



# While Loops

# First, Review

Conditionals:

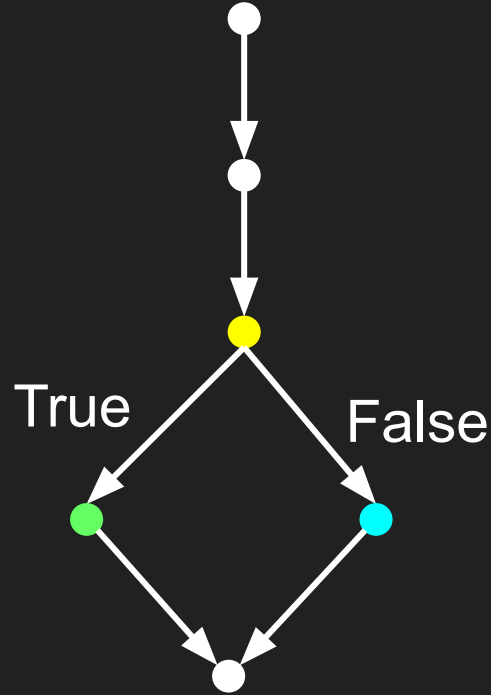
if <something>:

    <do something>

else:

    <do something else>

<continue program>



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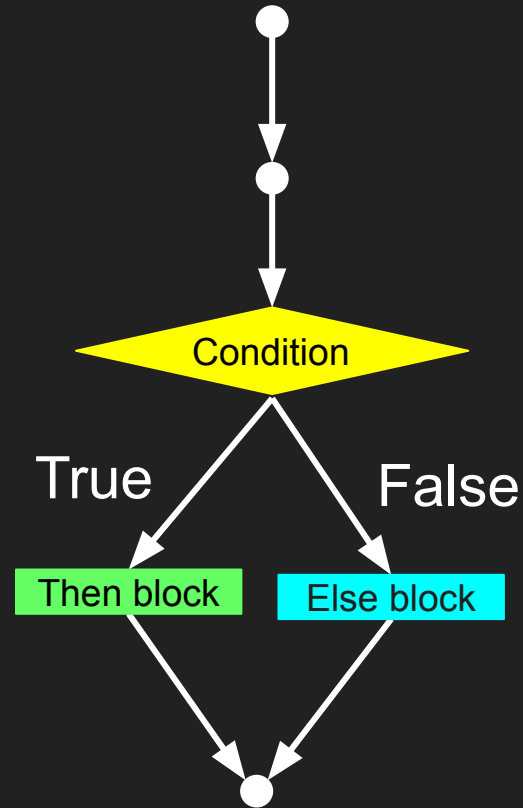
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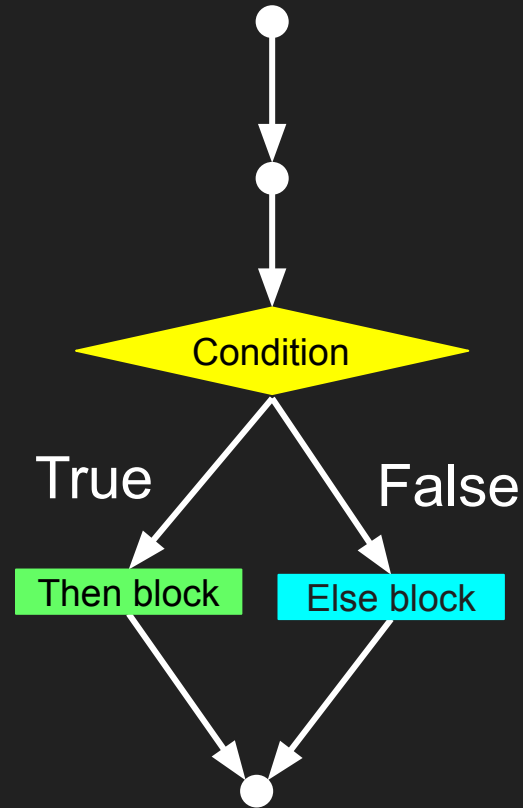
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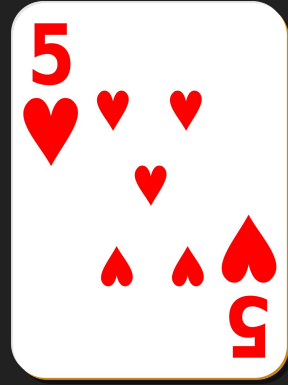
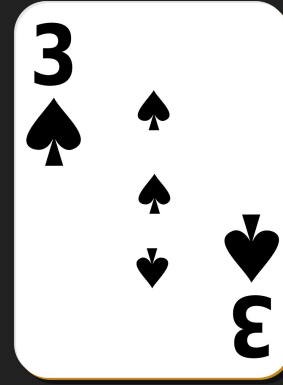
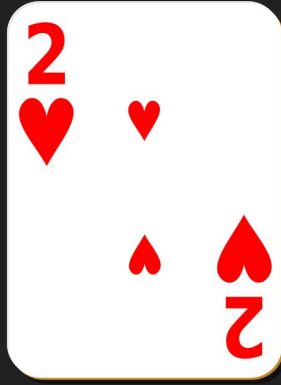
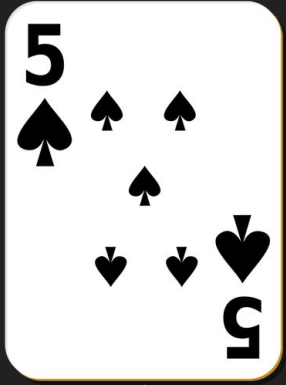
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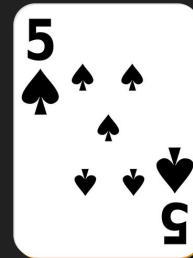


