

# Control Statements-IV

Unit-III

# 1. Pyramids Problems

\*

\*       \*

\*       \*       \*

```
for(i=0;i<=3;i++)
```

```
{
```

```
    for(j=0;j<=i;j++)
```

```
    {
```

```
        printf("*");
```

```
    }
```

```
printf("\n");
```

```
}
```

## 2. Pyramids Problems

1

2     2

3     3     3

```
for(i=1;i<=3;i++)  
{  
    for(j=1;j<=i;j++)  
        printf("%d",j);  
    printf("\n");  
}
```

# 3. Pyramids Problems

1

1     2

1     2     3

# 4. Pyramids Problems

1

2

3

4

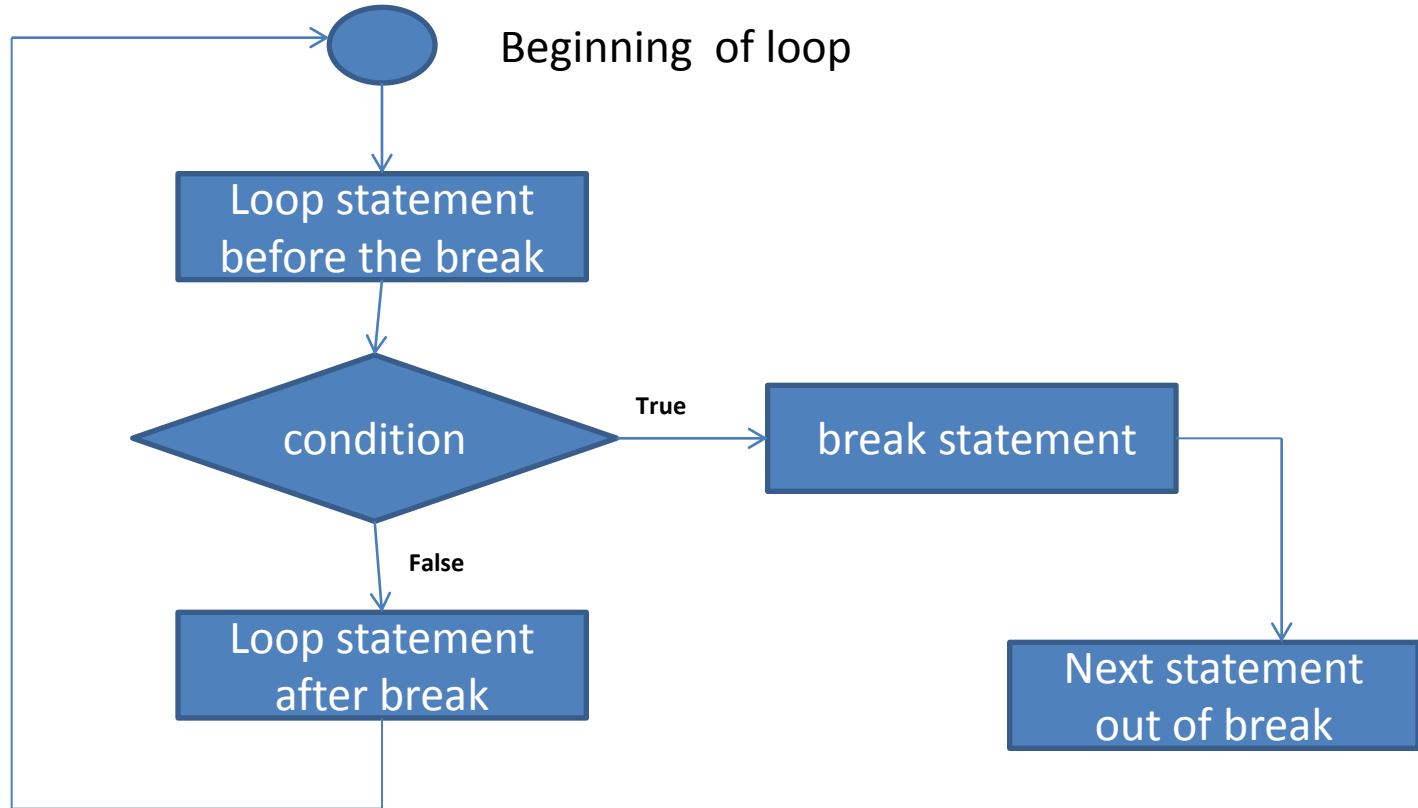
5

6

# Break Statement

- It is used inside loop n switch statement.
- Sometimes it becomes necessary to come out of loop before the loop condition becomes false.
- In such situation, break statement is used to terminate the loop.
- This statement causes an immediate exit from that loop in which the statement appears.
- It can be written as:

```
break;
```



