

Hyrje ne Informatike

Seminar 9

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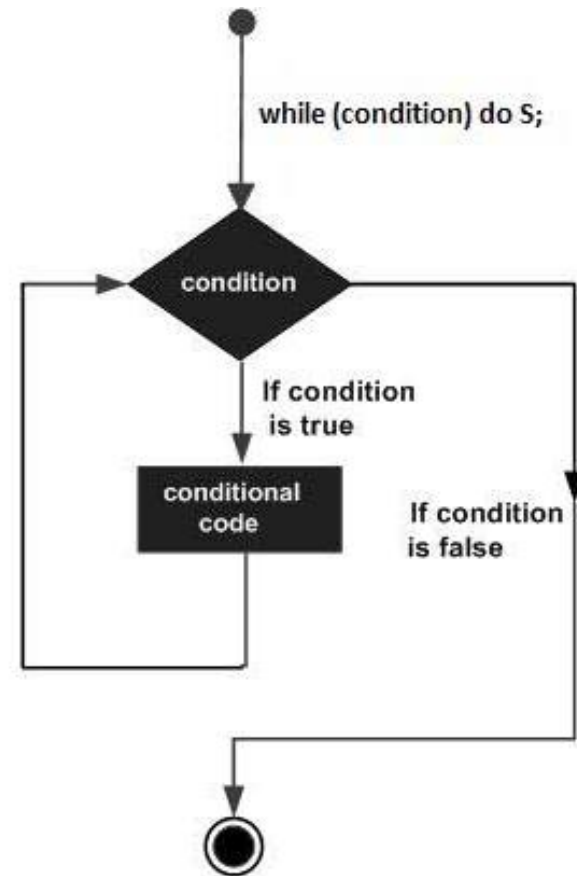
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SHKODER

Strukturat e kontrollit

- Perdoren per te percaktuar renditjen e ekzekutimit te instruksioneve brenda nje programi
- Jane te tipit:
 - Sekuenciale
 - Te kushtezuara
 - Perseritese

Strukturat perseritese

- Lejojne perseritjen e nje sekuence instruksionesh per aq kohe sa plotesohet kushti
- **WHILE-DO**
while <BOOLEAN expression> do
begin
 <statement sequence>;
end;

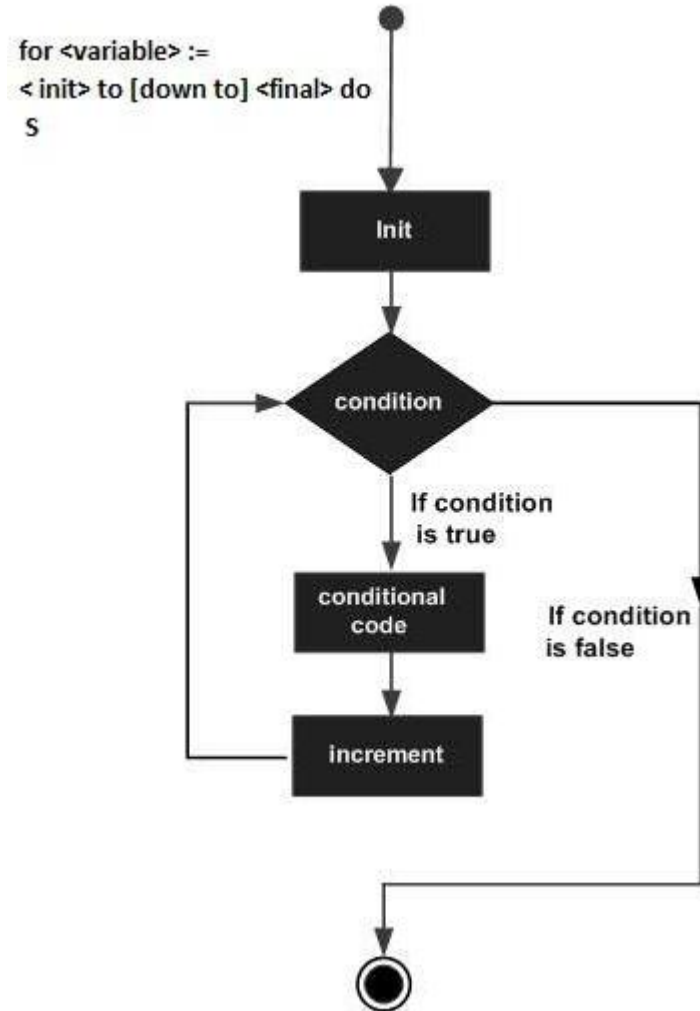


Strukturat perseritese

- FOR-DO

1- for <variable>:=
<start> to <finish> do
begin
 <statement
 sequence>;
end;

2- for <variable>:=<start>
downto <finish> do begin
 <statement
 sequence>;
end;



