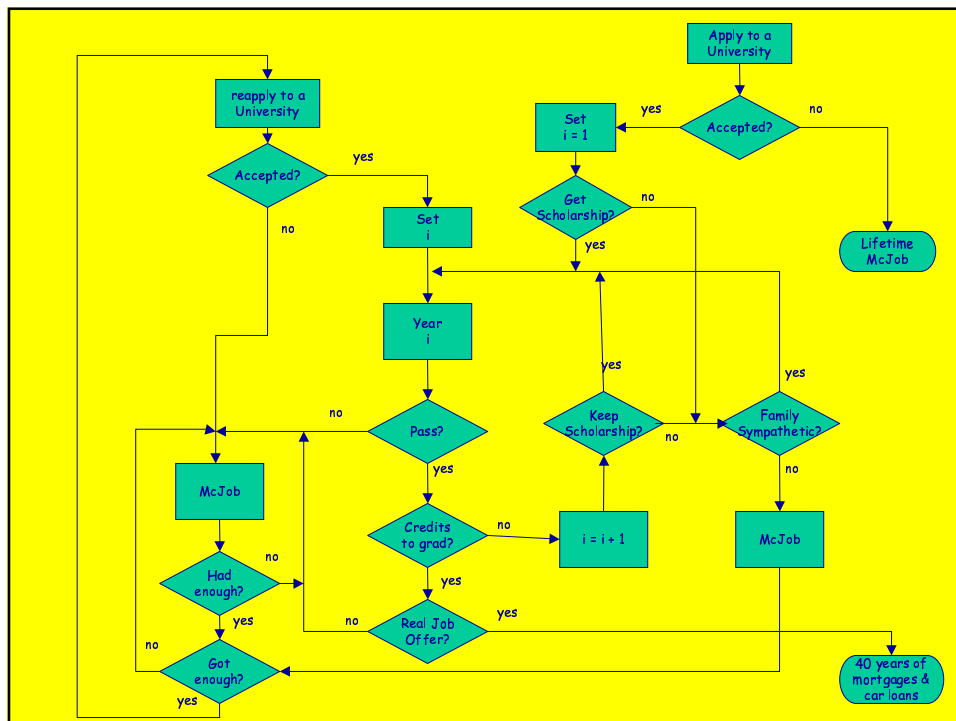
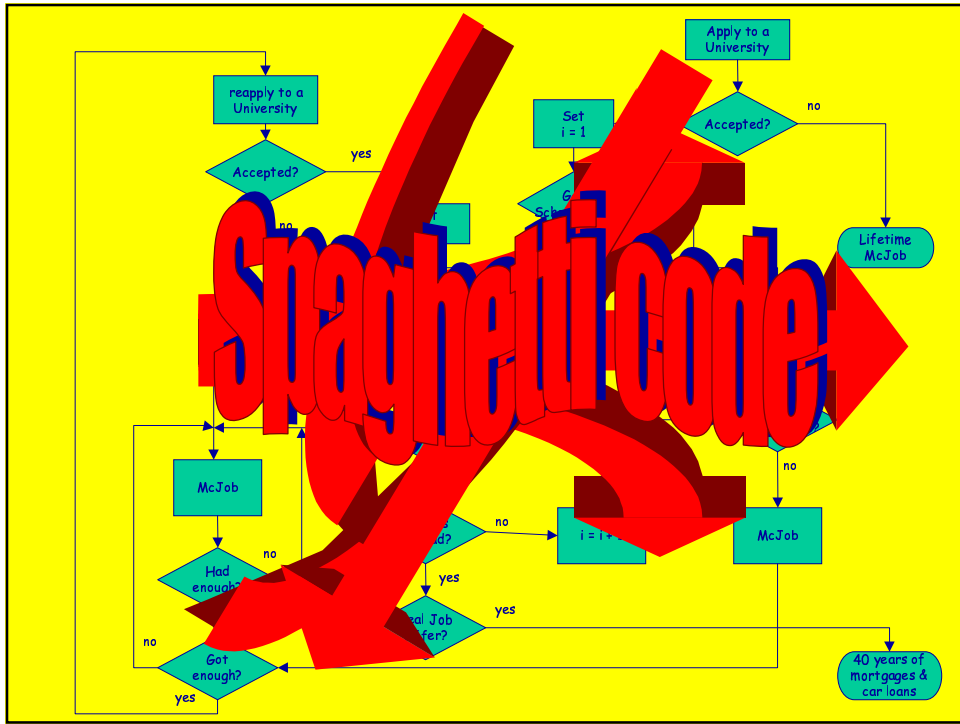


