

# 程序控制结构-循环结构

车万翔

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# 多次求解一元二次方程



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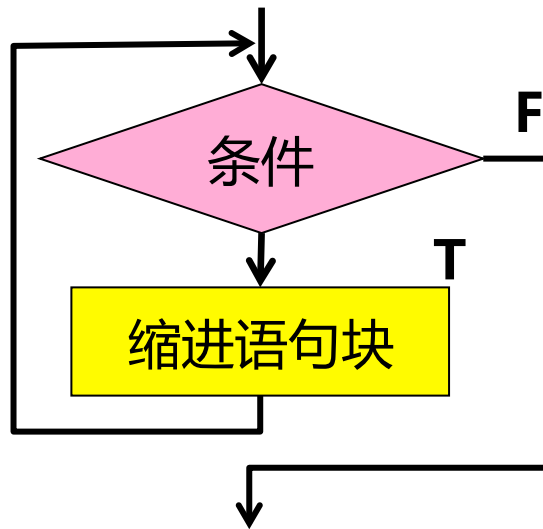
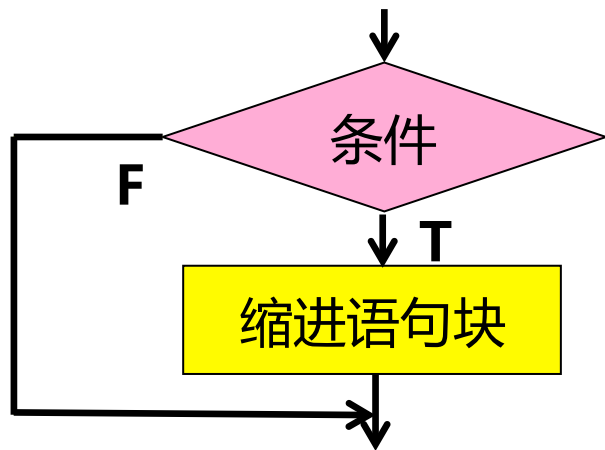
- ❖  $a=0, b=1, c=1$
  - ❖  $a=1, b=2, c=1$
  - ❖  $a=1, b=3, c=1$
  - ❖  $a=1, b=1, c=1$
  - ❖  $a=-1, b=-1, c=-1$
- 
- ❖ 程序可以多次计算（输入字符 'q' 退出程序，输入其它字符则继续执行）。



# 循环结构



## ❖ while 循环结构



while 循环继续条件：

缩进语句块（循环体）

其余语句



# while 循环结构的分析策略



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❖ 循环体外设定循环可执行的初始条件

❖ 书写需重复执行的代码  
( 循环体 )

❖ 设定循环条件并在循环体内设定条件改变语句

❖ 打印字符串 5 次

```
9 count = 0
10 while count < 5:
11     print 'Programming is fun!'
12     count += 1
13
```



# 循环执行过程



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生成 count 变量，值为 0

```
8 count = 0
9
10 while count < 5:
11     print 'Programming is fun!'
12     count += 1
13
```



# 循环执行过程



```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 0 , 小于 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

打印字符串



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值加 1，结果为 1





# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 1，小于 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

打印字符串

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值加 1，结果为 2



# 循环执行过程



```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 2, 小于 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

打印字符串

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值加 1，结果为 3



# 循环执行过程



```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 3, 小于 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

打印字符串

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```





# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值加 1，结果为 4



# 循环执行过程



```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 4 , 小于 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

打印字符串



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值加 1，结果为 5



# 循环执行过程



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```
8 count = 0
```

```
9
```

```
10 while count < 5:
```

```
11     print 'Programming is fun!'
```

```
12     count += 1
```

```
13
```

count 值为 5，不小于 5



# 循环执行过程



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```
8 count = 0
9
10 while count < 5:
11     print 'Programming 1'
12     count += 1
13
```