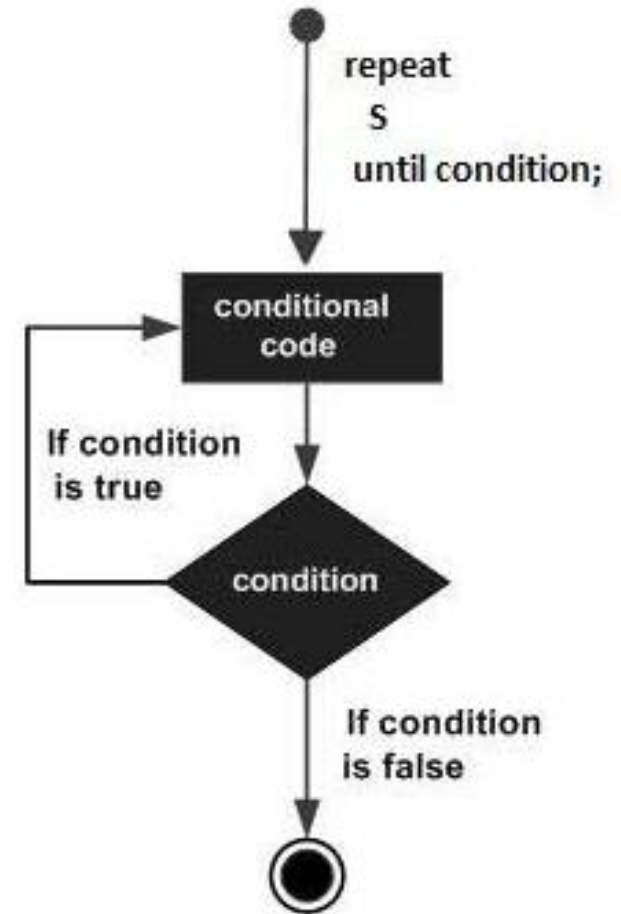
Rregullat per LOOP-s

- <variable> duhet te jete i tipit: INTEGER, CHAR ose BOOLEAN
- <variable> rritet me 1 ne nje loop te tipit TO dhe zvogelohet me 1 ne ate te tipit DOWNTO
- <start> dhe <finish> mund te jete sejcila prej shprehjeje te tipit me lart

Strukturat perseritese

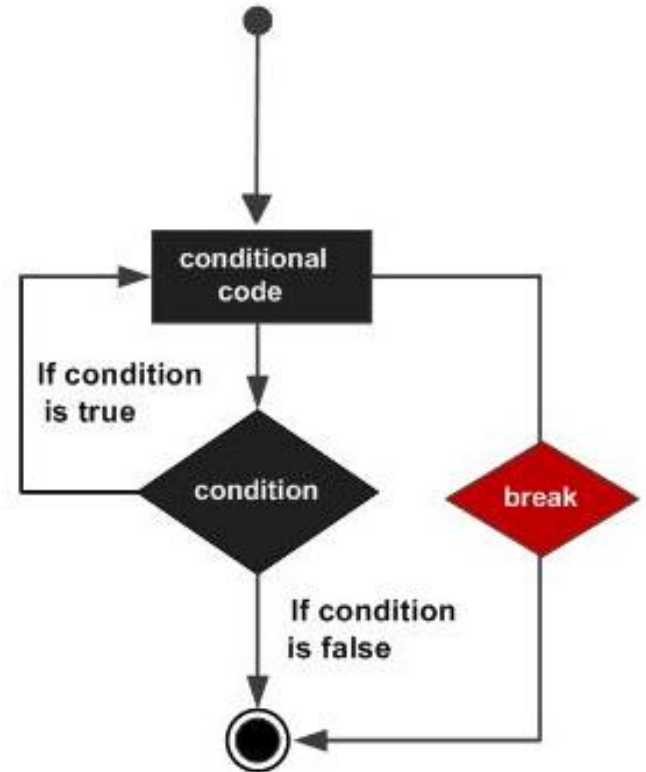
- **REPEAT-UNTIL**

```
REPEAT  
BEGIN  
    instruction-1;  
    instruction-1;  
    ...  
    instruction-1;  
UNTIL <BOOLEAN expression>  
END;
```



Komanda Break

- Realizon daljen nga perseritja ne cfaredo kohe.



