

SWITCH SENZA SELETORE

switch $\{ \text{expr} \}$

case $\{ \text{expr}_1, \text{expr}_2, \dots \}$

case $\{ \text{expr}_1, \text{expr}_2, \dots \}$

3

```

    switch
    case esp1, esp2 :
    case esp3, ...
    }

```

Esempio

```
switch {  
  case  $x > 3, y < x$  :  
    [ A  
  case  $x == 3$  :  
    [ B  
  case  $y == x$  :  
    [ C  
  default :  
    [ D  
}
```

UNA DOMANDA

```
func      incr (x int) {  
            x++
```

```
}
```

```
func
```

```
main() {
```

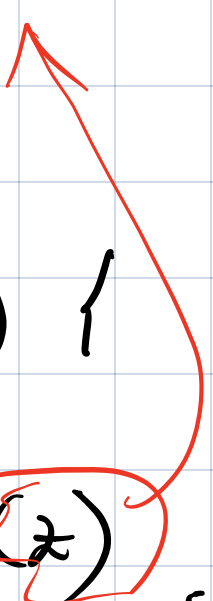
```
  z := 3
```

```
  incr (z)
```

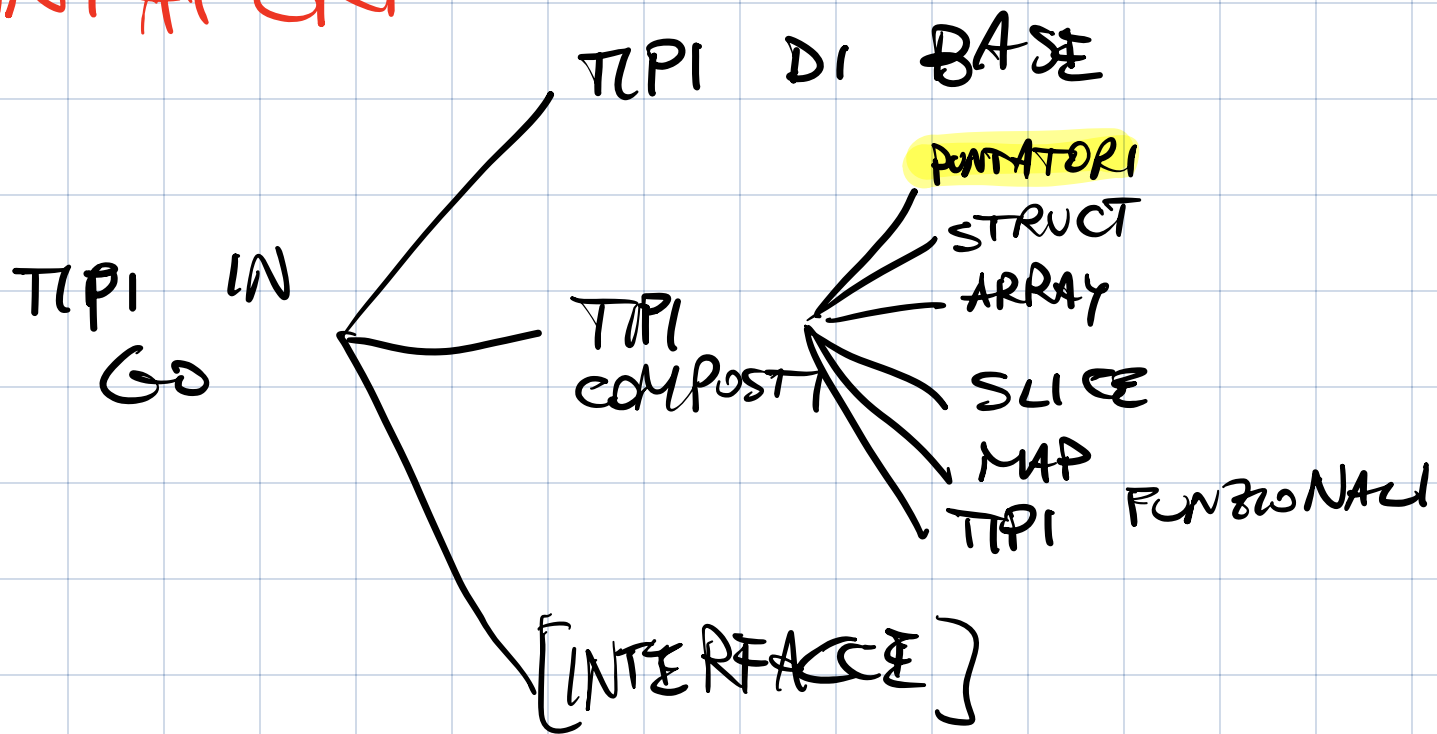
```
  fmt.Println(z)
```

```
}
```

CALL BY VALUE

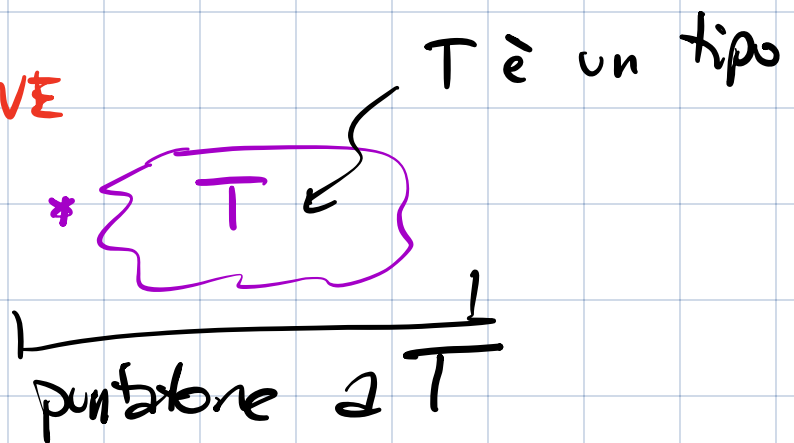


PUNTORI



SINTASSI

- DICHIARAZIONE



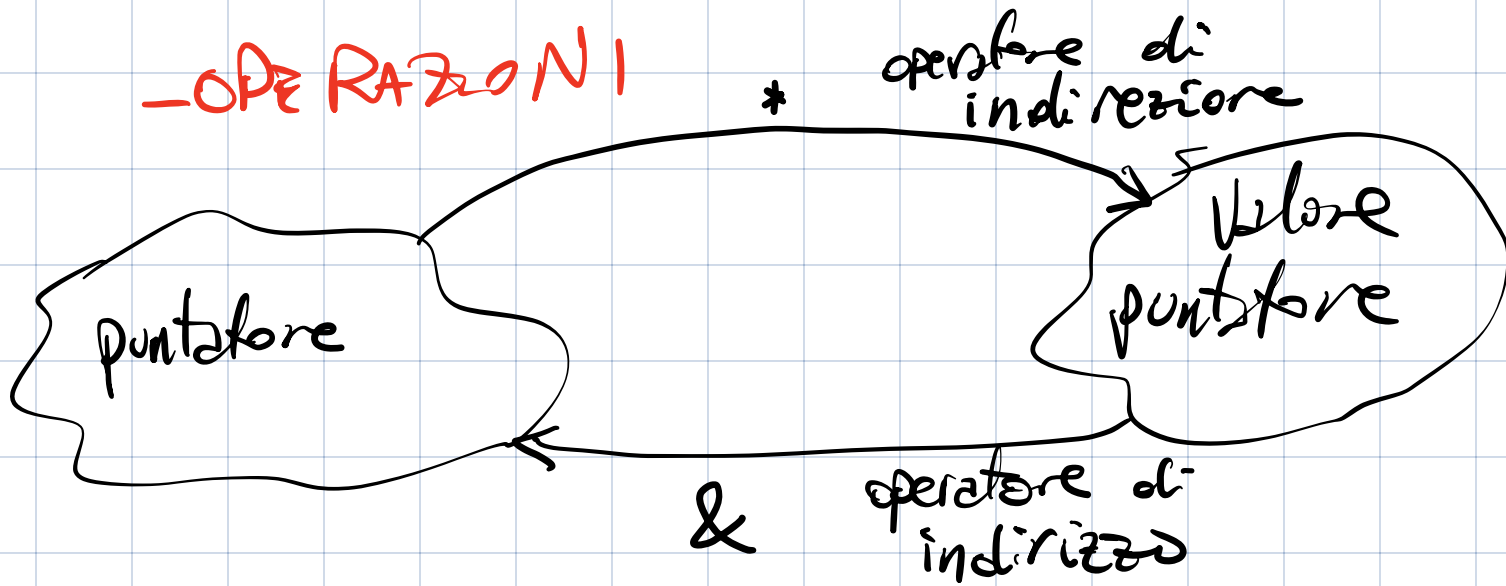
<u>var</u>	p	<u>*int</u>
<u>var</u>	q	<u>*string</u>
<u>var</u>	t	<u>**int</u>

