

CSE 142 Programming I

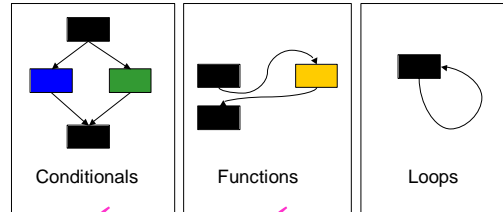
Iteration

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H-1

Control Structures



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H-2

Why a New Control Structure?

- So far our programs are very limited
 - They can only run “straight through”
 - What if the user enters something invalid?
- Most programs repeat actions
 - Repeating actions is called **iteration**

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Loops

- The control structures we'll see to perform iteration are called **loops**
- Loops are not the only way to do this—we'll see another way at the end of the course

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Where We're Going

- **while** loops
- **for** loops
- **do...while** loops
- Nested loops—what happens when you put one loop inside another

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The while loop

```
while (condition) { statements }
```

- The **while** loop will repeatedly execute the statements until the condition is false
 - Something in the body of the while loop must change the condition or the loop will never end!

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While Loop Example

- Add five integers:

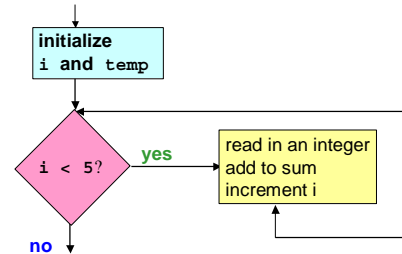
```
int i = 0;
int temp, sum = 0;
while (i < 5) {
    scanf("%d", &temp);
    sum = sum + temp;
    i++;
}
```

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While Loop Control Flow



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Computing a Factorial

- $9! = 1 * 2 * 3 * 4 * 5 * 6 * 7 * 8 * 9$
- We could write this without loops (yuck!)
- How could we write it with loops?

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Computing a Factorial

```
int i = 1;
int product = 1;
while(i <= 9){
    product = product * i;
    i++;
}
```

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H-10

Factorial Function

```
int fact(int number){
    int i = 1;
    int product = 1;
    while(i <= number){
        product = product * i;
        i++;
    }
    return product;
}
```

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Interest Calculation

- How long will it take before your money doubles at 10% interest?

```
money = 1.00;
i = 0;
while (money < 2.00){
    money = money * 1.1;
    i++;
}
```

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Handling User Input

- Let's write a loop to compute the average of floating point numbers
- We want the user to be able to enter **as many numbers as they wish**

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Averaging Numbers

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New Loop Syntax

- The **for** loop is different syntax for the same thing: iteration
- **for** and **while** loops can always be interchanged...
 - ...but some cases are much better suited to **for** loops than **while** loops

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For Loop Syntax

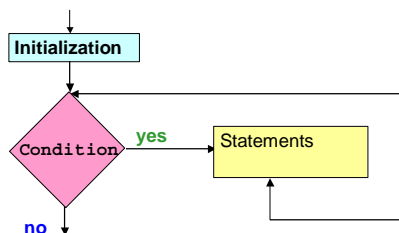
```
for ( initialization ;  
    condition ;  
    update ) { statements }
```

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For Loop Flowchart



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For Loop vs. While Loop

```
i = 0;  
while (i < 10) {  
    printf("%d\n", i);  
    i++;  
}
```

```
for (i=0; i < 10; i++) {  
    printf("%d\n", i);  
}
```

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Which Loop Should You Choose?

- They're interchangeable, so to some extent it's personal preference
- Use the for loop if you know how many times you're going to do something
- Think which construct will yield the simplest, clearest code

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Primality Testing

- A number is prime if it is only divisible by 1 and itself
- How do we tell if one number divides another evenly?
- How would we use a loop to test if a number were prime?

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Primality Testing

```
int isPrime(int number){  
  
  
  
  
  
  
  
  
  
}
```

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One More Bit 'O Syntax

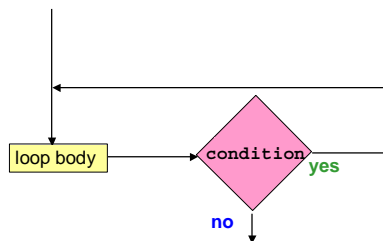
- The do...while loop is like a while loop, but it does the test at the end
- This can be very useful for doing things like checking user input

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Do...While Loop Control Flow



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Do...While Example

- Checking user input:

```
do {  
    printf("Enter your age: ");  
    scanf("%d", &age);  
} while (age < 0);
```

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Constructing Single Loops

- Should the program loop...
 - ...a specified number of times
 - ...until something happens
- What is my
 - initialization?
 - test?
 - update?

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Nested Loops

- When you put one loop inside another then you have nested loops
- Nested loops can be much more confusing than single loops
- Some loops are more “tightly coupled” than others—this makes them trickier!

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“Loosely Coupled” Loop

```
do {
    printf("Enter a number: ");
    scanf("%d", &foo);
    for (i=0; i<foo; i++)
        printf("%d\n", i);
    printf("Play again? ");
    scanf("%c%c", &trash, &cont);
} while (cont == 'y');
```

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“Tightly Coupled” Loop

```
for (i=1; i<=10; i++){
    for (j=1; j<=i; j++){
        printf("**");
    }
    printf("\n");
}
```

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Multiplication Table

- How would we write a program to print a multiplication table:

```
1  2  3  4  5  6  7  8  9 10
2  4  6  8 10 12 14 16 18 20
.  .  .
9 18 27 36 45 54 63 72 81 90
10 20 30 40 50 60 70 80 90 100
```

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Multiplication Table

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"Horribly Intertwined Loop of Death" Loop

- What if the inner loop affects the outer loop?

➤ Yuck

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A Contrived **BAD** Example

```
for (cat=0; cat<15; cat=cat+5){  
    for (dog=0; dog<cat; dog++){  
        cat = cat - dog/5;  
        printf("meow!\n");  
    }  
}
```

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2-D Figure Number 1

- How would we print the following:

```
*  
**  
***  
****  
*****
```

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H-33

2-D Figure Number 1

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2-D Figure Number 2

- How would we print the following:

```
*****  
****  
***  
**  
*
```

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2-D Figure Number 2

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How Does One Develop a Loop?

- Look for familiar patterns
- Look for familiar patterns
- Look for familiar patterns