

# CN4001/ CD4001

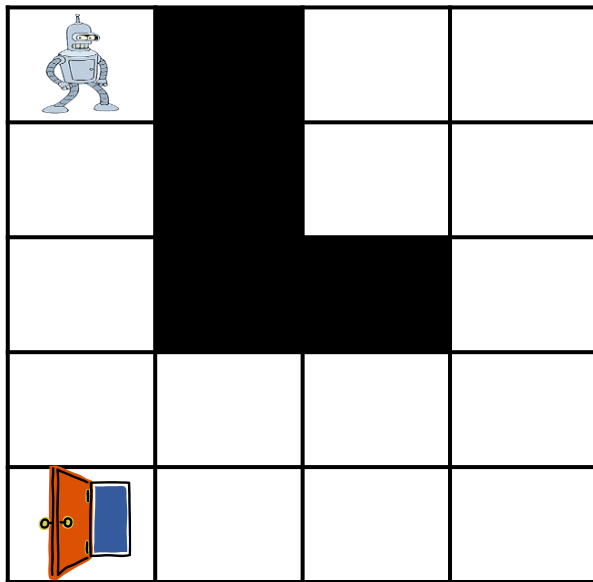
## Software Development

### Topic 5: Programming with Loops

#### Part 1

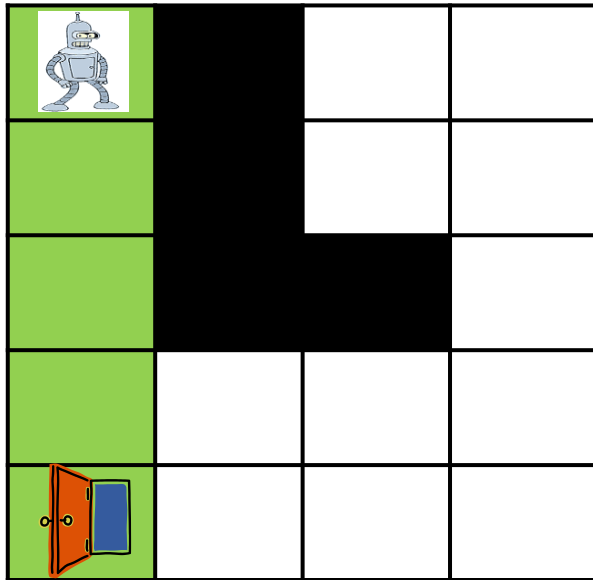


# Activity



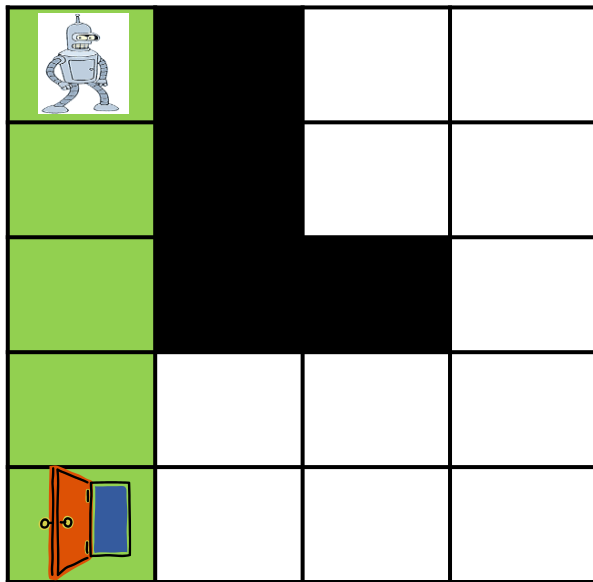
**MOVE down**

# Activity



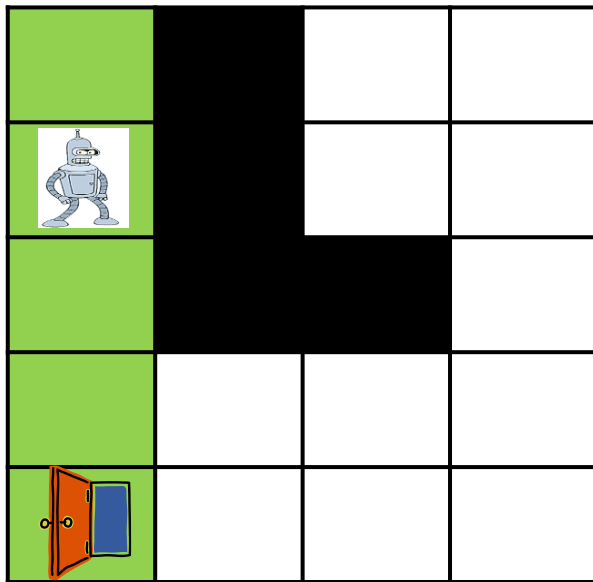
**Write instructions to move the robot to the door, along the path depicted.**