- SIGNIFICATO

Una variabile di tipo $*T$

contiene l'indirizzo di
un valore di tipo T

-OPERAZIONI



ESEMPIO

var	x	string
<u>vr</u>	p	<u>*string</u>
x =	"ciao"	

p = &x

fmt.Println(p)

fmt.Println(*p)

fmt.Println(string((*p)[0]))

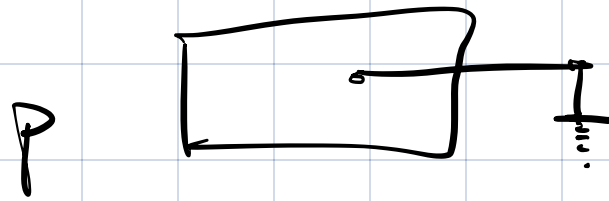
*(Note: In the original image, there is an 'x' written below the underlined (*p) in the above line.)*

fmt.Println(len(*p))



NOTE

- 1) I puntatori possono ^{non} nil puntare a niente (valore zero)



*p produce panico

- 2) Per ^{ora} le var. ^{inizializzate} puntatore saranno con &

ESEMPIO

var x int
var p *int
var q **int

x = 7

p = &x

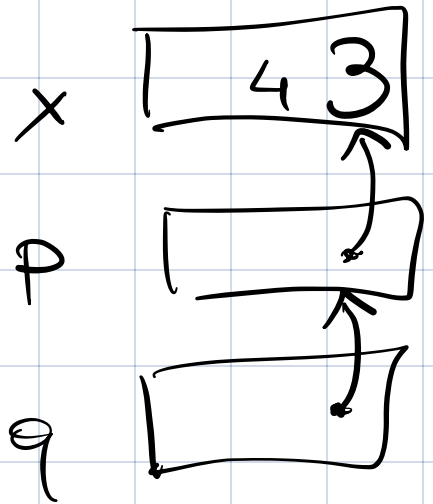
q = &p

(*p) += 7

(**q) *= 3

x++

fact. Println(x)