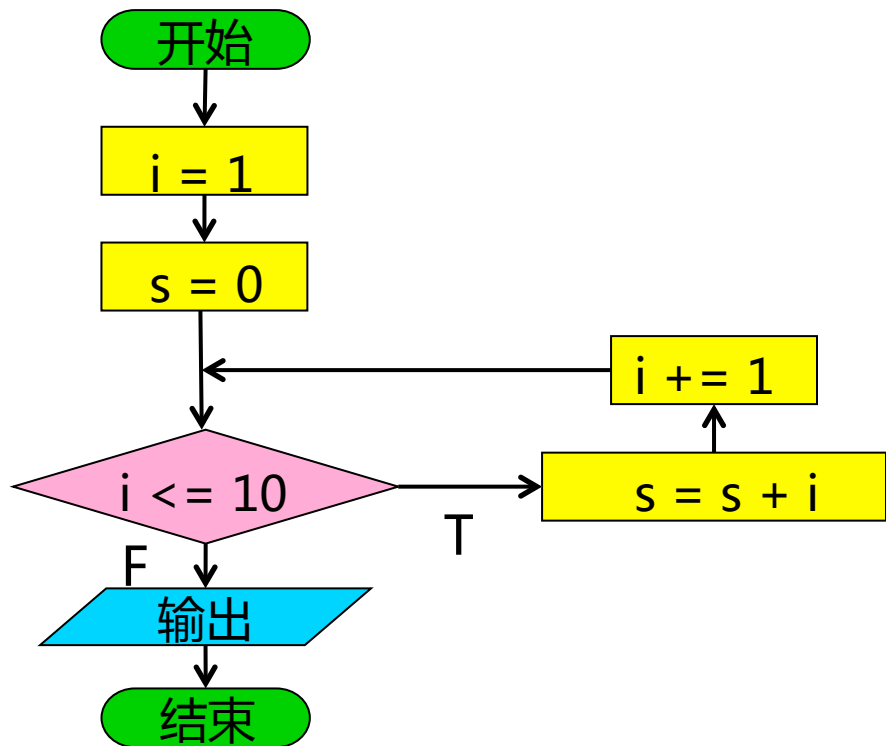
继续执行 while 后面的语句



# 循环示例：1 + 2 + ... + 10



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```
8 s = 0
9 i = 1
10
11 while i < 10:
12     s += i
13     i += 1
14
15 print 'sum is ', s
16
```



# 错误代码示例



常见错误

```
8 count = 0
9
10 while count < 10:
11     print count
12
```

```
8 count = 0
9
10 while count < 10:
11     print count
12     count -= 1
13
```

```
8 count = 0
9
10 while count < 10:
11     print count
12     count += 1
13
```

```
8 count = 0
9
10 while count < 10:
11     if count % 2 == 0:
12         print count
13
```

```
8 count = 0
9
10 while count < 10:
11     if count % 2 == 0:
12         print count
13         count += 1
```

```
8 count = 0
9
10 while count < 10:
11     if count % 2 == 0:
12         print count
13         count += 1
14
```

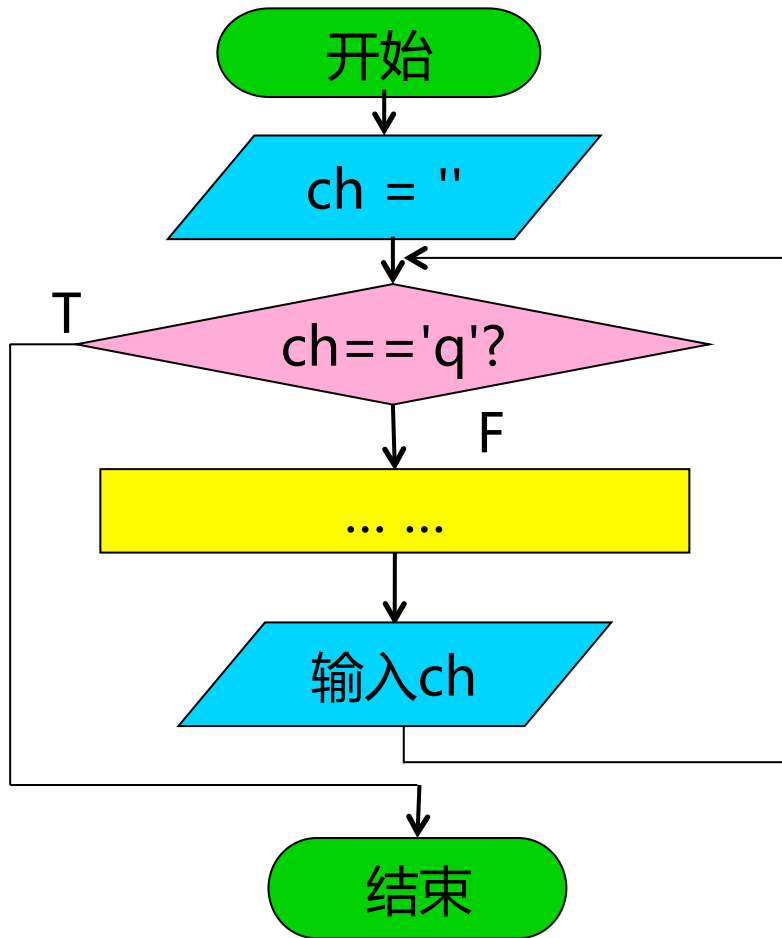




# 多次求解一元二次方程



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# 代码