Block:  
Sequence of  
Statements

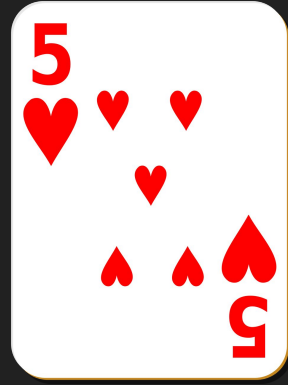
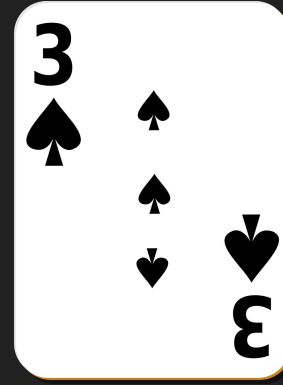
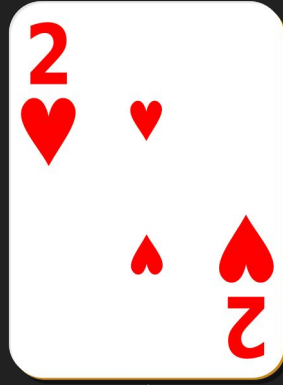
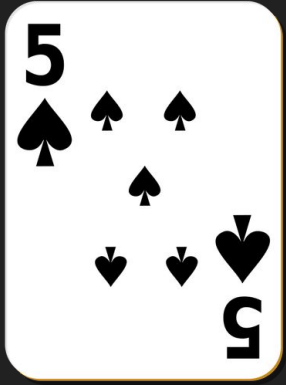
# Finding the Lowest Card



Low card:



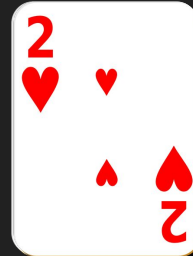
## Finding the Lowest Card



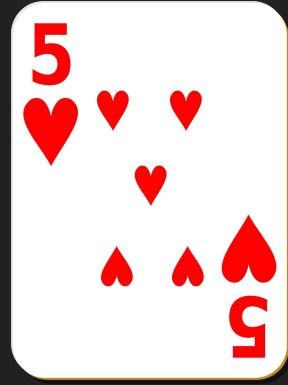
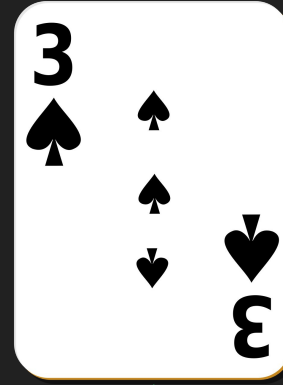
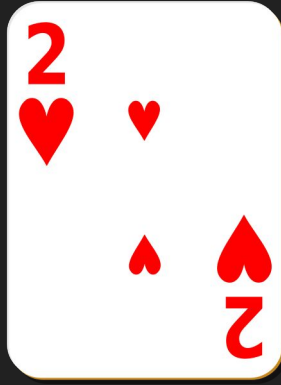
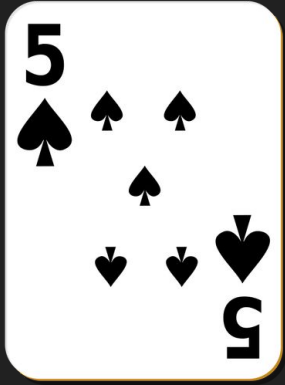
$2 < 5?$