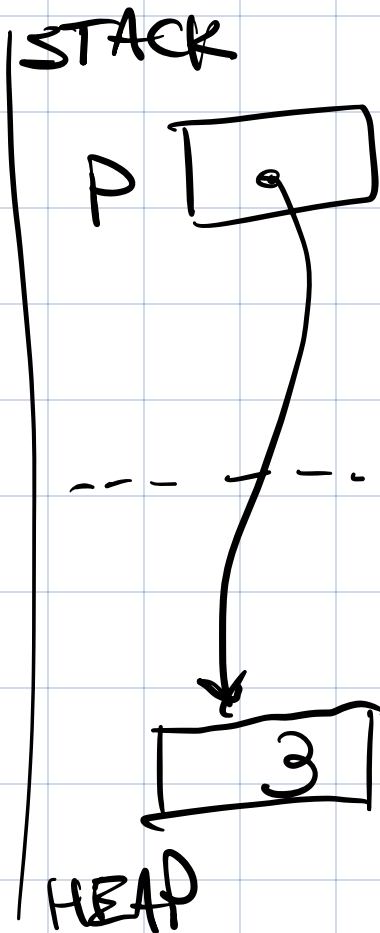
FUNZIONE

new

new (T)

↓
crea una zona di memoria che esista
il tipo T e ne restituisce il puntatore

```
var p *int  
p = new (int)  
*p = 3  
fmt.Println(*p)
```



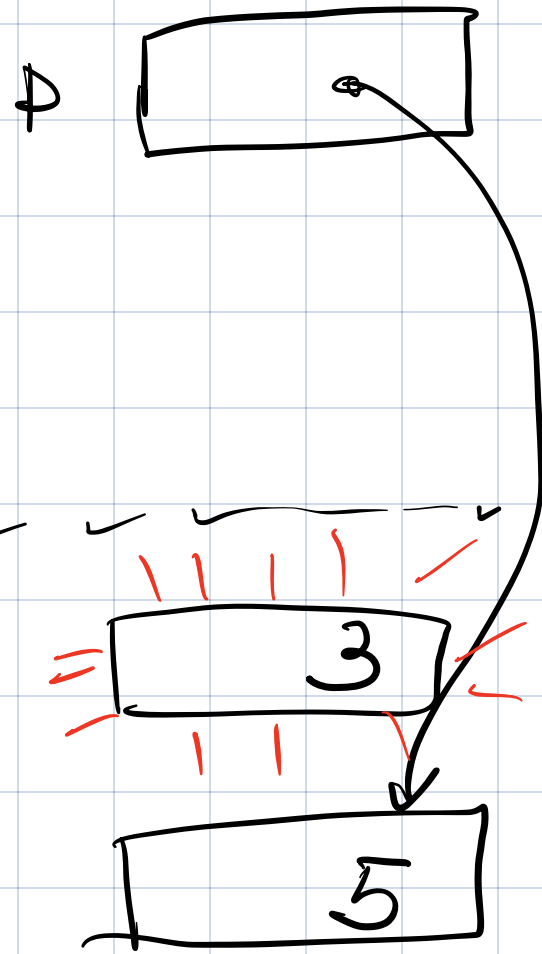
Var p *int
p = new (int)

*p = 3

p = new (int)

*p = 5

fun. Println(*p)



ESEMPIO

var x int
var p *int
var q **int

x = 7

p = &x

q = &p

p = new(int)

*p = 50

q = new(*int)