# Program to understand the use of break

```
#include<stdio.h>
#include<conio.h>
void main()
{
int n;
for(n=1;n<=5;n++)
{
    if(n==3)
    {
        printf("I understand the use of break");
        break;
    }
    printf("number=%d",n);
}
getch();
}
```



# WAP to find whether a number is prime or not.

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i,num,flag=1;
scanf("%d",&num);
for(i=2;i<=num;++i)
{
    if(num%i==0)
    {
        printf("num is not prime");
        flag=0
        break;
    }
}
if(flag=1)
printf("number is prime=%d",n);

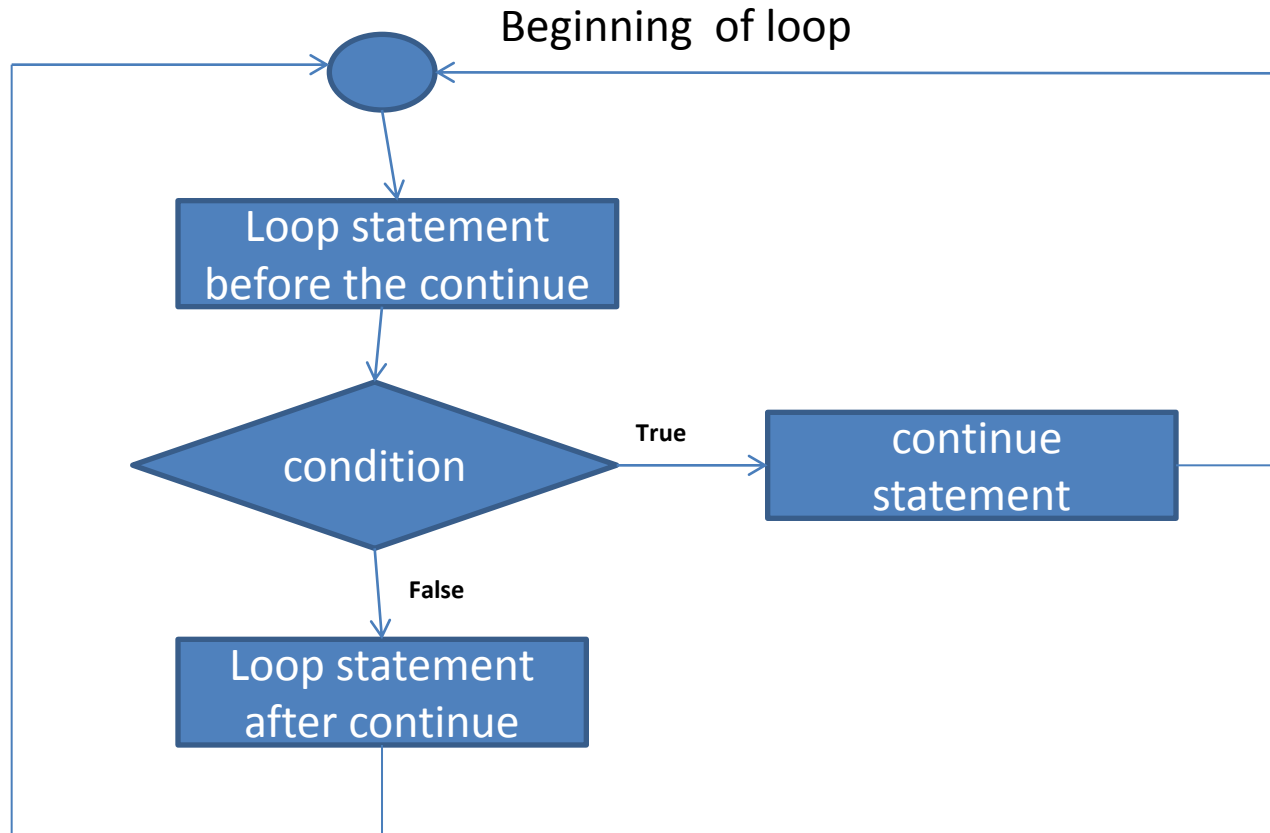
getch();
}
```

# Continue Statement

- It is used when we want to go to the iteration of the loop after skipping some the statements of the loop.
- It is written as  

```
continue;
```
- When continue statement is encountered all the remaining statements(statements after continue) in the current iteration are not executed and the loop continues with the next iteration.

# Continue Statement



# Program to understand the use of continue statement

```
#include<stdio.h>
#include<conio.h>
void main()
{
int n;
for(n=1;n<=5;n++)
{
    if(n==3)
    {
        printf("I understand the use of continue");
        continue;
    }
    printf("number=%d",n);
}
getch();
}
```