Low card:

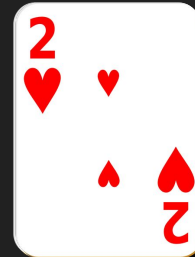


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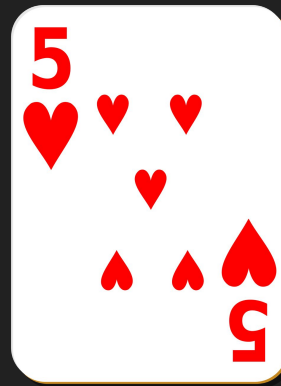
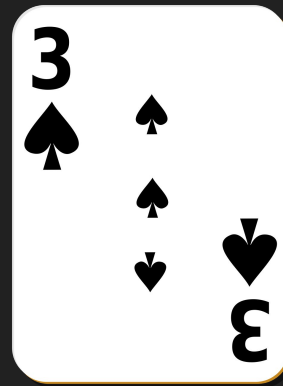
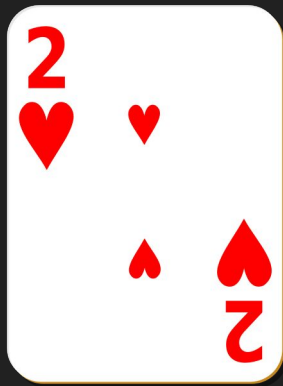
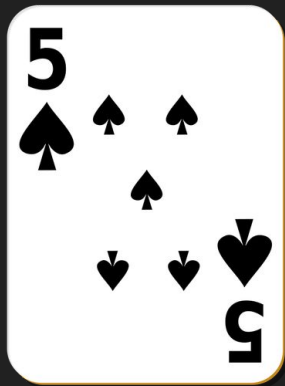


3 < 2? 

Low card:

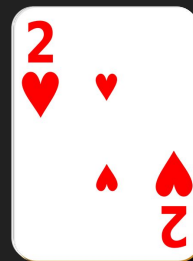


## Finding the Lowest Card



5 < 2? 

Low card:





# Finding the Lowest Card

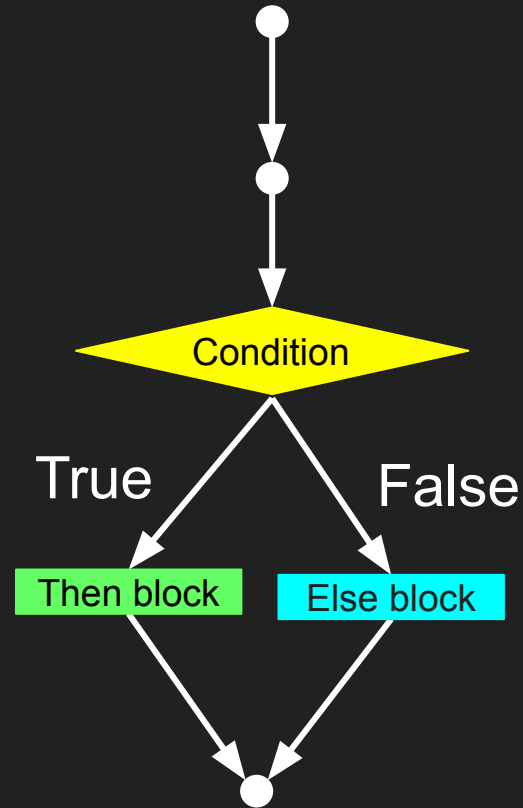
Finding the low card pseudocode:

1 lowest\_card = first card in deck

2 Repeatedly until end of deck:

3     if current\_card < lowest\_card:

4         lowest\_card = current\_card



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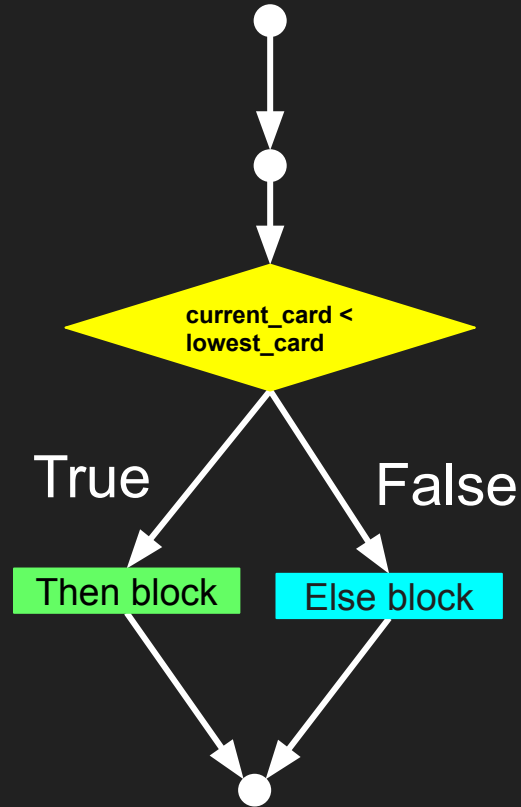
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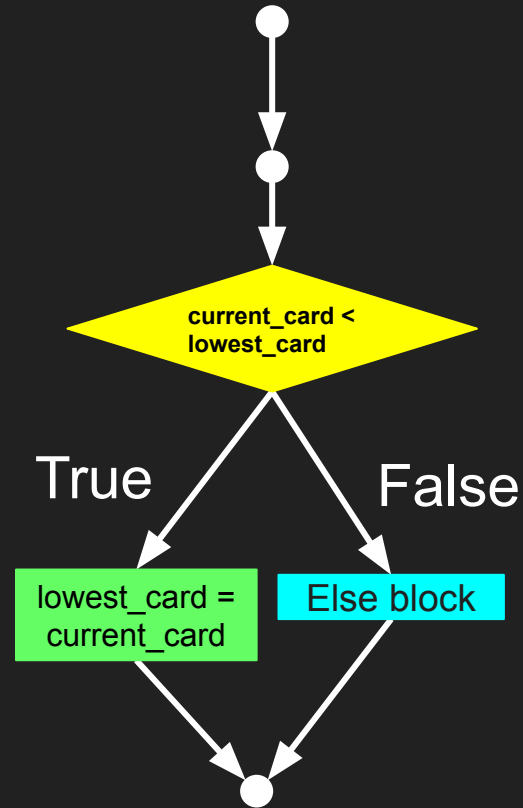
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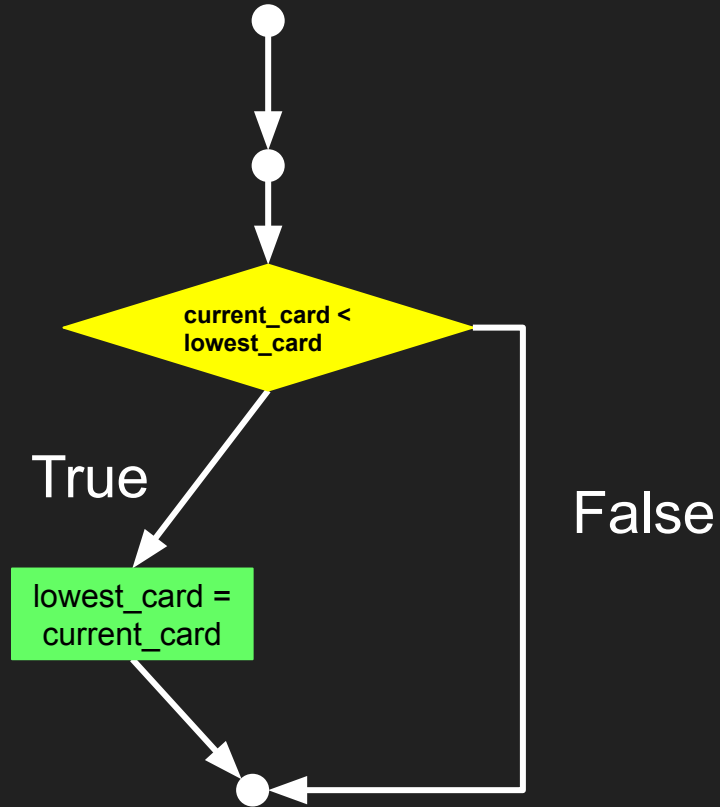
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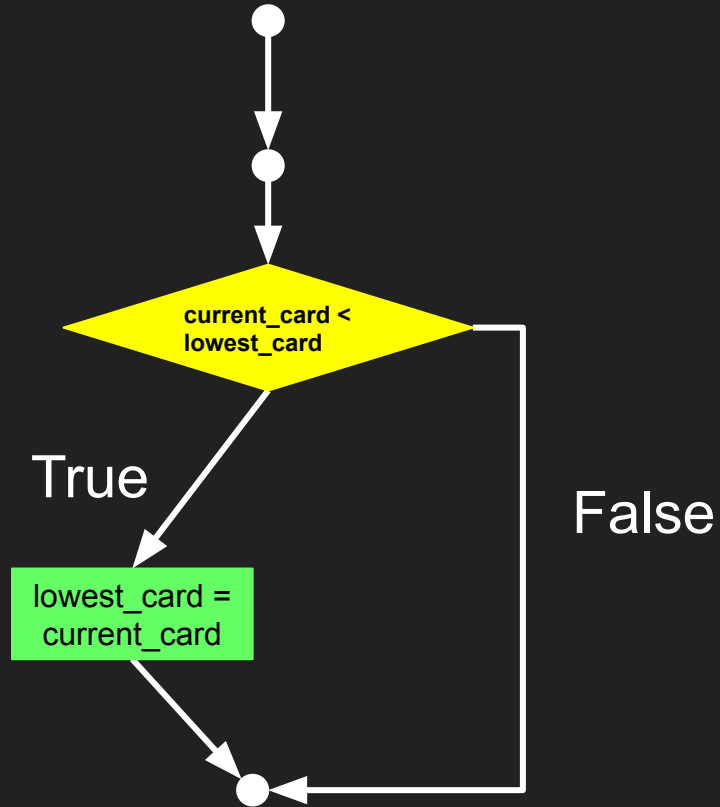
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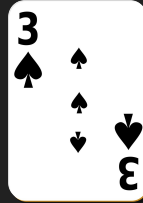
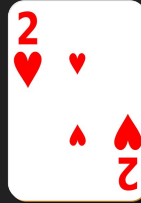
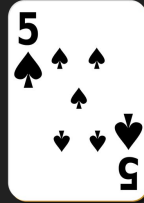
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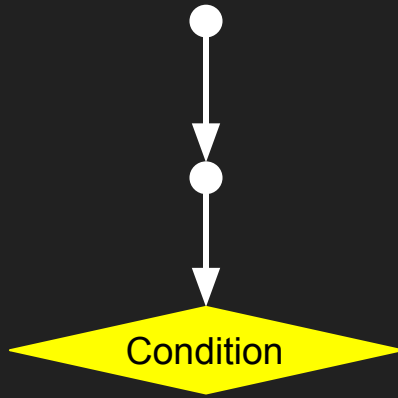
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Loop