Komanda Break

- Prsh

```
program exBreak;  
  var a: integer;  
  begin  
    a := 10;  
    while a < 20 do  
      begin  
        writeln(' Vlera e a: ', a);  
        a:=a +1;  
        if( a > 15) then  
          break;  
        end;  
      end  
    End.
```

Output-I

```
Vlera e a : 10  
Vlera e a : 11  
Vlera e a : 12  
Vlera e a : 13  
Vlera e a : 14  
Vlera e a : 15
```


Komanda Break

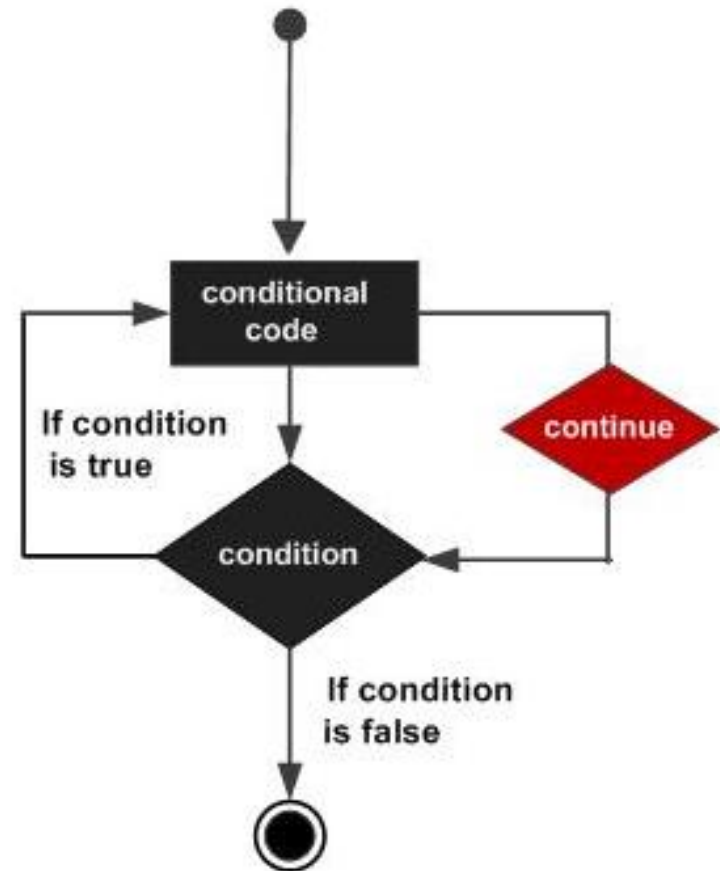
```
begin
for i:=1 to 10 do
begin
writeln(i);
if i=5 then
break;
end;
writeln('Finished !');
end.
```

Output-I

```
1
2
3
4
5
Finished !
```

Komanda Continue

- Komanda continue realizon kercimin e kontrollit ne koken e instruksionit perserites.



Komanda Continue

```
program exContinue;
  var a: integer;
begin
  a := 10;
  repeat
    if( a = 15) then
      begin
        a := a + 1; (//skip kete perseritje)
        continue;
      end;
    writeln('Vlera e a: ', a);
    a := a+1;
  until ( a = 20 );
end.
```

Output-l

```
Vlera e a: 10
Vlera e a: 11
Vlera e a: 12
Vlera e a: 13
Vlera e a: 14
Vlera e a: 15
Vlera e a: 16
Vlera e a: 17
Vlera e a: 18
Vlera e a: 19
```

Ushtrimi 1

- Cfare do afishohet nga nje kod i tille ??

```
program Afishim1;  
const n=5;  
  
var i:integer;  
  
begin  
  i:=0;  
  repeat  
    writeln('AAA');  
    writeln('B');  
    writeln('CCC');  
    i:=i+1;  
  until (i>n);  
  writeln('cikli perfundoi!');  
  readln;  
end.
```

Ushtrimi 2

- **Cfare do afishoje nje kod i tille ?**

```
program Afishim2;
const n=10;
var i:integer;
Begin
for i:=1 to n do
  write('F');
  writeln;
for i:=1 to n-1 do
  write('B');
  writeln;
for i:=3 to n do
  begin
  if (i=5) then
    write('T')
  else
    write('F');
  end;
readln;
end.
```

Ushtrimi 3

- Cfare do afishoje nje kod i tille ?

```
program Afishim2;
const n=4;
var i:integer;
begin
i:=1;
repeat
  writeln('PPP');
  writeln('SSS');
  writeln('Kjo eshte perseritja e i: ',i);
  i:=i+1;
  writeln('Kjo eshte perseritja e i: ',i);
until i<=n;
writeln('cikli perfundoi');
readln;
end.
```

Ushtrimi 4

- Implementoni ne paskal nje program qe merr si konstante nje shkronje $K = 'A'$ dhe i kerkon perdoruesit te jap nje shkronje tjeter „S“...pastaj ben afishim e te gjitha shkronjave nga A...S.

Ushtrimi 5

- Ndertoni ne paskal nje program qe perdor ciklin repeat I cili tregon “A perseritet ekzekutimi ” nqs perdoruesi vendos si input “PO” ose “JO” ...
- Nqs po ath fjalia “A perseritet ekzekutimi ” do te perseritet perndryshe jo

Ushtrimi 6

- Shkruani nje program qe I kerkon perdoruesit te jap nje nr ndermjet 1 dhe 10 ..Nqs perdoruesi nuk jep nje nr te tille ath ben nje While te ketij cikli duke I kerkuar edhe nje here te jap nje nr 1..10

