

# Summary of Lesson 10

## Small tips

---

### lesson10\_1.c

```
#include <stdio.h>
// How to use '?'

int main (void) {

    int x =3, y = 5, flag;

    flag = x < y ? 1 : 0;
    printf("flag = %d", flag);

    return 0;
}
```

---

### lesson10\_2.c

```
#include <stdio.h>
// for can understand two operations

int main (void) {

    int x,y;
    for(x =0, y =10;x < 10;x++, y--)
    {
        printf("x = %d y = %d\n",x,y);
    }

    return 0;
}
```

---

### lesson10\_3.c

```
#include <stdio.h>

int main (void) {

    int i=0; // try with zero
    do
    {
```

```
        printf(" I am in do while and index is %d\n",i);
        i++;
    }while(i < 5);

    return 0;
}
```

---

#### lesson10\_4.c

```
#include <stdio.h>
// This is really not recommended!!

int main (void) {
    int x;
    for(x =0;;x++)
    {
        printf("help!!\n");
        if(x > 50)
            goto hell;
    }

    hell:
        printf("What a hell is this?\n");

    return 0;
}
```

---

#### lesson10\_5.c

```
#include <stdio.h>

int main (void) {

    enum { RED, YELLOW, BLUE } trafficSignal;

    trafficSignal = RED;

    switch(trafficSignal)
    {
        case RED:
            printf("Stop");
            break;
        case YELLOW:
            printf("Attention");
            break;
        case BLUE:
            printf("Go");
            break;
    }
}
```

```
    }  
    return 0;  
}
```

---

## lesson10\_6.c

```
#include <stdio.h>  
  
enum signalColor{ RED, YELLOW, BLUE };// with tag  
  
int main (void) {  
  
    enum signalColor myColor;  
  
    myColor = BLUE;  
  
    switch(myColor)  
    {  
        case RED:  
            printf("Stop");  
            break;  
        case YELLOW:  
            printf("Attention");  
            break;  
        case BLUE:  
            printf("Go");  
            break;  
    }  
    return 0;  
}
```

---

## lesson10\_7.c

```
#include <stdio.h>  
  
enum signalColor{ RED = -1, YELLOW = 0, BLUE = 1 };// with tag  
  
int main (void) {  
  
    enum signalColor myColor;  
  
    myColor = RED;  
  
    if(myColor > 0)// you can also handle it mathematically  
    {  
        printf("I don't have to stop");  
    }  
}
```

```
    else
    {
        printf("I have to stop");
    }
    return 0;
}
```

---

#### **lesson10\_8.c**

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

int main (void) {

    char nameA[10] = "chikashi";
    char nameB[10] = "chikashi";
    int dif;

    if(!(dif = strcmp(nameA,nameB)))
    {
        printf("same");
    }
    else
    {
        printf("not same, difference is %d",dif);
    }

    return 0;
}
```

---

#### **lesson10\_9.c**

```
#include <stdio.h>

// how to convert integer to string/string to integer

int main (void) {

    int aInt = 5432;
    char aIntInString[8];

    char aString[] = "2345";
    int aStringInInt;

    sprintf(aIntInString,"%d",aInt);
    aStringInInt = atoi(aString);

    printf("aInt:%s aString:%d",aIntInString,aStringInInt);

    return 0;
}
```