Program Control

© Copyright 2000 by
michael bruce-lockhart
All rights reserved. No copies may be made
without the express permission of the author.

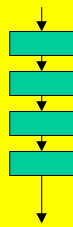
the TeachingMachine video series





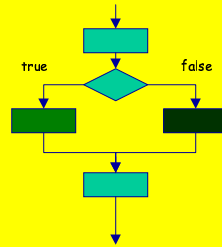
Dijkstra's Control Flows

- Simple Sequence



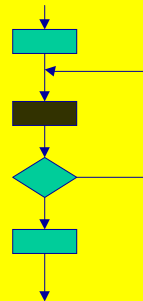
Dijkstra's Control Flows

- Simple Sequence
- Decision



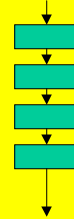
Dijkstra's Control Flows

- Simple Sequence
- Decision
- Loop



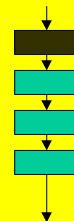
Simple Sequence

```
int main(){  
    int i;  
    i = 10;  
    cout << "i = " << i;  
    return 0;  
}
```



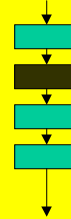
Simple Sequence

```
int main(){  
    int i;  
    i = 10;  
    cout << "i = " << i;  
    return 0;  
}
```



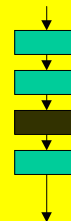
Simple Sequence

```
int main(){  
    int i;  
    i = 10;  
    cout << "i = " << i;  
    return 0;  
}
```



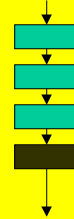
Simple Sequence

```
int main(){  
    int i;  
    i = 10;  
    cout << "i = " << i;  
    return 0;  
}
```



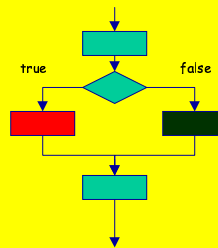
Simple Sequence

```
int main(){
    int i;
    i = 10;
    cout << "i = " << i;
    return 0;
}
```



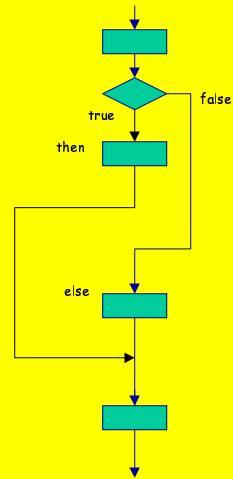
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



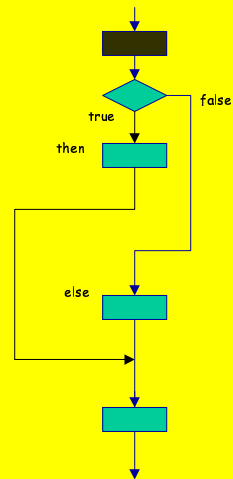
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



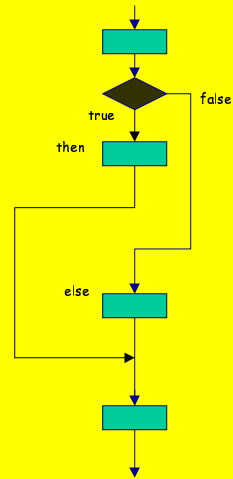
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



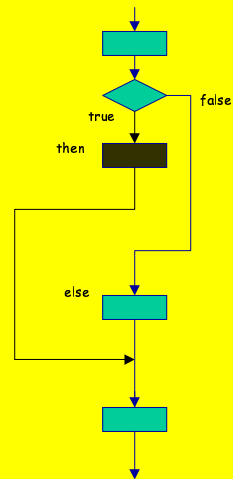
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



