

Information technology – lecture 5

Major generic kinds of statements in imperative languages.

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Imperative programming

- ▶ Computation is described in terms of **statements** that change the program **state** (the state is expressed via variables)
- ▶ Characterised (partially) by the presence of variables and direct assignment statements.

Structured programming

Structured programming is a discipline of imperative programming in which program actions are organised into procedures (subroutines, functions) and the program logic is mapped into the procedures calls. Opposite to structured programming is object-oriented programming.

Expressions versus statements

- ▶ Expressions – The basic building block of statements. An expression evaluates to a value. Expression can serve as a statement on its own.
 - ▶ variables, array references, constants, function calls combined with various operators
- ▶ Statements – the smallest standalone element of imperative language. Statements do not return results and are used for their side effects;
 - ▶ for-loop, conditional statements, etc.

Simple statements

- ▶ assignment:

$A = A + 1;$

- ▶ call:

$\sin(\pi/2);$

- ▶ return:

return

- ▶ assertion:

$\text{assert}(i \neq 0, \text{"Variable } i \text{ cannot be zero"});$

Compound statements

- ▶ if-statement:
`if i > 0 disp(" positive" ); else disp(" not positive" ); endif`
- ▶ switch-statement:
`switch i case 1 disp(" Big" ); case 2 disp(" Small" ) endswitch`
- ▶ while-loop:
`while i<10 disp(i); i++; endwhile`
- ▶ do-until loop:
`do computation(i); until i < 10`
- ▶ for-loop:
`for i=1:10 disp(i); endfor`

Octave built-in data types

- ▶ real and complex scalars

1 1.0 1.4e-1 1+2i 1+1j CAUTION: in fact they are
matrices of the size 1x1

- ▶ real and complex matrices

[1,2] [1,2;3,1]

- ▶ ranges

1:5 1:0.5:5 -10:1

- ▶ character strings

"Humpty Dumpty sat on a wal"

- ▶ data structures

pA.x=1, pA.y=2

- ▶ cell arrays

{1.0, "Humpty", [1,2,3,4];}

Assignment expressions

`var = expression`

`var` is variable name, element of an array, list of return values.
`expression` is any Octave expression.

```
1  v = 1.0
2  z = 1.0 + v
3  A(1) = sin(2.0*pi)
4  [a,b,c] = compute_three_values()
```

The assignment expression produces a value equal to the value of assigned expression:

`b = 5 + (a=2)`

Arithmetic expressions

+	addition	$x + y$
-	subtraction	$x - y$
*	matrix multiplication	$x * y$
/	division	x
\	left division	$\text{inverse}(x) * y$
^	power operator	$x \wedge y$
**	power operator	$x ** y$
-	negation	$-x$
+	unary plus	$+x$
'	transpose	x'

There are also versions prefixed with . (dot) ($x . * y$) – their meaning is to perform an operation element by element.

Comparison operators

$x < y$	True if x is less than y .
$x \leq y$	True if x is less than or equal to y .
$x == y$	True if x is equal to y .
$x \geq y$	True if x is greater than or equal to y .
$x > y$	True if x is greater than y .
$x \neq y$	True if x is not equal y .
$x \sim y$	

Boolean expressions

Element by element Boolean operators

<code>boolean1 & boolean2</code>	True if both operands are true
<code>boolean1 boolean2</code>	True if either operand is true
<code>!boolean</code>	True if the operand is false
<code>~boolean</code>	

Short-circuit Boolean operators

`boolean1 && boolean2`
`boolean1 || boolean2`

Index expressions

Index expression is used to reference or extract selected elements of matrix or vector.

```
1 octave:17> A=[8,9,10,11]
2 A =
3     8  9 10 11
4 octave:18> A(1:2)
5 ans =
6     8  9
7 octave:19> A(3)
8 ans = 10
9 octave:20> B = [8,9;10,11]
10 B =
11     8  9
12    10 11
13 octave:21> B(:,2)
14 ans =
15     9
16    11
```

The **if** statement

```
1  if (condition)
2      then—body
3  else
4      else—body
5  endif
```

```
1  if (condition)
2      then—body
3  else
4      else—body
5  endif
```

```
1  if (condition)
2      then—body
3  elseif (condition)
4      elseif—body
5  else
6      else—body
7  endif
```

The **switch** statement

```
1  switch expression
2      case label
3          command_list
4      case label
5          command_list
6      ...
7
8      otherwise
9          command_list
10 endswitch
```

```
1  switch (X)
2      case 1
3          do_something ();
4      case 2
5          do_something_else ();
6      otherwise
7          do_something_different ();
8  endswitch
```

The **for** statement

```
1 for var = expression
2     body
3 endfor
```

```
1 for i = 1:10
2     disp(i);
3 endfor
4
5 for i = [1,23,22,1]
6     disp(i);
7 endfor
```

The **while** statement

```
1 while (condition)
2     body
3 endwhile
```

```
1 i=1;
2 while i<= 10
3     disp(i);
4     i++;
5 endwhile
```

The **do-until** statement

```
1  do
2    body
3  until (condition)
```

```
1  i=1;
2  do
3    disp(i);
4    i++;
5  until i>10
```

The **break** statement

The **break** statement jumps out of the innermost for or while loop that encloses it.

```
1 for i=1:10
2     if i > 5
3         break;
4     endif
5     disp(i);
6 endfor
```

The **continue** statement

The **continue** statement skips over the rest of the loop body, causing the next cycle around the loop to begin immediately.

```
1 for i=1:10
2     if i == 5
3         continue;
4     endif
5     disp(i);
6 endfor
```

Defining functions

```
1 function ret-var = name (arg-list)
2     body
3 endfunction
```

```
1 function [x,y] = polar2cartesian(r,fi)
2     x = r * cos(fi);
3     y = r * sin(fi);
4 endfunction
```

Calling functions

```
1 [x,y] = polar2cartesian(1, pi/4);
```

Call by value

From Octave documentation: "In Octave, unlike Fortran, function arguments are passed by value, which means that each argument in a function call is evaluated and assigned to a temporary location in memory before being passed to the function. There is currently no way to specify that a function parameter should be passed by reference instead of by value. This means that it is impossible to directly alter the value of a function parameter in the calling function"

Arrays

```
1 octave:5> A = [88,1;23,2]
```

```
2 A =
```

```
3
```

```
4      88  1
```

```
5      23  2
```

```
6
```

```
7 octave:6> det(A)
```

```
8 ans = 153
```

```
9 octave:7> A * [1;1]
```

```
10 ans =
```

```
11
```

```
12      89
```

```
13      25
```

Data structures

Data structures can be used to organize object of different types.

```
1  shape.center = [1,2];  
2  shape.dofill = 1;  
3  shape.colourname = "red"  
4  shape.vertices = [1,2,23,7,32];  
  
5  
6  draw_shape(shape);
```

Cell arrays

Cell arrays allow to create arrays of objects of different types
(in particular arrays of arrays).

```
1 octave:9> D = {1, [23,44], "red"}
2 D =
3 {
4     [1,1] = 1
5     [1,2] =
6
7         23 44
8
9     [1,3] = red
10 }
```

Thank you for your attention