# Activity



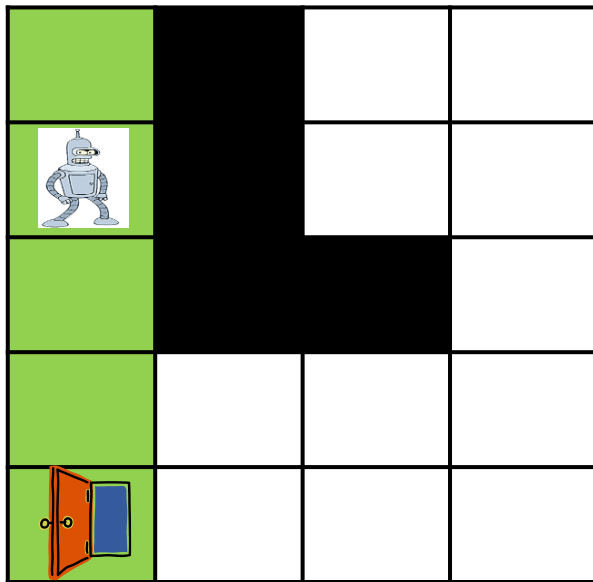
**MOVE down**

# Activity



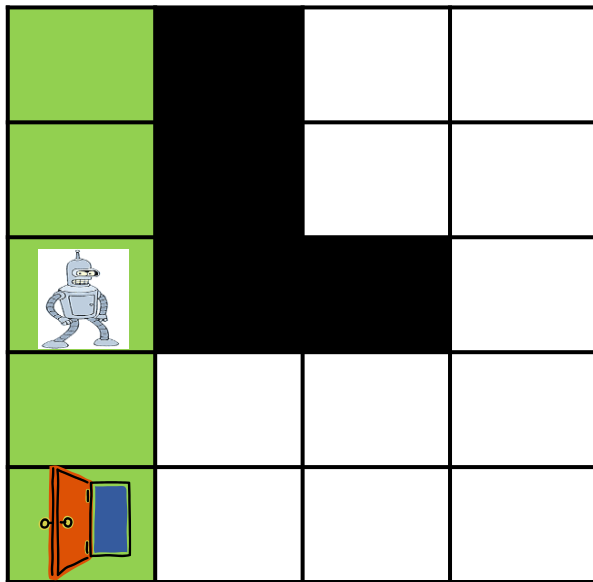
**MOVE down**

# Activity



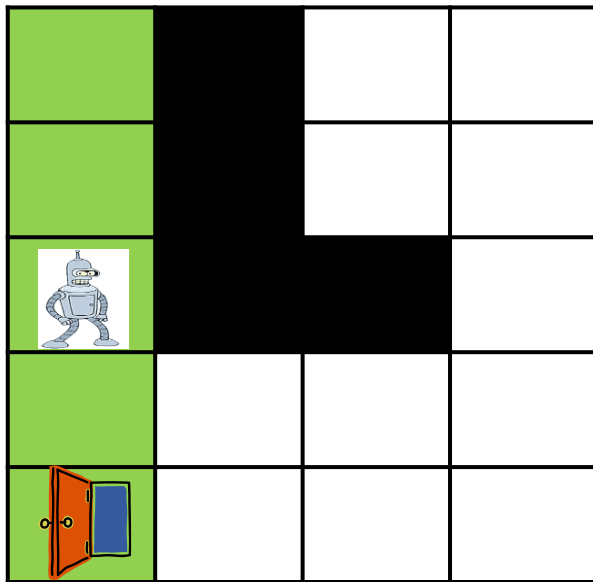
**MOVE down**  
**MOVE down**

# Activity



**MOVE down**  
**MOVE down**

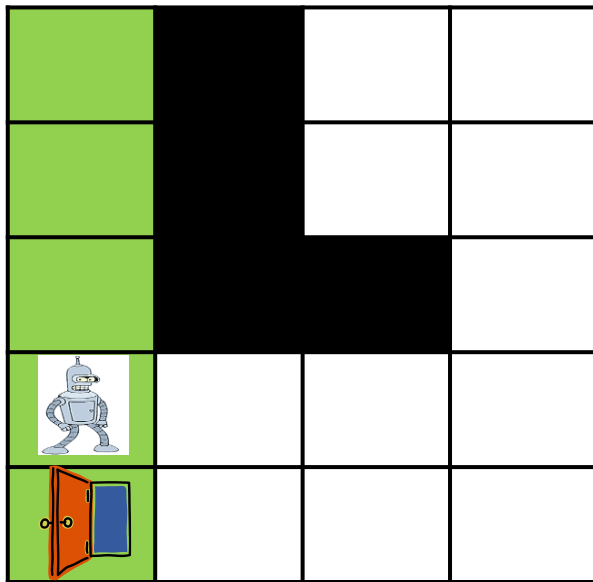
