number.

user’s < computer’s?

user’s > computer’s?

False

False

Output less.

Output greater.

Output goodbye.
Mixing Branching Clauses #1

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

Here we have if, elseif and else clauses.

The statements inside the else clause are executed only in the event that BOTH the if condition AND the elseif condition evaluate to false (0).
Mixing Branching Clauses #2

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n",
            minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That's amazing!\n");
} /* if (users_number == computers_number) */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */
```

The presence of the `else` clause guarantees that at exactly one of the clauses of this `if` block will be executed. If the `else` clause were absent, then it might be that no clause is executed, in the event that both of the conditions evaluated to false (0).
Mixing Branching Clauses #3

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", 
            minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

Again, notice that each clause has its own block open and
its own block close.
Mixing Branching Clauses #4

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That's amazing!\n");
} /* if (users_number == computers_number) */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

Notice that the indenting rules that apply to if clauses and else clauses also apply to else if clauses.
Mixing Branching Clauses #5

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That's amazing!\n");
} /* if (users_number == computers_number) */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */
```

Notice that the **if** clause **MUST** be the **FIRST** clause of the **if** block.

Notice that, **IF** there is an **else** clause, then
the **else** clause **MUST** be the **LAST** clause of the **if** block.
### if - else if - else Example #1

```c
#include <stdio.h>

int main ()
{ /* main */
    const int computers_number = 5;
    int users_number;

    printf("Pick an integer:\n");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is\n");
        printf(" less than mine!\n");
        printf("Well, okay, maybe it’s believable.\n");
    } /* (users_number < computers_number) */
    else if (users_number > computers_number) {
        printf("Surprise, surprise! Your number is\n");
        printf(" greater than mine!\n");
    } /* if (users_number > computers_number) */
    else {
        printf("Yowza! Your number is equal to mine!\n");
    } /* if (users_number > computers_number)...else */
    printf("And now I’m sick of you.\n");
    printf("Bye!\n");
} /* main */
```
% gcc -o islesselseifelse islesselseifelse.c
% islesselseifelse
Pick an integer:
6
Surprise, surprise! Your number is greater than mine!
And now I’m sick of you.
Bye!
% islesselseifelse
Pick an integer:
5
Yowza! Your number is equal to mine!
And now I’m sick of you.
Bye!
% islesselseifelse
Pick an integer:
4
That’s unbelievable! Your number is less than mine!
Well, okay, maybe it’s believable.
And now I’m sick of you.
Bye!
if - else if - else Flowchart

```c
printf("Pick an integer:\n");
scanf("%d", &users_number);
if (users_number < computers_number) {
    printf("That’s unbelievable! Your number is\n");
    printf("Well, okay, maybe it’s believable.\n");
} /* (users_number < computers_number) */
else if (users_number > computers_number) {
    printf("Surprise, surprise! Your number is\n");
    printf("greater than mine!\n");
} /* if (users_number > computers_number) */
else {
    printf("Yowza! Your number is equal to mine!\n");
} /* if (users_number > computers_number) else */
printf("And now I’m sick of you.\n");
printf("Bye!\n");
```
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n",
            minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */

We don’t have to stop at just one else if clause; we can have as many as we like.
Multiple else if Clauses #2

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", 
           minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <= 
                 close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

As usual, the statements inside the `if` clause are executed only in the event that the `if` condition (a Boolean expression completely enclosed in parentheses) in the `if` statement evaluates to true (1).
Multiple else if Clauses #3

```c
if ((users_number < minimum_number) ||
   (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That's amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
         close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

As usual, the statements inside the **first** else if clause are executed only in the event that both of two things occur:

1. The if condition evaluates to false (0), and
2. the **first** else if condition evaluates to true (1).
Multiple else if Clauses #4

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
        close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
```

The statements inside the 2nd else if clause are executed only in the event that all of these things occur:
1. The if condition evaluates to false (0), and
2. the 1st else if condition evaluates to false (0).
3. the 2nd else if condition evaluates to true (1).
General Rule for Multiple else if Clauses

For a given else if clause, the statements inside it are executed only in the event that all of the following occur:

1. The if condition evaluates to false (0), and
2. all prior else if conditions within the entire if block (in the event that there are any) evaluate to false (0), and
3. the given else if condition evaluates to true (1).
Order of Condition Evaluations

