

Ch07-Iteration

August 10, 2020

1 7 Iteration

1.1 Topics

- increment and decrement operators
- iteration and types of iterations
- iteration applications
- iterations inside functions

1.2 7.1 Increment and decrement operators

- in programming adding and subtracting an integer value by 1 is done frequently
- loops use them quite a bit
- C++ provides increment and decrement operators to make our life easier
- there are two types of increment or decrement
 1. post
 2. pre

1.2.1 post increment and post decrement

- syntax:

```
varName++;  
varName--;
```

- value of variable varName is used first in the current operation
- value of variable varName is then increased or decreased by 1 for the next operation
 - value is incremented or decremented after its usage
 - hence: post increment or post decrement

```
[1]: // post increment example  
#include <iostream>  
using namespace std;  
  
int x;
```

```
[4]: // store 10 in x  
x = 10;
```

```
[5]: // use the current value of x and then increment it
cout << x++ << endl;
```

10

```
[6]: // value of x should be incremented by 1
cout << x;
```

11

```
[7]: // post decrement
x--
```

[7]: 11

```
[8]: x
```

[8]: 10

1.2.2 pre increment or decrement

- syntax:

```
++varName;
```

```
--varName;
```

- value of variable varName is first increased or decreased by 1
- new value of variable varName is used in the same operation
 - value is incremented or decremented before its usage
 - hence: pre increment or pre decrement

```
[9]: // pre increment and decrement examples
x = 10;
```

```
[10]: --x
```

[10]: 9

```
[11]: ++x
```

[11]: 10

1.3 7.2 Iteration or loop

- iteration is commonly called loop in programming
- real life is full of loops
 - routine works one does day after day
 - e.g. wake up, get ready, eat breakfast, commute to school/work, eat lunch, commute back home, eat dinner, sleep; repeat!

- computer is really good at automatically doing repetitive tasks (millions and billions of repetitions)
 - repeating identical or similar tasks without errors or boredom is something computers do well and people do poorly
 - computers can also do those tasks many times faster than humans
- iteration starts at a starting point and repeats or loops from the same starting point
 - a block of code can be repeatedly executed using just a one or two lines of loop structures
- just like in real-life, loop must end/exit at some point; otherwise you'll get into infinite loop

1.4 7.2 Types of C++ loops

- there are 4 commonly used types of loop in C++
 1. for loop
 2. range-based for loop
 3. while loop
 4. do while loop

1.5 7.3 for loop

- very common repetition control structure
- normally executes a specific number of times
- syntax

```
for(initialization; condition; updation) {
    // body of the loop
}
```

- interpreting for loop:
 1. initialization: initialize loop variables
 2. condition - check condition
 3. exit or execute loop body 3.a if condition is true, execute code in body of the loop 3.b exit the loop otherwise
 4. updation: update the loop variables
 5. repeat from step 2
- the following figure depicts the execution flow of **for loop**

```
[12]: // example 1 - the hard way of repeating code!
// write a program that prints "Hello World!" 10 times
// if you didn't know loop, one could still do it, rather painfully!
// typing one statement at a time for 10 times!

#include <iostream>

using namespace std;

cout << "1. Hello World!\n";
cout << "2. Hello World!\n";
cout << "3. Hello World!\n";
cout << "4. Hello World!\n";
```

```

cout << "5. Hello World!\n";
cout << "6. Hello World!\n";
cout << "7. Hello World!\n";
cout << "8. Hello World!\n";
cout << "9. Hello World!\n";
cout << "10. Hello World!\n";
// phew... gets worse, what if you're asked to do it for 100 or 1000 or more
→ times... Yikes!!
// you might just quit programming right now!

```

```

1. Hello World!
2. Hello World!
3. Hello World!
4. Hello World!
5. Hello World!
6. Hello World!
7. Hello World!
8. Hello World!
9. Hello World!
10. Hello World!

```

[12]: @0x107903ec0

```

[14]: // the easier way of repeating code!
// now let's make our life easier
// using for loop, let's tell the computer to repeatedly print "Hello World!"
→ 10 times
// so we don't have to type 10 different statements!
for(int i=1; i<=10; i++) {
    // it's common practice that i, j, k are used as loop counter variables
    // you can use any identifier
    cout << i << ". Hello World!\n";
}
// how about printing "Hello World!" 100 times or 1000?