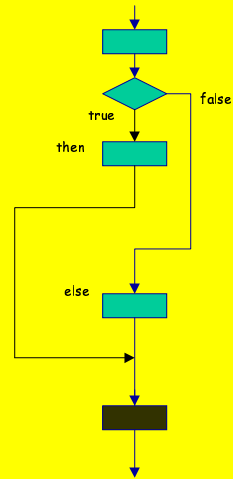
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



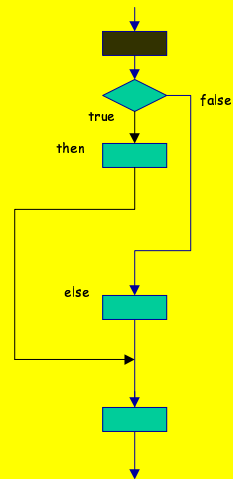
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



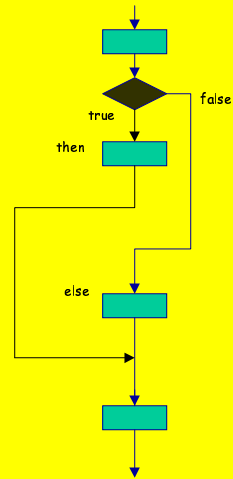
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



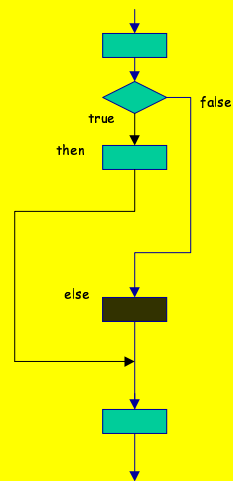
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



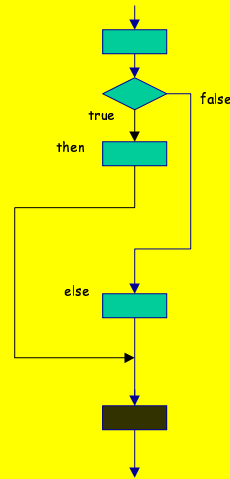
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



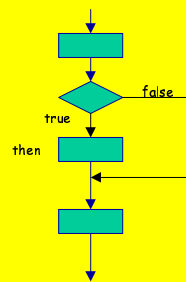
Decisions

```
// output a complex number
cout << '(' << real;
if (imaginary < 0) {
    cout << " - j";
    cout << -imaginary;
}
else {
    cout << " + j";
    cout << imaginary;
}
cout << ')';
```



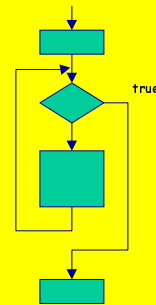
Single Clause Decision

```
// test for real root
double radical = b*b - 4*a*c;
if (radical > 0) {
    cout << "the roots are real\n";
}
cout << "Proceeding to next test\n";
```



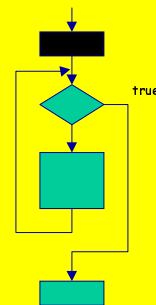
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



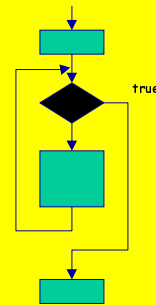
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



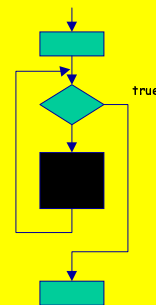
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



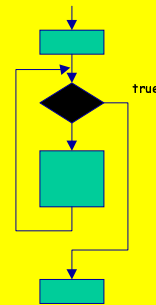
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



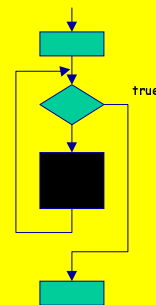
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



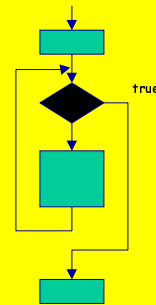
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



