



Flow chart with a loop using **pretest** 

- $\rightarrow$  initialization step  $\rightarrow$  to start the loop
- $\rightarrow$  test loop condition  $\rightarrow$  to determine whether to continue the loop processing
- ➤ updation within loop body → to update the condition so that, at some point, the loop condition will evaluate to false

# basic syntax with while statement

#### Example 1: **counter controlled while loop**

How many times will the body of the statement be executed? How many times will the logical expression be evaluated?

## Example 2: event driven while loop

- 1. body of while loop may be executed 0, 1, or more times depending on the input values. What if the input values are: 9, 4, 6, -3, ^d
- 2. because of the pretest, the loop may not be executed even once: what happens when the input value is : ^d

## **Example 3: sentinel controlled while loop**

```
sum=0;
cin>> inputData;
while (inputData != -1)  // -1 is sentinel value here
{     sum=sum + inputData;
     cin>> inputData;
}
```

- **Infinite loop:** When design loop structure, make sure that, at some point, the logical condition evaluates to false.
- ++, --, +=, -=, \*=, /=, %= operators

#### **Practice question:** Write a C++ program to

- (1) plays the grandma's trunk game for 10 rounds
- (2) compute the value of score, when score = 2\*3+3\*4+4\*5... + 20\*21
- (3) Compute the area under the function  $f(x) = x^5 + 3x^2 40$ , in range [2, 15]
- (4) read in a sequence of values from keyboard, count the number of positive, negative, and zeros in the sequence of values, the end of input values is signaled using ^d
- (5) Reads in a sequence of values from the keyboard, find the largest and smallest values
- (6) in the sequence, the end of input values is signaled using ^d.
- (7) Continues to convert US dollar into Euro for as long as the user wants to perform more conversions.
- (8) Find the number of even and odd digits in an integer entered from keyboard
- (9) Find the number of values that is greater than its next value, given a sequence of values entered through keyboard
- (10) Plot the frequency of students' test scores ([90-100], [80-90), ...[0, 60))
- (11) Read student names and account information from two separate data files, and generates handout files for individual students