```

```

1. Hello World!
2. Hello World!
3. Hello World!
4. Hello World!
5. Hello World!
6. Hello World!
7. Hello World!
8. Hello World!
9. Hello World!
10. Hello World!

```


[illegible]

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To change this limit, set the config variable `--NotebookApp.iopub_msg_rate_limit`.`

Current values:

```
NotebookApp.iopub_msg_rate_limit=1000.0 (msgs/sec)
```

```
NotebookApp.rate_limit_window=3.0 (secs)
```

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

Hello World!

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```
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Hello World!
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Hello World!

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```
Hello World!
Hello World!
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Hello World!
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Hello World!
Hello World!
Hello World!
Hello World!
Hello World!
```

```
[1]: // if the kernel restarts; must include all the libraries again
#include <iostream>
using namespace std;
```

```
[2]: // for loop with multiple statements for initialization; condition and updation
for(int i=1, j=10; i<=10 && j>=1; i++, j--) {
    cout << i << " + " << j << " = " << i+j << endl;
}
```

```
1 + 10 = 11
2 + 9 = 11
3 + 8 = 11
4 + 7 = 11
5 + 6 = 11
6 + 5 = 11
7 + 4 = 11
8 + 3 = 11
9 + 2 = 11
10 + 1 = 11
```

1.6 7.3 break and continue

- two commonly used statments inside the loop body
- **break** statement breaks/exits the loop immidiately when executed
 - any code after **break** inside the loop body will be ignored
- **continue** statement makes next loop or iteration to execute immidiately

- any code after **continue** inside the loop body will be ignored
- break and continue are typically used based on some condition
 - with the reason to break the loop or continue with next loop

```
[3]: // break example
cout << "before loop\n";
for(int i=1; i<=10; i++) {
    if (i == 5)
        break;
    cout << i << ". Hello World!" << endl;
}
cout << "after loop... all done!\n";
```

```
before loop
1. Hello World!
2. Hello World!
3. Hello World!
4. Hello World!
after loop... all done!
```

```
[6]: // continue example
// print odd numbers from 1 to 20
cout << "before loop\n";
for(int i=1; i<=20; i++) {
    if (i%2 == 0) // skip every even i
        continue;
    cout << i << " ";
}
cout << "\nafter loop... all done!\n";
```

```
before loop
1 3 5 7 9 11 13 15 17 19
after loop... all done!
```

```
[2]: // breaking infinite loop!
int i=1, j=10;
for(;;) {
    if (i<=10 && j>=1)
        cout << i << " + " << j << " = " << i+j << endl;
    else
        break;

    i++, j--;
}
```

```
1 + 10 = 11
2 + 9 = 11
3 + 8 = 11
```

```

4 + 7 = 11
5 + 6 = 11
6 + 5 = 11
7 + 4 = 11
8 + 3 = 11
9 + 2 = 11
10 + 1 = 11

```

1.7 7.4 Range-based for loop

- executes a for loop over a range of values
- typically used with container types such as array, vector, set, etc.
 - more readable alternative to the for loop operating over all elements in a container
- syntax:

```

for (range_declaration : range_expression) {
    // loop body
}

```

- range declaration:
 - declares a range variable, whose type is the type of the element in the sequence in range_expression
- range expression:
 - represents a suitable sequence of elements such as array or container with begin and end member functions

```

[6]: // example of range-based for loop
cout << "before range-based loop...\n";
for(int num: {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}) {
    cout << num << ". Hello World!\n";
}
cout << "after range-based loop... all done!";

```

```

before range-based loop...
1. Hello World!
2. Hello World!
3. Hello World!
4. Hello World!
5. Hello World!
6. Hello World!
7. Hello World!
8. Hello World!
9. Hello World!
10. Hello World!
after range-based loop... all done!

```

```

[6]: @0x108e17ec0

```



```
[7]: // example 2: iterate over each character in string
string text="This is a sentence!";
```