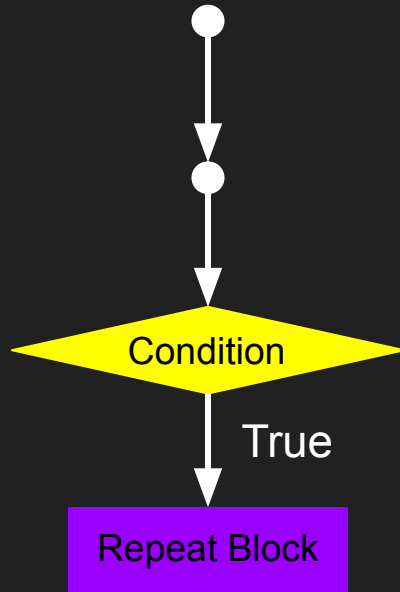


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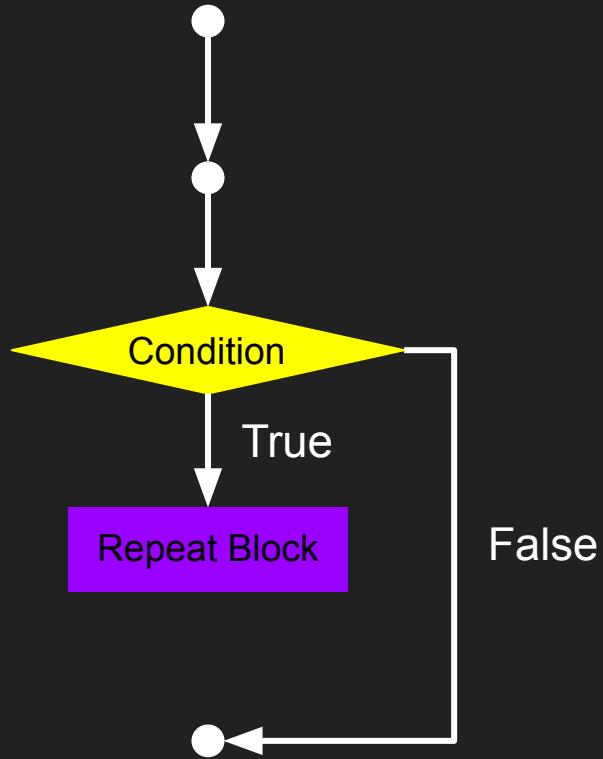




