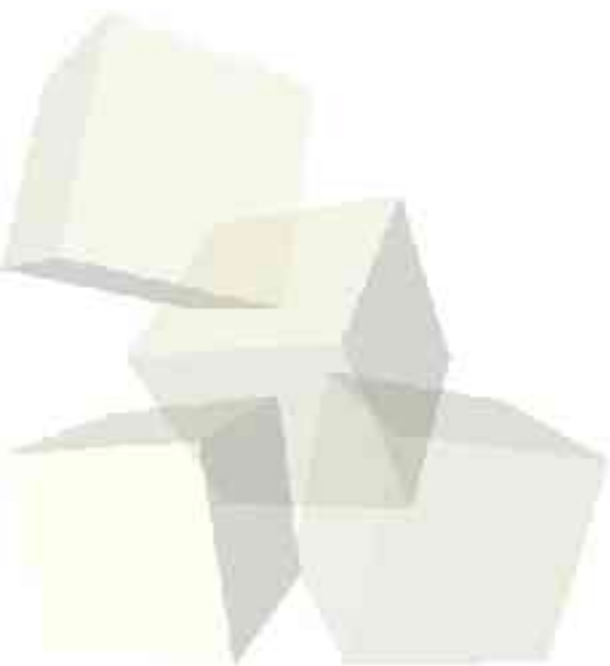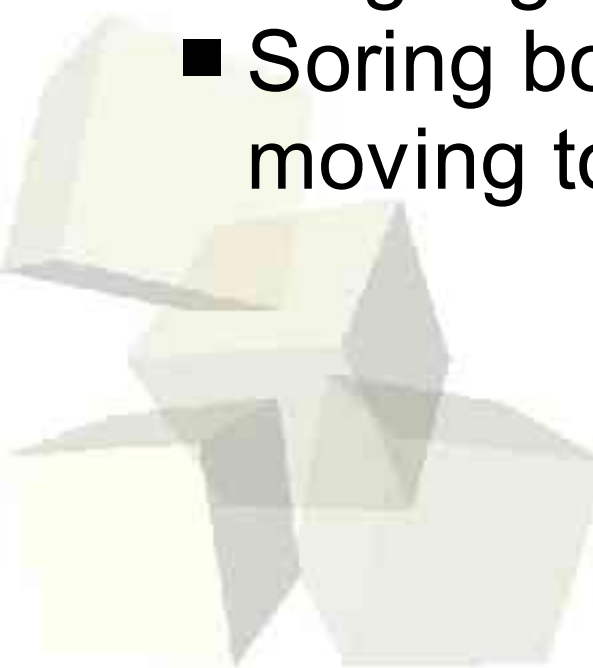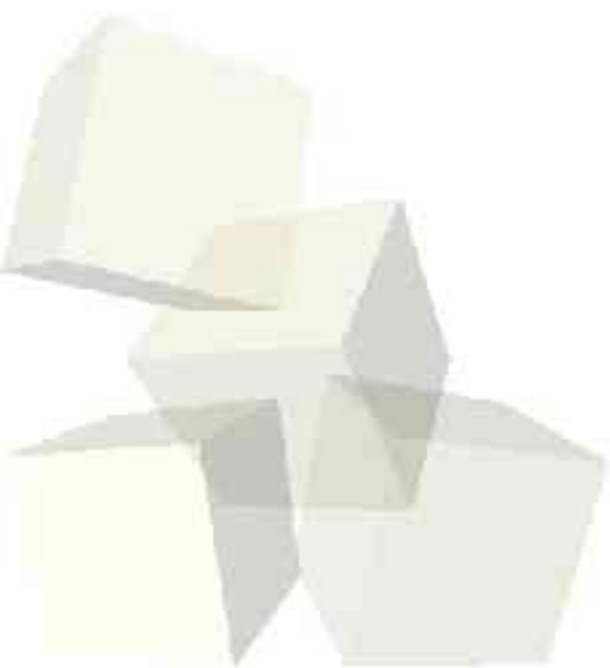# Control Structures

10-5-2004

Opening Discussion

- What did we talk about last class?
- Sacrificing things for speed. What are some of the trade-offs that we make when it comes to speed and other factors in language design/implementation?
- Soring booleans as bits. Is it the same as moving to decimal representation?

Discussion Questions

- Let's go over your discussion questions.

Significant Points

- Selection statements
  - Nesting and ambiguity
- Iterative statements
  - True for statements vs. C-style for statements
  - User control in loop mechanisms
  - Iteration through data structures
- Unconditional branching
- Guarded commands