

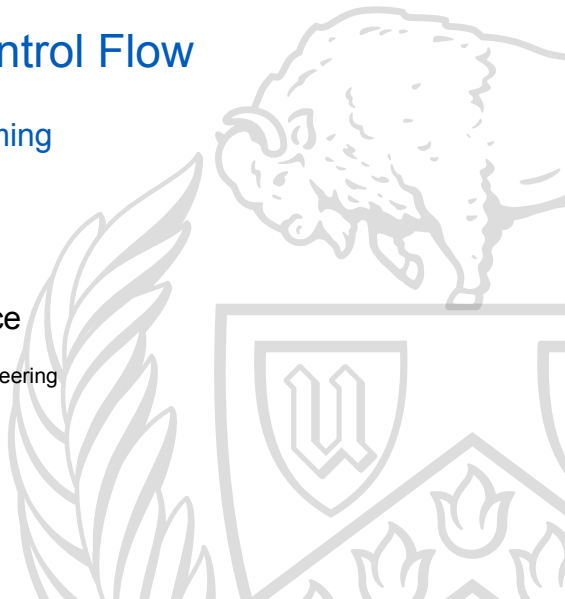
# Conditionals and Control Flow

CSE 220: Systems Programming

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# Conditionals in C

Truth in C is simple but possibly non-intuitive:

- Bit-wise  $\emptyset$  is false
- anything else is true

However, boolean expressions and true and false are less unpredictable:

- true and true results are exactly 1
- false and false results are exactly  $\emptyset$

# Control Flow

We have discussed only the `for loop` in C.

Required readings in K&R have covered other control flow.

We will look at `if` and its `implementation`.

There are other control flow statements (discussed in K&R), but they `behave similarly`.

# Time Management

Keep a TODO!

- Don't lose time to "what do I do next?"
- Don't miss deadlines

For **every course**:

- 10-15 minutes **every week** for TODO management
- Make a list of 5-7 items you can **just do**
- If the list gets short, **curate** it!

Example items:

- **Good**: Read Chapter 5 through 5.4
- **Good**: PA1: Check command line arguments for validity
- **Bad**: PA1

# Administrivia

If you haven't completed the following, **you are behind**:

- Lab 01
- AI Quiz
- K&R up to and including 2.4

**Impostor Syndrome** is real!

If you **already knew all of this**, we wouldn't make you take it.

# Boolean Operators

C uses the following Boolean operators:

- `!`: Logical not; inverts the following expression
- `&&`: Logical and; true iff the LHS and RHS are both true
- `||`: Logical or; true if **either** the RHS or LHS is true

Do not confuse these with the similarly-named **bitwise operators!**  
(We will discuss those later.)

# Boolean Logic in C

C uses **short circuit evaluation** for Boolean logic.

This means that evaluation of a Boolean sentence stops **as soon as its final truth value is known**.

For example:

```
x && y
```

If **x is false**, then **this sentence is false**.

In that case, **y will never be evaluated**.

# Short Circuit Consequences

The **consequences of short-circuit evaluation** can be surprising.

If terms in the sentence **have side effects**, those side effects **may not run**.

This can be **very useful**, but also surprising!

```
if (i < len && array[i] == SOMEVAL) {  
    /* Useful!  If array[i] is past the end of the  
       array, the illegal access never happens. */  
}
```



# Equality Operators

There are two equality operators:

- `==`: Compares **value equality**, returns true if equal
- `!=`: Compares value equality, returns false if equal

Note that these operators compare **values**, not **logical truth**!

In particular, note that **many values are “true”**, but **true is 1**!

This means that two **logically true values** may compare unequal.

# Truthiness

```
bool x = true;
int y = 2;

if (x)
    printf("x is true\n");
if (y)
    printf("y is true\n");
if (x == y)
    printf("x and y are equal\n");
```

# Truthiness

```
bool x = true;
int y = 2;

if (x)
    printf("x is true\n");
if (y)
    printf("y is true\n");
if (x == y)
    printf("x and y are equal\n");
```

Output:

```
x is true
y is true
```

# stdbool

The header `#include <stdbool.h>` defines some useful things.

- The type `bool`, which holds **only 0 or 1**
- The values `true` and `false`

Before C99, these things **didn't exist in the standard**, but were **widely defined in programs**.

Therefore they were standardized to **require a header**.

```
bool b = 2;  
printf("%d\n", b);
```

Output:

1

# Control Flow

**Control flow** is the path that execution takes through a program.

The C model is **linear flow** by default.

**Control flow statements** can **change the order** of execution.

This is how our programs make decisions.

We will examine **how this flow is achieved**.

# The `if` Statement

The **simplest control statement** in C is `if`.

Its syntax is:

```
if (condition) {  
    body;  
}
```

If the expression `condition` evaluates to any true value, `body` runs.

Otherwise, `body` is **skipped**.

# Implementing `if`

The `if` statement must be **compiled** to **machine instructions**.

Those machine instructions must **encode the condition check and jump**.

This is normally implemented as a **conditional branch instruction**.

You don't have to learn assembly for this course, but we will look at some machine instruction concepts.

# A Simple Condition — C

```
int main(int argc, char *argv[])
{
    if (argc == 2 && argv[1][0] == '-') {
        puts("negative");
    }
    return 0;
}
```



## A Simple Condition — Assembly

```
    cmp1 $2, %edi        ; compare argc to 2
    je   .L8            ; jump to .L8 if ==
.L4:
    xorl %eax, %eax     ; set up return value
    ret                ; return 0
.L8:
    movq 8(%rsi), %rax   ; load argv[2][0] to %rax
    cmpb $45, (%rax)    ; compare %rax to 45 ('-')
    jne  .L4            ; jump to .L4 if !=
    leaq .LC0(%rip), %rdi; load "negative" to %rdi
    subq $8, %rsp       ; make room on stack
    call puts@PLT      ; call puts("negative")
                                ; another return 0 goes
                                here
```

# Conditional Instruction Flow

Note that the **structure of the program** was lost.

One of the advantages of high-level languages is **structure**.

The computer can generally only:<sup>¶</sup>

- Make **simple comparisons** (sometimes **only to zero!**)
- **Jump** to a program location

Anything more complicated is a **software construction**.

# The `else` Clause

The `else` clause is simply either:

- The `next instruction` after a jump
- The `jump destination` (with the `if` body being the next instruction)

Which layout the compiler uses `depends on the code and architecture`.

# else Gotchas

I strongly advocate [always using blocks](#).  
Here is a place where it really matters:

```
if (modify_x)
    if (negate)
        x = x * -1;
else
    y = -x;
```

# else Gotchas

I strongly advocate **always using blocks**.  
What this **actually means** is:

```
if (modify_x)
    if (negate)
        x = x * -1;
    else
        y = -x;
```

# else Gotchas

I strongly advocate **always using blocks**.  
What you **should use** is:

```
if (modify_x) {  
    if (negate) {  
        x = x * -1;  
    }  
} else {  
    y = -x;  
}
```

# Summary

- All nonzero values are true conditions in C.
- All Boolean expressions use 1 for true.
- The `bool` keyword holds only 0 or 1.
- C uses short-circuit evaluation of Boolean logic.
- Control flow is implemented with comparisons and jumps.
- Use blocks for if and else!

# Next Time ...

- POSIX memory model
- Pointer types
- Process layout



# References I

## Required Readings

- [1] Brian W. Kernighan and Dennis M. Ritchie. *The C Programming Language*. Second Edition. Chapter 2: 2.6; Chapter 3: Intro, 3.1–3.7. Prentice Hall, 1988.

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