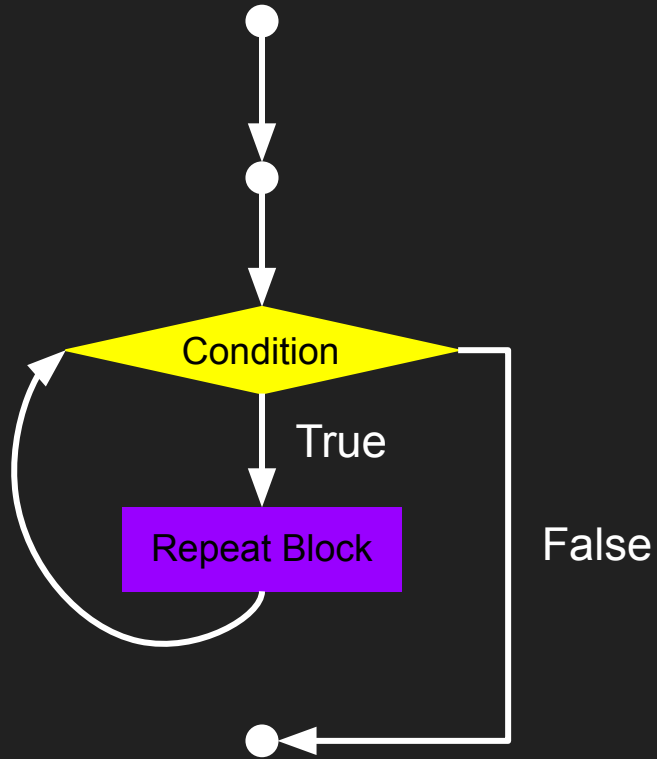
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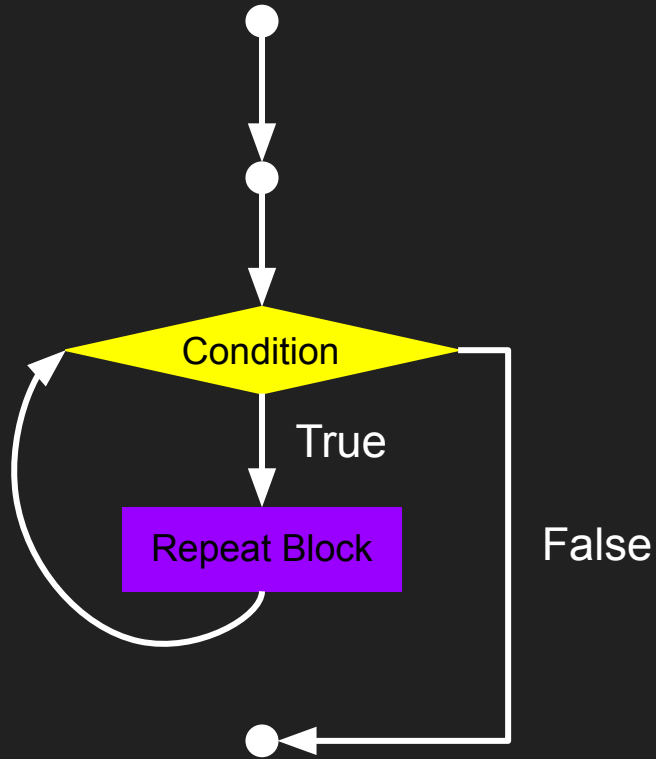