```
[12]: #include <cstring> // toupper

// recall: auto can be used to automatically determine type based on value
for(auto ch: text) {
    cout << ch << " -> " << char(toupper(ch)) << endl;
}
```

```
T -> T
h -> H
i -> I
s -> S
->
i -> I
s -> S
->
a -> A
->
s -> S
e -> E
n -> N
t -> T
e -> E
n -> N
c -> C
e -> E
! -> !
```

```
[13]: // convert a text into all uppercase
string upper_text = ""; // variable to collect uppercase characters
for(auto ch: text) {
    upper_text += char(toupper(ch));
}
cout << text << " -> " << upper_text << endl;
```

This is a sentence! -> THIS IS A SENTENCE!

1.8 7.5 while loop

- **while** keyword is used to create **while** statement
 - a loop that iterates 0 or more times
- if you're not sure how many times the loop should iterate, you use **while** loop
- while statement can be read as if it were English
 - e.g. while you're not tired, keep running the track.
 - as opposed to **for loop** that says, run the track 10 times.
- syntax:

```
while(condition) {
    // body of loop
}
```

- execute the body of loop as long as the condition is true
- the following figure depicts while loop execution

```
[14]: // example 1 - print a log table from 1 to 10
#include <cmath>

double x = 1; // while loop initialization
```

```
[15]: while(x <= 10.0) {
    cout << x << '\t' << log(x) << endl; // natural log base e
    x += 1.0; // update loop variable
}
```

```
1      0
2      0.693147
3      1.09861
4      1.38629
5      1.60944
6      1.79176
7      1.94591
8      2.07944
9      2.19722
10     2.30259
```

```
[2]: // example 2 - run the track until you're tired
int lapCount = 0;
string tired_response;
bool tired = false; // while loop initialization
```

```
[3]: while(not tired) {
    lapCount += 1;
    cout << "lap count = " << lapCount << endl;
    cout << "Are you tired yet? [y|yes] or [n|no]: ";
    cin >> tired_response;
    if (tired_response == "y" or tired_response == "yes")
        tired = true; // update loop variable
}
```

```
lap count = 1
Are you tired yet? [y|yes] or [n
o]: n
lap count = 2
Are you tired yet? [y|yes] or [n
o]: no
```

```
lap count = 3
Are you tired yet? [y|yes] or [n
o]: yes
```

```
[5]: // using break and continue statements in while loop
// NOTE: they don't have to be used together!
lapCount = 0;
while(true) {
    lapCount += 1;
    if (lapCount == 2) continue; // skip the rest of the code
    cout << "lap count = " << lapCount << endl;
    cout << "Are you tired yet? [y|yes] or [n\nno]: ";
    cin >> tired_response;
    if (tired_response == "y" or tired_response == "yes")
        break;
}
```

```
lap count = 1
Are you tired yet? [y|yes] or [n
o]: n
lap count = 3
Are you tired yet? [y|yes] or [n
o]: no
lap count = 4
Are you tired yet? [y|yes] or [n
o]: yes
```

1.8.1 visualize while loop in pythontutor.com

1.9 7.6 do-while loop

- do while loop is an extension of while loop
- makes a block of code execute 1 or more times
- syntax:

```
do {
    // body of loop
} while (condition);
```

- notice the semi-colon after while statement
- interpreting do-while loop
 1. do execute the block of code at least once
 2. while the condition is true go to step 1
 - exit the loop otherwise
- the following figure depicts the execution flow of **do-while loop**

```
[6]: // example 1 - game play simulation
// initialize loop variables
int counter = 0; // keep track of no. of times game is played
```

```
string play_again; // player's response after each game
```

```
[7]: // play game at least once
do {
    // call game() function or implement game here...
    counter++;
    cout << "played " << counter << " times.\n";
    cout << "want to play again? [y|n]: ";
    cin >> play_again;
    if (play_again != "y") break;
    else continue; // not necessary!
} while (true);
```

```
played 1 times.
want to play again? [y|n]: y
played 2 times.
want to play again? [y|n]: y
played 3 times.
want to play again? [y|n]: n
```

```
[1]: // example 2 - input validation
int input; // variable to store user input
```

