Loops



Announcements

- Reminder readings are due **before** lecture
 - We start off each lecture with a recall activity from your reading!
- Help Sessions and Help Desks
 - Go to them! They make a difference
- Next Week Exam Module
 - You need to work to have this module open so you can do your Exams
 - Catch up if you are behind!
 - Don't procrastinate!



Recall Activity

Grab a paper, write your name and your answers to the following questions. Turn this as your attendance for today's lecture.

What is the difference between a while loop and a for loop?

Analyze the following method:

```
public static void loop(int max, int inc) {
    for(int i = 0; i < max; i+= inc) {
        System.out.println(i);
    }
}</pre>
```

How many lines are printed, given the following call

```
loop(5, 1)
loop(9, 4)
loop(0, 3)
```

Recall Activity

```
public static void loop(int max, int inc) {
    for(int i = 0; i < max; i+= inc) {
        System.out.println(i);
    }
}</pre>
```

How many lines are printed, given the following call

```
loop(5, 1) 5
loop(9, 4) 3
loop(0, 3) 0
```

What are computers good at?

- Computers are good at three things
 - Calculations
 - Formal logic
 - Repeating what you just asked it to do (iteration) Loops
- Coincidently
 - Three things humans tend to struggle with
- If you understand
 - Calculations
 - Formal Logic
 - And Loops
 - You will be able to accomplish impressive programs

Loop Types in Java (and most langs)

- While Loops
- For Loops
- For:each loops (we will cover this later)
- Do While loops (we will cover this later)
- All loops have
 - An iterator a way to cycle through the values you want to look at
 - A condition to exit (else, your computer blows up it happens to everyone)

While Loop

- Good when:
 - Your "iteration" variable is created outside the loop
 - You need your iterator variable outside of the loop

while(TRUE-CONDITION) {/*block of code to execute*/}

```
int end = scan.nextInt();
int start = scan.nextInt();

while(start < end) {
    start++;
}
System.out.println("My Start is now: " + start);</pre>
```

While Loop

```
Lets assume:
 end = 3;
 start = 1;
while (1 < 3){
   start++;
while (2 < 3){
   start++;
 while (3 < 3) - out of while
 System.out.println("My Start is now: "+ start);
```

```
int end = scan.nextInt();
int start = scan.nextInt();
while(start < end) {</pre>
    start++;
System.out.println("My Start is now: " + start);
```

end start

> 3 1

> > _2

3

For Loop

- Good when:
 - Your loop has a set start and end
 - You don't need to keep your iterator outside the loop

for(variables; condition; iterator) { /* block of code to execute*/ }

```
for(int <u>i</u> = 0; <u>i</u> < 10; <u>i</u>++) {
    System.out.print(<u>i</u>);
}
```

For Loop

- How the for works:
 - control variable is initialized
 - 2. test condition
 - 2.1. if test if true:
 - execute what is in {}
 - increment control variable and
 - go to step 2 again
 - 2.2. if test if false, exit for

```
for(int <u>i</u> = 0; <u>i</u> < 10; <u>i</u>++) {
    System.out.print(<u>i</u>);
}
```

What is the program output?

0123456789

What do we need to change to have each number in a different line?

System.out.println(i);

What do we need to change to print the numbers in the reverse order?

for(int i = 9; i >=0; i--)

In Class Activity – Loop Practice

 Write a method that reads positive numbers and prints the sum and average of those numbers.

- Think about how you are going to solve this problem
 - What kind of loop do we need? Why?
 - When the loop is going to stop?
 - How many variables do we need? Why?
 - What are those variables types?

In Class Activity – Loop Practice

Write a method that generates the first hundred even numbers.

- Think about how you are going to solve this problem
 - What kind of loop do we need? Why?
 - When the loop is going to stop?
 - How many variables do we need? Why?
 - What are those variables types?

In Class Activity – Loop Practice

Write the following as a **for** loop

```
public static void simpleLoop(int total) {
   int i = 1;
   while(i <= total) {
      System.out.print(i + ",");
      i = i + 1;
   }
}</pre>
```

Code Along: loop Practice

- Back to Canvas / Zybooks work on Activity 2 the number game.
- One person codes, the rests assists in the coding
 - Really, everyone trying it, isn't as beneficial as everyone working together on these!
 - You can always try it on our own later