

1/19/11

```
int main (int argc, char *argv [])
```

```
{ int row, col;  
  int range;
```

```
  if (argc < 2)
```

```
  {
```

```
    /* error */
```

```
  }
```

```
  range = (int) strtel (argv [1], 0, 10);
```

```
  // ex / "3" 5 9
```

```
  argv [0] [1] [2] [3]
```

```
  char
```

```
  if ((range < 4) || (range > 16)) at adds the argument,
```

```
  {
```

```
    /* error */
```

```
    // Logic
```

```
    || &&
```

```
    return -1;
```

```
    OR
```

```
    AND
```

```
  }
```

Not symmetric

short circuit - if a is True, will not check b,

it saves time. If A is false, B will be checked.

```
  if (argc < 2) || (argv [1] [0] == 'c')
```

```
  for (row = 1; row <= range; row++)
```

```
  {
```

```
    int
```

```
    condition
```

```
    each iteration.
```

```
  printf ("ln") for (col = 1; col <= range; col++)
```

```
  {
```

```
    printf ("%4d", row + col)
```

```
  }
```

```
  }
```

use a function for

- * /

```
void printTable ( int range, int oper )
```

{

```
int row, col;
```

```
for ( row = 1; row <= range; row++
```

{

```
for ( col = 1; col <= range; col++ )
```

{

```
switch ( oper )
```

{

```
case 0; print
```

```
printf ( "%4d", row + col );
```

```
break;
```

```
case 1;
```

```
printf ( "%4d", row - col );
```

```
break;
```

```
default:
```

```
printf ( "Unknown operation");
```

```
/* switch */
```

```
/* col */
```

```
/* row */
```

```
if ( row < 4 || ( row > 16 ) )
```

{

{

```
printTable ( range, 0 )
```

switch = if else
but
cleaner.