```
[6]: do {
    cout << "Enter a whole number between 1 and 20: ";
    cin >> input;
    if (cin.fail()) { // somehow cin failed; wrong type is entered
        cin.clear(); // clear the error flag
        cin.ignore(INT_MAX, '\n'); // extract and discard upto INT_MAX
        ↳ characters or upto '\n' in std input stream
        cout << "Invalid input. Try again!\n";
        continue;
    }
    else if (input < 1 || input > 20) {
        cout << "input must be a whole number between 1 and 20\n";
    }
    else break;
} while (true);
```

```
Enter a whole number between 1 and 20: -1
input must be a whole number between 1 and 20
Enter a whole number between 1 and 20: 21
input must be a whole number between 1 and 20
Enter a whole number between 1 and 20: asdf
Invalid input. Try again!
Enter a whole number between 1 and 20: sdfaf12
Invalid input. Try again!
```

Enter a whole number between 1 and 20: 15

```
[7]: cout << "Great! You entered: " << input << endl;
```

Great! You entered: 15

1.9.1 see example 2 input validation as a program here [demo_programs/Ch07/input_validation.cpp](#)

1.10 7.7 Loops in functions

- all the loop statements can be used inside a function
- in fact, any fundamental concepts (io, math, operations, conditionals, loops, etc.) can be used inside loop
- functions can be called inside loop body

1.10.1 write a function that prints a multiplication table from 1 to 10 as shown below

- use composition and incremental development

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

```
[3]: #include <iostream>
#include <iomanip>

using namespace std;
```

```
[1]: // function that multiplies two numbers
int multiply(int n1, int n2) {
    return n1*n2;
}
```

```
[4]: // function prints multiples of N from 1 to 10
void print_multiples(int N) {
    for(int i=1; i<=10; i++)
        cout << setw(5) << multiply(N, i);
    cout << endl;
}
```

```
[5]: print_multiples(1);
```

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

```
[6]: print_multiples(2);
```

2	4	6	8	10	12	14	16	18	20
---	---	---	---	----	----	----	----	----	----

```
[7]: // now print_multiples need to be called 10 times
void printMultipleTable() {
    for(int i=1; i<=10; i++)
        print_multiples(i);
}
```

```
[8]: printMultipleTable();
```

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

1.11 7.8 Nested loops

- a loop can be nested inside another
- outer loop repeats everything inside inner loop
- a lot of advanced algorithms and problems require nested double and even tripple loops

```
[9]: // function prints multiplication table using nested loop
// print_multiples function's code is used as an inner loop
void multiplicationTable() {
    for(int i=1; i<=10; i++) { // for every i... (row)
        for(int j=1; j<=10; j++) // column
            cout << setw(5) << multiply(i, j);
        cout << endl;
    }
}
```

```
[10]: multiplicationTable();
```

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60

7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

1.11.1 define a function that prints a right-triangle shape with some symbol such as * of given height N

- e.g. the following is a right-right triangle of height 5 printed with *

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

```
[15]: // solution
void printTriangle(char ch, int height) {
    for(int i=1; i<=height; i++) {
        for(int j=1; j<=i; j++)
            cout << ch << " ";
        cout << endl;
    }
}
```