# Loops



# “While” Loops

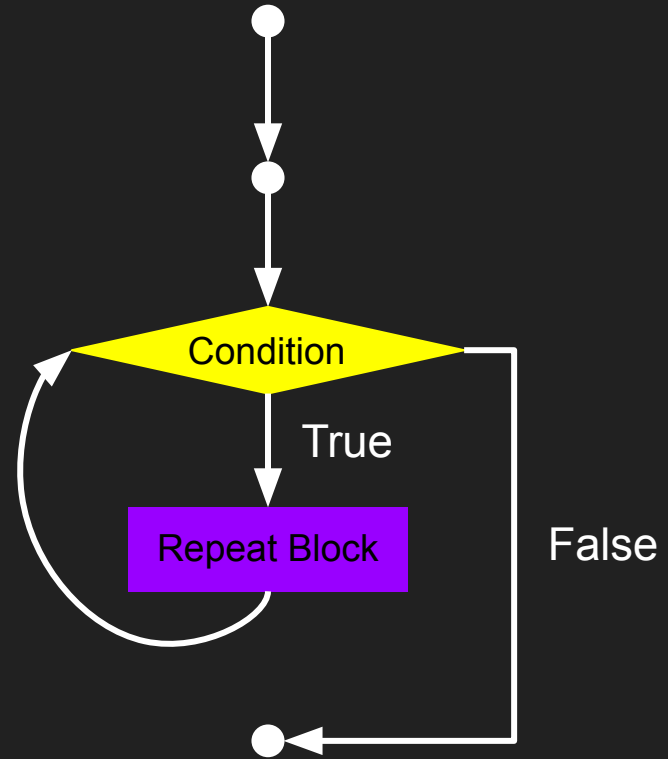
Repeat while  
condition is true



# Loops

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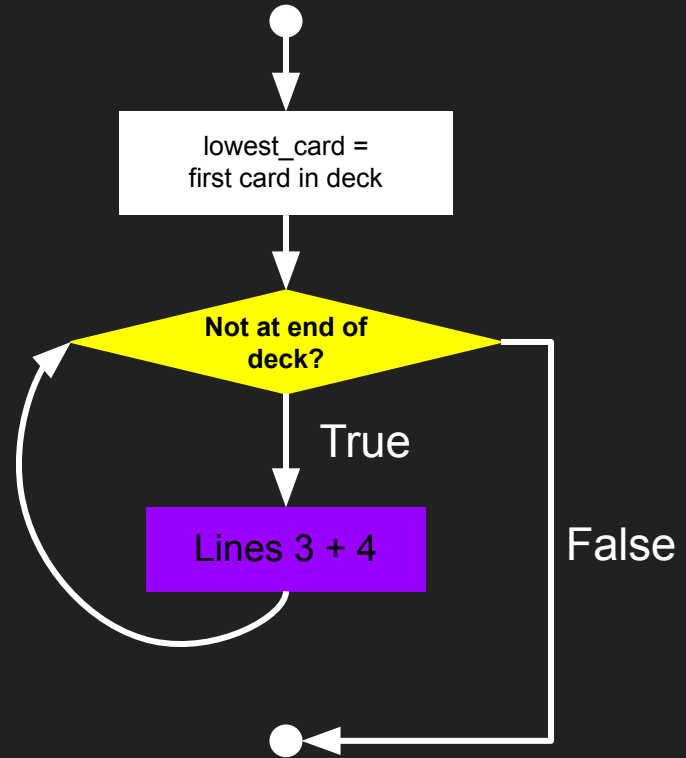
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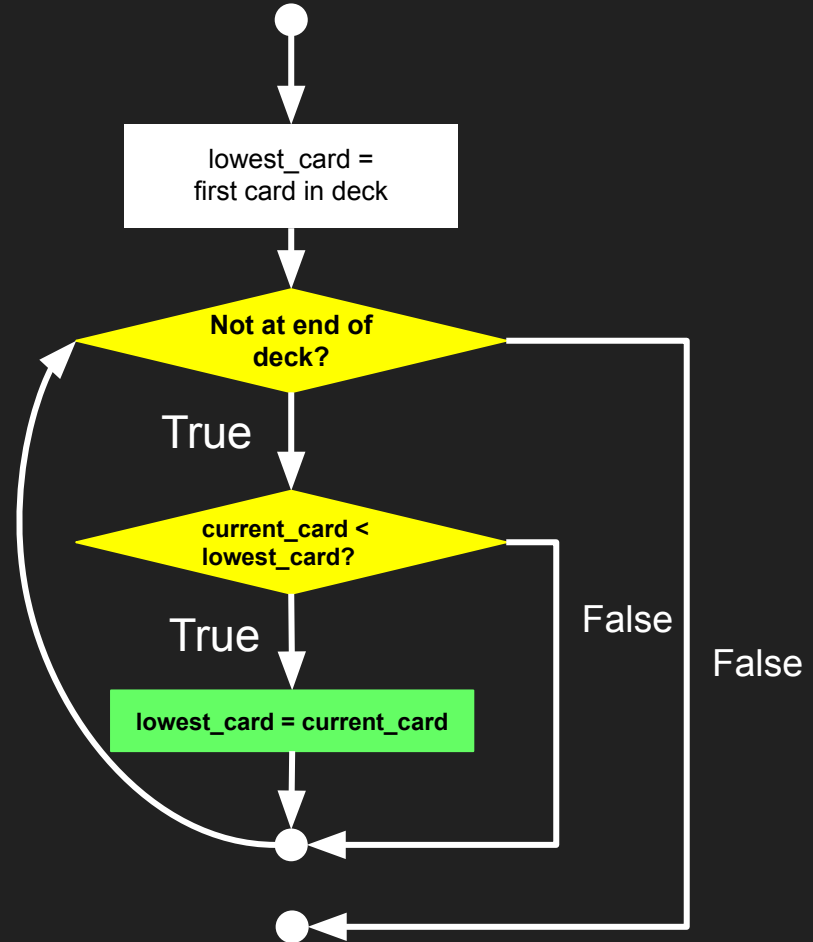
- 1 `lowest_card = first card in deck`
- 2 Repeatedly until end of deck:
- 3     if `current_card < lowest_card`:
- 4         `lowest_card = current_card`



