

CS306: Introduction to Perl

Section #3: Control Structures

U. of Alabama at Birmingham
Dept. of Computer & Information Sciences

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Section 3: Control Structures

Conditional structures
Looping structures

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Conditional Structures - *if..elsif..else*

- ```
if (some condition) {
 ...
} elsif (some other condition) {
 ...
} else {
 ...
}
```

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## Conditional Structures – *unless*

- ```
unless ($timeleft == 0) {  
    print "Keep playing.\n";  
}
```

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Conditional Structures - ? : operator

- Perl's only trinary operator
 - condition ? then : else
 - \$string = \$senior ? "congrats" : "see you next year";

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Looping Structures – *while* and *until*

- while (! \$finished) {
 ...
}
- until (\$finished) {
 ...
}

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Looping Structures - *for*

- for (\$i = 0; \$i < 10; \$i++) {
 # this code will run 10 times
 ...
}
- In Perl, this is really just a while loop
 - \$i = 0;
 while (\$i < 10) {
 ...
 \$i++;
 }

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Looping Structures - *foreach*

- Best way to iterate over an array
- foreach \$day (@daysofweek) {
 print "My favorite day is \$day.\n";
}
- foreach \$num (2..10) {
 print "I have \$num apples.\n";
}
- for \$day (@daysofweek) { # Perl shortcut

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next and last

- Use next and last to break out of loops
- while (\$i < 10) {
 ...
 if (\$done_early) { last; }
}
- foreach \$line (@lines) {
 if (\$line eq "don't print me please") { next; }
 print "\$line\n";
}