```
7 import math
8 ch = 'a'
9 while ch != 'q':
10     a = float(raw_input('Enter coefficient a: '))
11     b = float(raw_input('Enter coefficient b: '))
12     c = float(raw_input('Enter coefficient c: '))
13     if a==0:
14         print 'The equation is linear, not quadratic'
15     else:
16         delta = b ** 2 - 4 * a * c
17         if delta < 0:
18             print 'Without real roots'
19         elif delta == 0: # elif delta < 1e-17:
20             print 'Only one root is ', (-b/2.0/a)
21         else:
22             root = math.sqrt(delta)
23             s1 = (-b + root) / (2 * a)
24             s2 = (-b - root) / (2 * a)
25             print 'Two distinct solutions are:', s1, s2
26     ch = raw_input('Please input \'q\' to end or any keys to continue\n')
27
```



# break 和 continue 语句



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```
8 count = 0
9
10 while count < 5:
11     if count > 2:
12         break
13     print 'Programming is fun!'
14     count += 1
15
```

**break** 结束当前循环体

```
8 count = 0
9
10 while count < 5:
11     count += 1
12     if count > 2:
13         continue
14     print 'Programming is fun!'
15
```

**continue** 结束当次循环



# 示例



```
7 import math
8 while True:
9     a = float(raw_input('Enter coefficient a: '))
10    b = float(raw_input('Enter coefficient b: '))
11    c = float(raw_input('Enter coefficient c: '))
12    if a==0:
13        print 'The equation is linear, not quadratic'
14    else:
15        delta = b ** 2 - 4 * a * c
16        if delta < 0:
17            print 'Without real roots'
18        elif delta == 0: # elif delta < 1e-17:
19            print 'Only one root is ', (-b/2.0/a)
20        else:
21            root = math.sqrt(delta)
22            s1 = (-b + root) / (2 * a)
23            s2 = (-b - root) / (2 * a)
24            print 'Two distinct solutions are:', s1, s2
25    ch = raw_input('Please input \'q\' to end or any keys to continue\n')
26    if ch == 'q':
27        break
28
```



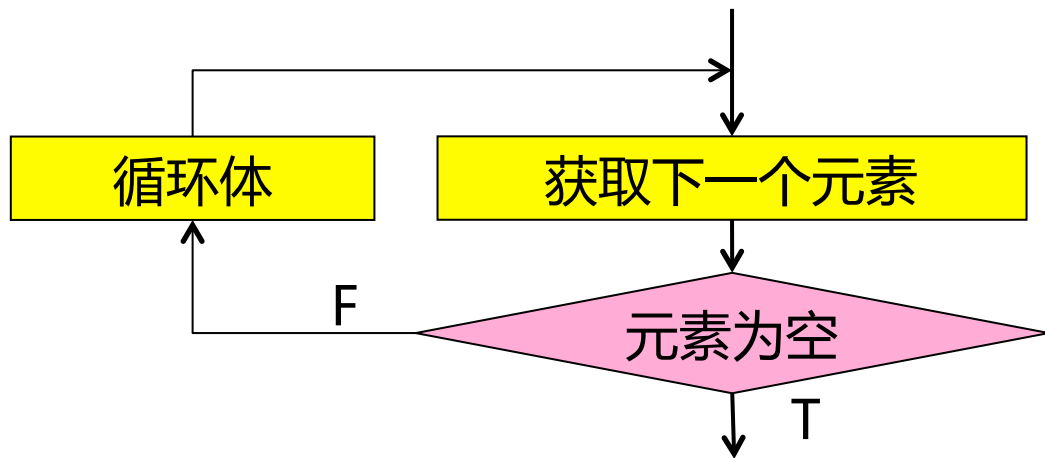
# for 循环语句



for anElement in object:

# 缩进语句块（循环体）

- ❖ 依次遍历对象（object）中的每个元素，并赋值给anElement，然后执行循环体内语句





# for 循环语句示例



## ❖ 计算 $1+2+3+\dots+10$ 的值

range 函数生成 0,  
1, ..., 10 序列

```
8 s = 0
9
10 for i in range(11):
11     s += i
12
13 print 'sum is:', s
14
```

```
8 s = 0
9 i = 1
10
11 while i <= 10:
12     s += i
13     i += 1
14
15 print 'sum is:', s
16
```



## range

**Definition :** `range(stop)`

**Type :** Function of `__builtin__` module

`range(stop)` -> list of integers `range(start, stop[, step])` -> list of integers

Return a list containing an arithmetic progression of integers. `range(i, j)` returns `[i, i+1, i+2, ..., j-1]`; start (!) defaults to 0. When `step` is given, it specifies the increment (or decrement). For example, `range(4)` returns `[0, 1, 2, 3]`. The end point is omitted! These are exactly the valid indices for a list of 4 elements.

