

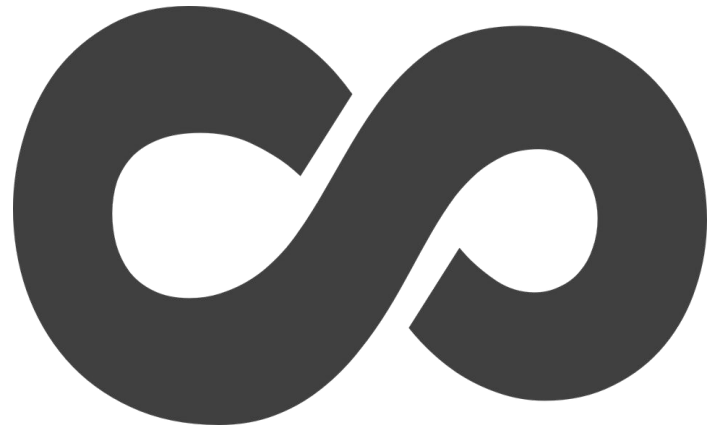
WHILE LOOPS

REPETITIONS

- Used to: repeat a certain step in an algorithm
 - Easier to use/code than copying and pasting code
 - Extremely useful for an unspecified number of repetitions

REPETITIONS

- 3 Ways to do repetitions in C...
 - 1) While loops
 - 2) For loops
 - 3) Do while loops → less important, but will cover them



WHILE LOOPS

```
While (/* Some condition */) {  
    /* Code goes here */  
}
```

- Structurally, it is extremely similar to *if* statements



WHILE LOOPS

```
While (/* Some condition */) {  
    /* Code goes here */  
}
```

- The loop will repeat, as long as the *condition* is true



WHILE LOOPS

- Terminating a while loop (2 main ways)



WHILE LOOPS

- Terminating a while loop
(2 main ways)
 - 1) *Terminating Condition*
 - Runs until some condition is reached
 - 2) *Counter*
 - Tells the loop how many times to run



TERMINATING CONDITIONS

- Reacts to changing variables within the while loop

```
int foo = 10;  
int user_input;  
While (foo < 100) {  
    scanf("%d", &user_input);  
    foo = foo + user_input;  
}
```



TERMINATING CONDITIONS

- Reacts to changing variables within the while loop

```
int foo = 1;  
While (foo != -1) {  
    scanf("%d", &foo);  
    printf("Foo is %d", foo);  
}
```



ASCII Coding: Part II, Basic Cipher

- Scan in **an unspecified amount of** characters - store them as *char* variables
- Stop scanning in characters when the user enters “?”
- ADD 10 to the value of the scanned characters
- If the characters are now out of the CAPITAL letter range, print “Not a capital letter” → otherwise, print the *char* and *int* of the variables
 - Use the ASCII table for reference



TERMINATING CONDITIONS

- This kind of loop can be an *infinite* loop
 - Keeps looping until a special condition is reached

```
int foo = 1;
While (foo != -1) {
    scanf("%d", &foo);
    printf("Foo is %d", foo);
}
```



COUNTER

- Tells the loop a specific number of times to run

```
int j= 0;
while (j < 10) {
    printf("Skip Day Penalty\n");
    j = j + 1;
}
```



COUNTER

- This *counter variable* keeps track of how many times the loop runs
- Commonly short letter names (i, j, k)

```
int j= 0;
while (j < 10) {
    printf("Skip Day Penalty\n");
    j = j + 1;
}
```



COUNTER

- Three main parts of a loop
 - 1) **Initial condition**

```
int j= 0;
while (j < 10) {
    printf("Skip Day Penalty\n");
    j = j + 1;
}
```



COUNTER

- Three main parts of a loop
 - 2) **Terminating Condition**

```
int j= 0;
while (j < 10) {
    printf("Skip Day Penalty\n");
    j = j + 1;
}
```



COUNTER

- Three main parts of a loop
 - 3) **Update**

```
int j= 0;
while (j < 10) {
    printf("Skip Day Penalty\n");
    j = j + 1;
}
```



COUNTER

- Can count up or down (standard is up, but down is fine too)

```
int j= 10;  
while (j > 0) {  
    printf("Skip Day Penalty\n");  
    j = j - 1;  
}
```