# Loops

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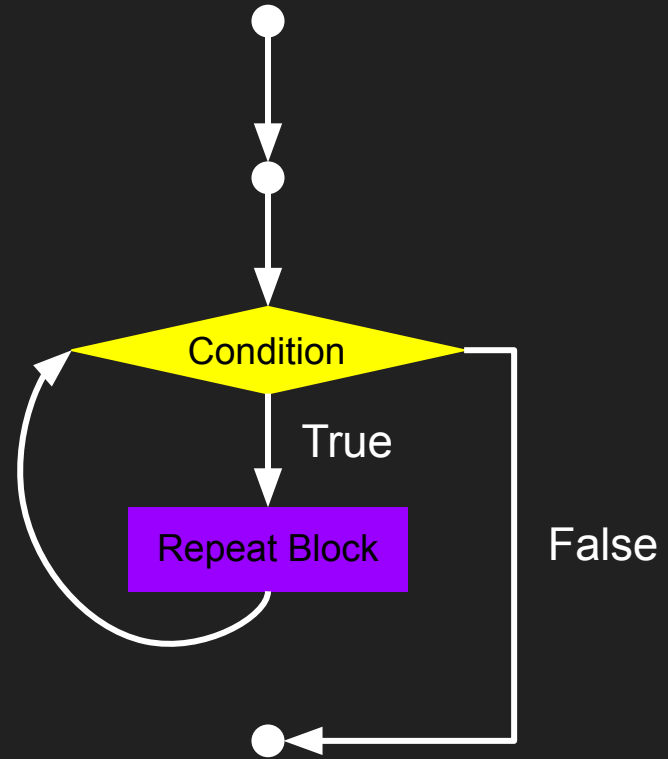
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# Syntax

while <condition>:

<repeat action>





```
1  """Demonstrates while loops by finding low value in string"""
2
3  cards: str = "5235"
4
5  card_idx: int = 0
6  low_card: int = int(cards[0])
7  #look at each number in the string
8  while card_idx < 4:
9      # check if current card is less than low card
10     current_card: int = int(cards[card_idx])
11     if (current_card < low_card):
12         #update the low card to be the value of our current card
13         low_card = current_card
14     card_idx = card_idx + 1
15 print(low_card)
```

# Practice Memory Diagram

```
1  def loop(stop: int) -> None:
2      condition: bool = True
3      num_loops: int = 0
4      while condition:
5          print(num_loops)
6          num_loops = num_loops + 1
7          if num_loops >= stop:
8              condition = False
9
10 loop(stop=2)
```

# Practice Memory Diagram

```
1  def characters(msg: str) -> None:
2      index: int = 0
3      while index < len(msg):
4          print(msg[index])
5          index = index + 1
6
7  characters(msg="Howdy")
```

# Bonus Lesson: Relative Reassignment Operators

Reassigning a variable relative to its current value: `i = i + 1`

Addition reassignment operator shorthand has the same effect: `i += 1`

Since you will use meaningfully descriptive variable names, this is a big improvement!

`total_dollars = total_dollars + next_donation` vs `total_dollars += next_donation`

```
1 def characters(msg: str) -> None:
2     index: int = 0
3     while index < len(msg):
4         print(msg[index])
5         index = index + 1
6
7 characters(msg="Howdy")
```

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1  def characters(msg: str) -> None:
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4          print(msg[index])
5          index += 1
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7  characters(msg="Howdy")
```

Before	After
<code>i = i + expr</code>	<code>i += expr</code>
<code>i = i - expr</code>	<code>i -= expr</code>
<code>i = i * expr</code>	<code>i *= expr</code>
<code>i = i / expr</code>	<code>i /= expr</code>
<code>i = i % expr</code>	<code>i %= expr</code>
<code>i = i // expr</code>	<code>i //= expr</code>
<code>i = i ** expr</code>	<code>i **= expr</code>