- ❖ `range(2, 10)` → `[2, 3, 4, 5, 6, 7, 8, 9]`
- ❖ `range(2, 10, 3)` → `[2, 5, 8]`
- ❖ `range(10, 2, -1)` → `[10, 9, 8, 7, 6, 5, 4, 3]`



# 求常数 $e$



$$e = 1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \frac{1}{4!} + \dots + \frac{1}{i!}$$

```
8 import math
9
10 e = 1
11
12 for i in range(1, 100):
13     e += 1.0 / math.factorial(i)
14
15 print 'e is', e
16
```

```
8 e = 1
9 factorial = 1
10
11 for i in range(1, 100):
12     factorial *= i
13     e += 1.0 / factorial
14
15 print 'e is', e
16
```





# 求常数 $\pi$



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$$\pi = 4 \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots + \frac{(-1)^{i+1}}{2i-1} \right)$$

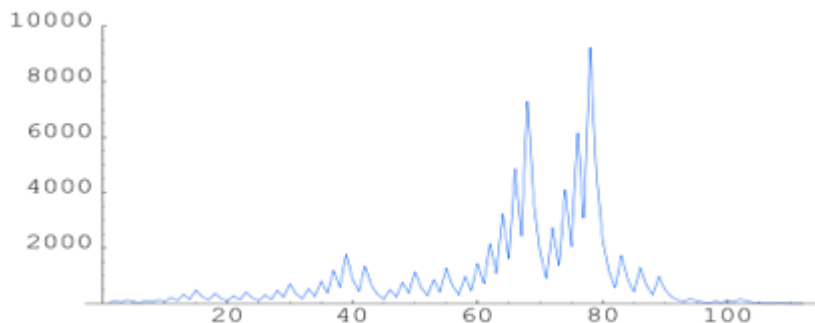
```
8 pi = 0
9 sign = 1
10 divisor = 1
11
12 for i in range(1, 1000000):
13     pi += 4.0 * sign / divisor
14     sign *= -1
15     divisor += 2
16
17 print 'pi is', pi
18
```



# 冰雹猜想（序列）



- ❖ 考拉兹猜想（英语：Collatz conjecture），又称奇偶归一猜想， $3n + 1$  猜想、冰雹猜想、角谷猜想、哈塞猜想、乌拉姆猜想或叙拉古猜想
  - 对于每一个正整数，如果它是奇数，则对它乘 3 再加 1，如果它是偶数，则对它除以 2，如此循环，最终都能够得到 1
  - 如  $n = 6$ ，得出序列 6, 3, 10, 5, 16, 8, 4, 2, 1



$n = 27$ 时的序列分布



# 嵌套循环



## ❖ 打印乘法表

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

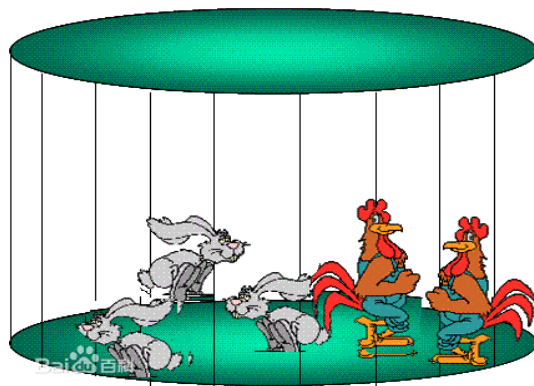
```
8 for i in range(1, 10):
9     for j in range(1, 10):
10         print format(i * j, '3'),
11     print
12
```



# 鸡兔同笼问题



- ❖ 鸡兔同笼是中国古代的数学名题之一。大约在1500年前，《孙子算经》中就记载了这个有趣的问题。书中是这样叙述的：“今有雉兔同笼，上有三十五头，下有九十四足，问雉兔各几何？”
- ❖ 穷举法



```
8 for chickens in range(35 + 1):
9     for rabbits in range(35 + 1):
10         if 2 * chickens + 4 * rabbits == 94 and chickens + rabbits == 35:
11             print 'The number of chickens is:', chickens
12             print 'The number of rabbits is:', rabbits
13             print
14
```



# while vs. for 循环



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## ❖ while 循环更通用

- 任何 for 循环写的程序都能用 while 循环实现

## ❖ 适用场景

- for 循环
  - 已知循环的范围（range），即起止值和步长
- while 循环
  - 其它情况，如：不确定循环何时终止