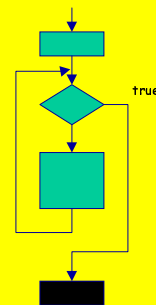
Loops

```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```

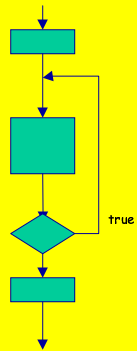


Loops

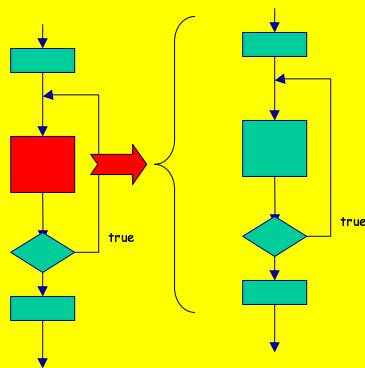
```
int i = 0;
while (i <= 10){
    cout << i << ":\t";
    cout << i*i << '\n';
    i++;
}
cout << "That was 11 squares.";
```



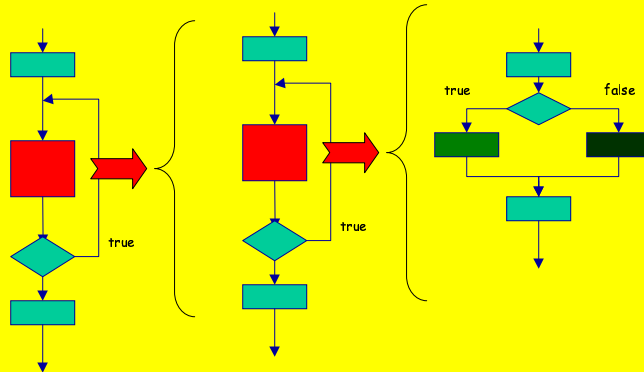
Compound Control



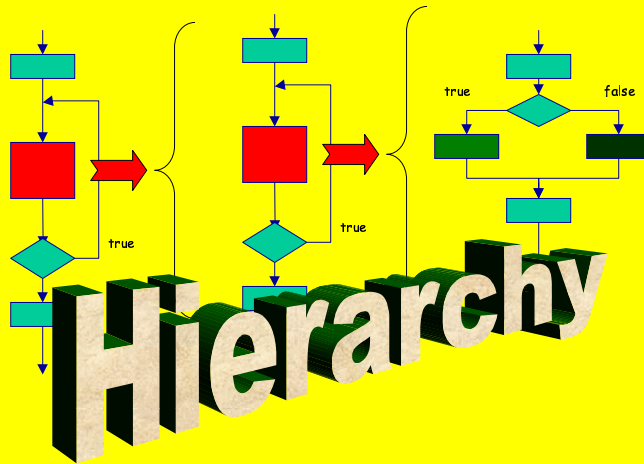
Compound Control



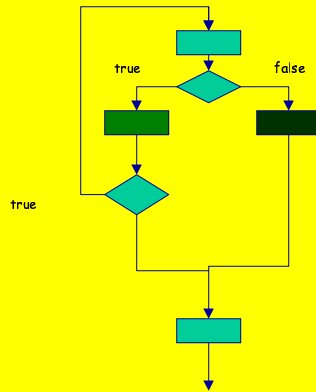
Compound Control



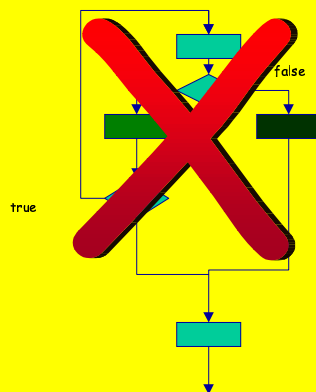
Compound Control



Non-Hierarchical Control



Non-Hierarchical Control



Program Control

© Copyright 2000, 2004 by
michael bruce-lockhart
All rights reserved. No copies may be made
without the express permission of the author.

the TeachingMachine video series