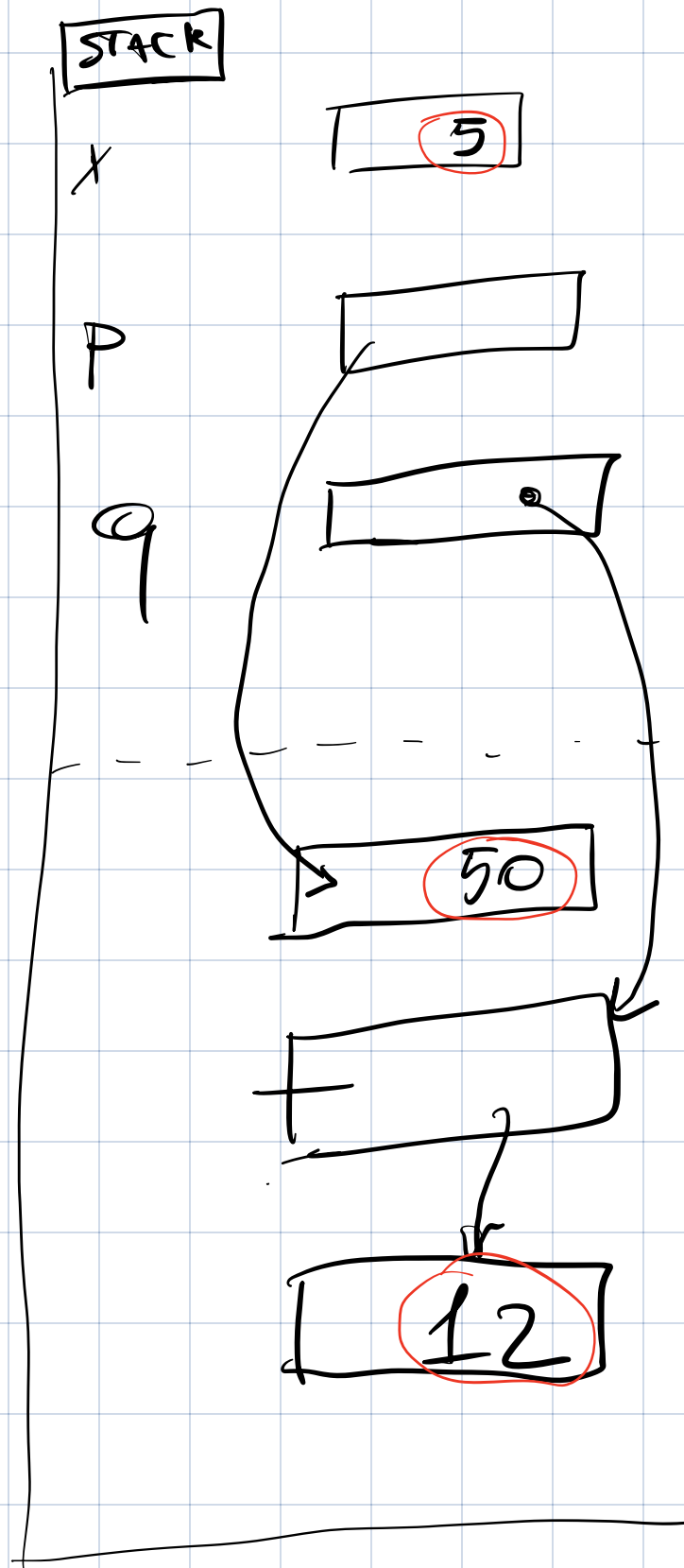
*q = &x

**q = 5

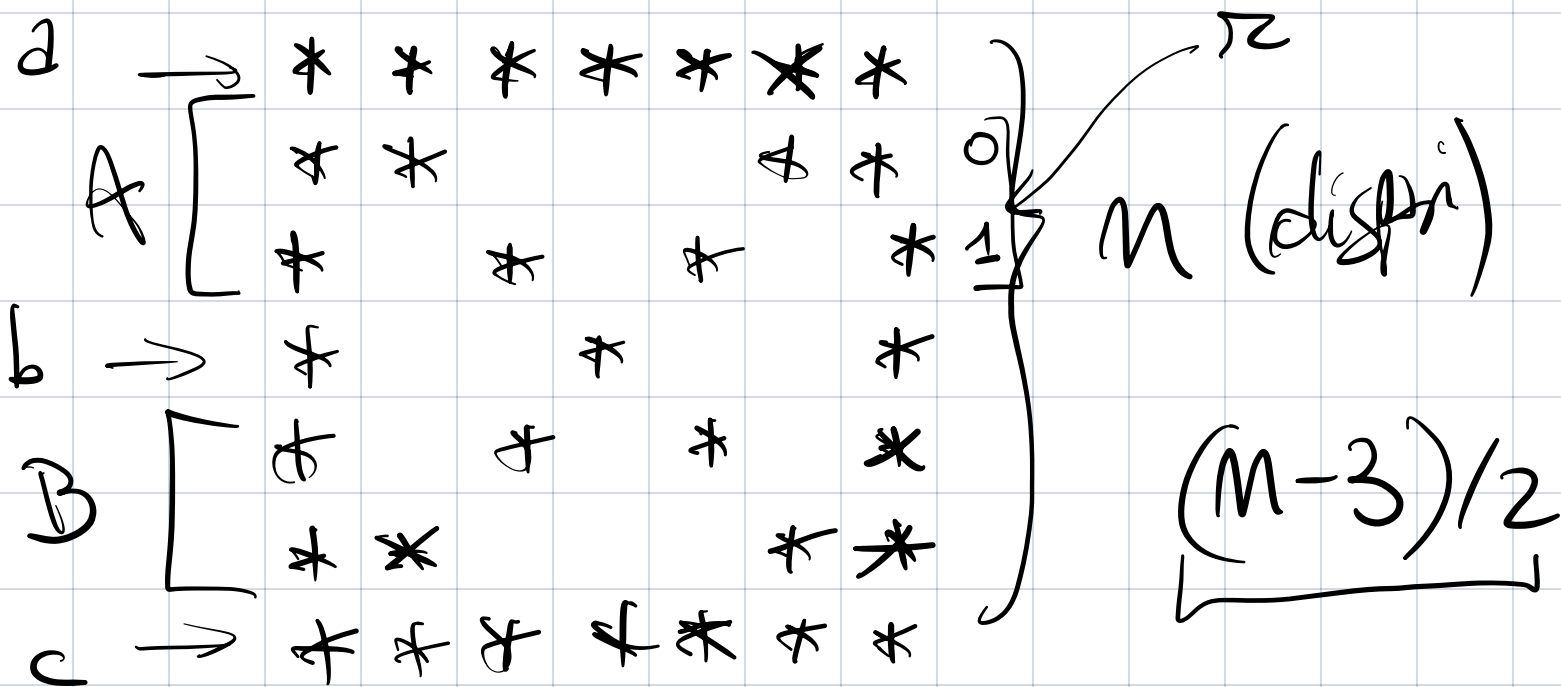
*q = new(int)

**q = 12

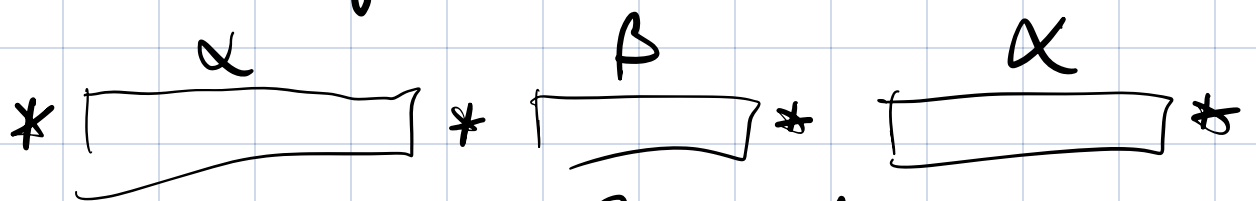
fmt.Println(x + *p + **q)



ESERCIZIO



Gruppo A, riga n -esima



$$2\alpha + \beta = n - 4$$

$$\beta = n - 4 - 2\alpha$$

$$n = 0$$

$$\alpha = 0$$

$$n = 1$$

$$\alpha = 1$$

$$n = 2$$

$$\alpha = 2$$

$$\alpha = n$$

$$\beta = n - 4 - 2 * n$$

$y \backslash x$	0	1	2	3	4	5	6
0	*	*	*	*	*	*	*
1	*	*			*	*	
2	*		*		*		*
3	*			*			*
4	*		*		*		*
5	*	*			*	*	
6	*	*	*	*	*	*	*

$$y == 0 \quad ||$$

$$y == n - 1 \quad ||$$

$$x == 0 \quad ||$$

$$x == n - 1 \quad ||$$

$$x == y$$