The conditions (Boolean expressions completely enclosed in parentheses) in the `if` statement and in the `elseif` statement(s) are evaluated until one of them results in true (1). Once a condition evaluates to true, then the conditions in all subsequent `elseif` statements within that `if` block are skipped.
#include <stdio.h>

int main ()
{ /* main */
    const int computers_number = 5;
    int users_number;

    printf("Pick an integer:
");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is");
        printf(" less than mine!
");
        printf("Well, okay, maybe it’s believable.\n");
    } /* (users_number < computers_number) */
    else if (users_number > computers_number) {
        printf("Surprise, surprise! Your number is");
        printf(" greater than mine!\n");
    } /* if (users_number > computers_number) */
    else if (users_number == computers_number) {
        printf("Yowza! Your number is equal to mine!\n");
    } /* if (users_number == computers_number) */
    else if (users_number <= computers_number) {
        printf("And now I’m sick of you.\n");
        printf("Bye!\n");
    } /* main */
Multiple else if Example #2

% gcc -o islesselseifs islesselseifs.c
% islesselseifs
Pick an integer:
6
Surprise, surprise! Your number is greater than mine!
And now I’m sick of you.
Bye!
% islesselseifs
Pick an integer:
5
Yowza! Your number is equal to mine!
And now I’m sick of you.
Bye!
% islesselseifs
Pick an integer:
4
That’s unbelievable! Your number is less than mine!
Well, okay, maybe it’s believable.
And now I’m sick of you.
Bye!
printf("Pick an integer:\n");
scanf("%d", &users_number);
if (users_number < computers_number) {
    printf("That’s unbelievable! Your number is\n");
    printf(" less than mine!\n");
    printf("Well, okay, maybe it’s believable.\n");
} /* (users_number < computers_number) */
else if (users_number > computers_number) {
    printf("Surprise, surprise! Your number is\n");
    printf(" greater than mine!\n");
} /* if (users_number > computers_number) */
else if (users_number == computers_number) {
    printf("Yowza! Your number is equal to mine!\n");
} /* if (users_number == computers_number) */
printf("And now I’m sick of you.\n");
printf("Bye!\n");
if, Multiple else if, else Clauses #1

```c
if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */
```

Not surprisingly, we not only can have as many else if clauses as we like, we can also have an else clause as well, as the **LAST** clause of the entire if block.
if, Multiple else if, else Clauses #2

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

The statements inside the else clause are executed only in the event that the if condition and all of the else if conditions evaluate to false (0).
if, Multiple else if, else Clauses #3

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That’s not between %d and %d\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That’s amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
         close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

Notice that the statements inside the else clause will be executed only in the events that all of the conditions within the entire if block evaluate to false (0).
If an if block has an else clause, then the presence of that else clause guarantees that **EXACTLY ONE** of the clauses of the if block will be executed.
if, Multiple else if, else Clauses #5

if ((users_number < minimum_number) ||
    (users_number > maximum_number)) {
    printf("Hey! That's not between %d and %d!\n", minimum_number, maximum_number);
} /* if ((users_number < minimum_number) || ... */
else if (users_number == computers_number) {
    printf("That's amazing!\n");
} /* if (users_number == computers_number) */
else if (abs(users_number - computers_number) <=
    close_distance) {
    printf("Close, but no cigar.\n");
} /* if (abs(users_number - computers_number) <= ... */
else {
    printf("Bzzzt! Not even close.\n");
} /* if (users_number == computers_number)...else */

Each clause has its own block open and block close.
# Lesson 3

**if, Multiple else if, else**

Example #1

```c
#include <stdio.h>

int main ()
{ /* main */
    const int computers_number = 5;
    int users_number;

    printf("Pick an integer:\n");
    scanf("%d", &users_number);
    if (users_number < computers_number) {
        printf("That’s unbelievable! Your number is\n");
        printf("less than mine!\n");
        printf("Well, okay, maybe it’s believable.\n");
    } /* (users_number < computers_number) */
    else if (users_number > computers_number) {
        printf("Surprise, surprise! Your number is\n");
        printf("greater than mine!\n");
    } /* if (users_number > computers_number) */
    else if (users_number == computers_number) {
        printf("Yowza! Your number is equal to mine!\n");
    } /* if (users_number == computers_number) */
    else {
        printf("This statement will never be executed.\n");
        printf("Why?\n");
    } /* if (users_number == computers_number)...else */
    printf("And now I’m sick of you.\n");
    printf("Bye!\n");
} /* main */
```
Example #2

```bash
% gcc -o islesselseifseifelse islesselseifseifelse.c
% islesselseifseifelse
Pick an integer:
6
Surprise, surprise! Your number is greater than mine!
And now I’m sick of you.
Bye!
% islesselseifseifelse
Pick an integer:
5
Yowza! Your number is equal to mine!
And now I’m sick of you.
Bye!
% islesselseifseifelse
Pick an integer:
4
That’s unbelievable! Your number is less than mine!
Well, okay, maybe it’s believable.
And now I’m sick of you.
Bye!
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