```
[16]: printTriangle('*', 5);
```

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

1.12 7.9 Exercises

- Write a function that prints multiplication table from 1 to some value N.
 - program only prints the lower half of the table ignoring all the redundant upper half values
- Write a C++ program including algorithm steps that calculates area and circumference of a circle.
 - must write functions to compute area and perimeter and automatically test each function with atleast 3 test cases
 - program finds area and perimeter of as many circle as the user wishes**
- Write a C++ program including algorithm steps that calculates Body Mass Index (BMI) of a person.
 - must use as many functions as possible
 - write at least 3 test cases for each function

- more info on BMI - https://www.nhlbi.nih.gov/health/educational/lose_wt/BMI/bmicalc.htm
 - formula found [here](#)
 - **program must calculate BMI of as many patients as user wants**
 - a sample solution is provided at [demo_programs/Ch07/BMI_v4.cpp](#)
4. Write a C++ program including algorithm steps that computes area and perimeter of a triangle given three sides.
 - must write and use separate functions to calculate area and perimeter
 - write at least 3 test cases for each function
 - **program computes area and perimeter of as many triangles as user wishes**
 - Hint: use Heron's formula to find area with three sides
 5. Write a C++ program that converts hours into seconds.
 - must write and use function(s) to computer answer(s)
 - must write at least 3 test cases for each function
 - e.g. given 2 hours, program should print 7200 as answer
 - **program continues to run converting as many hours into seconds as the user wishes without restaring it**
 6. Write a C++ program that converts seconds into hours, minutes and seconds.
 - must define and use function(s)
 - write at least 3 test cases for each function
 - sample input: 3600 sample output: 1 hour, 0 minute and 0 second
 - sample input: 3661 sample output: 1 hour, 1 minute and 1 second
 - Hint: use series of division and module operations **program will continue to run converting multiple inputs**
 7. Write a C++ program that counts a number of even digits in a given integer.
 - must write function and write atleast 3 test cases
 - **program must contine to run as many times as the user wishes**
 8. Write a C++ program that converts decimal number into binary. See Chapter 2 and 3 for the algorithm and partial solution.
 - **program will continue to run converting as many decmial number as the user wishes**
 9. Write a C++ program that converts binary number into decimal. See Chapter 2 and 3 for the algorithm.
 10. Write a C++ program that determines if the given integer is prime.
 11. Write a C++ program that does countdown for rocket launch. Must use for loop.
 - prints count down from 10 to 1 and finally prints "Blast Off!"
 12. Write a C++ program that does countdown for rocket launch. Must use while loop.
 - prints count down from 10 to 1 and finally prints "Blast Off!"
 13. Write a program that prints a right-traingle shape with some symbol such as * and given height N

- e.g. the following is a right-right triangle of height 5 printed with *

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

14. Write a program that prints a square shape with some symbol such as * and given height N
 - e.g. the following is a square of height 5 printed with *

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

1.13 7.10 Kattis Problems

- with all the fundamental concepts covered so far, one should be equipped to solve a lot more problems in Kattis.
- all most every Kattis problem needs loop to process large amount of data or test cases
- some of the Kattis problems that require loop (and of course other concepts that have been covered so far are listed below)

1.13.1 solve each Kattis problem with at least 3 automated test cases

- test case should try to address the corner/edge cases
 - use the data other than the ones provides by the problem
1. Oddities - <https://open.kattis.com/problems/oddities>
 - a sample solution can be found here:
 - <https://github.com/rambasnet/KattisDemos/tree/master/oddities>
 2. Cold-puter Science - <https://open.kattis.com/problems/cold>
 - a sample solution can be found here:
 - <https://github.com/rambasnet/KattisDemos/tree/master/cold>
 3. Help a PhD Candidate Out! - <https://open.kattis.com/problems/helpaphd>
 - a sample solution can be found here:
 - <https://github.com/rambasnet/KattisDemos/blob/master/helpaphd/helpaphd.cpp>
 4. Egypt - <https://github.com/rambasnet/KattisDemos/blob/master/egypt/egypt.cpp>
 - a sample solution can be found here:
 - <https://github.com/rambasnet/KattisDemos/blob/master/egypt/egypt.cpp>
 5. FizzBuzz - <https://open.kattis.com/problems/fizzbuzz>
 6. Stuck In A Time Loop - <https://open.kattis.com/problems/timeloop>
 7. Heart Rate - <https://open.kattis.com/problems/hearttrate>

8. Reversed Binary Numbers - <https://open.kattis.com/problems/reversebinary>
9. Modulo - <https://open.kattis.com/problems/modulo>
10. Quality-Adjusted Life-Year - <https://open.kattis.com/problems/qaly>
11. Tarifa - <https://open.kattis.com/problems/tarifa>
12. Judging Moose - <https://open.kattis.com/problems/judgingmoose>

1.14 7.11 Summary

- learned another fundamental programming concept: iteration or loop
- learned that there are 4 types of loops (2 are for loops and 2 are while loops)
- learned two import keywords break and continue that are used inside loops
- learned that functions can be called inside loop body and loops can be written inside functions
- learned about nested loop with some example applications
- exercise and example solutions

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