CONTROL CONSTRUCTS

Conditionals, Loops, and More Fun With Nyquist

Introduction

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1

If-Then-Else

if pitch > C4 then
 return flute(pitch)
else
 return tuba(pitch)

if velocity > 127 then
 set velocity = 127

- then and else are followed by single command
- Use begin-end to contain multiple commands
- Avoid if c1 then if c2 then s1 else s2
 - Which if does the else belong to?
 - Use begin-end to disambiguate

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2

Loop Command

- · Basic syntax is just loop commands end
- Use with to declare local variables

```
• for i from 0 below 10 -i = 0, 1, ... 9
```

- for elem in my-list iterate over list elements
- for v = init then update flexible update
- while expression arbitrary stop condition
- until expression arbitrary stop condition
- repeat n iterate n times
- finally return local-variable executed once at end
- Many options! See Ref. Manual. Next up: SAL examples...

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3

Example

```
function pluck-chord(pitch, interval, n)
  begin
  with s = pluck(pitch)
  loop
    for i from 1 below n
      set s += pluck(pitch + interval * i)
  end
  return s
  end

play pluck-chord(c3, 5, 2)
play pluck-chord(d3, 7, 4) ~ 3
play pluck-chord(c2, 10, 7) ~ 8
```

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