# Activity



**MOVE down**  
**MOVE down**  
**MOVE down**

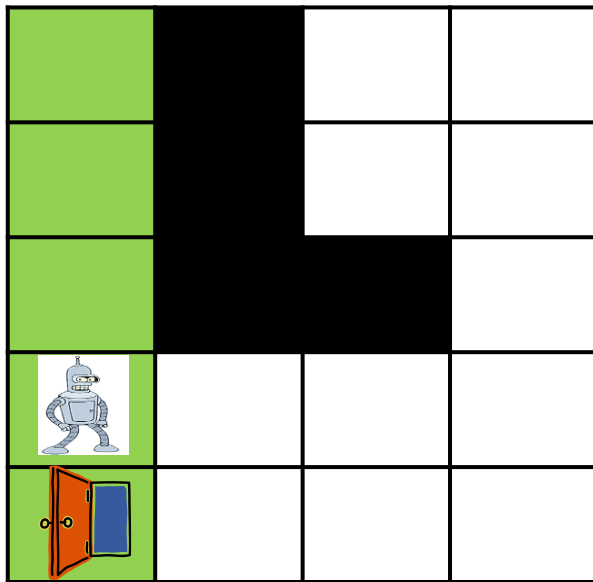


# Activity



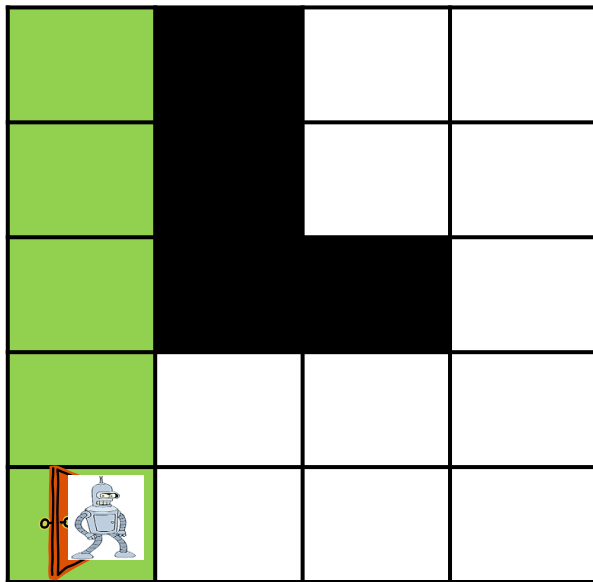
**MOVE down**  
**MOVE down**  
**MOVE down**

# Activity



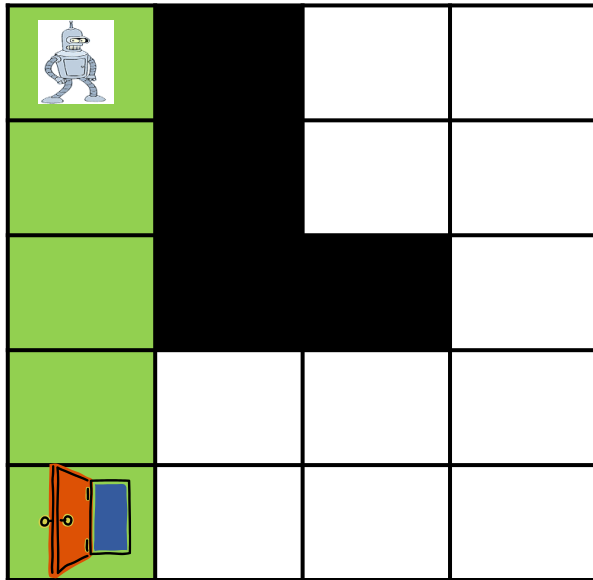
**MOVE down**  
**MOVE down**  
**MOVE down**  
**MOVE down**

# Activity



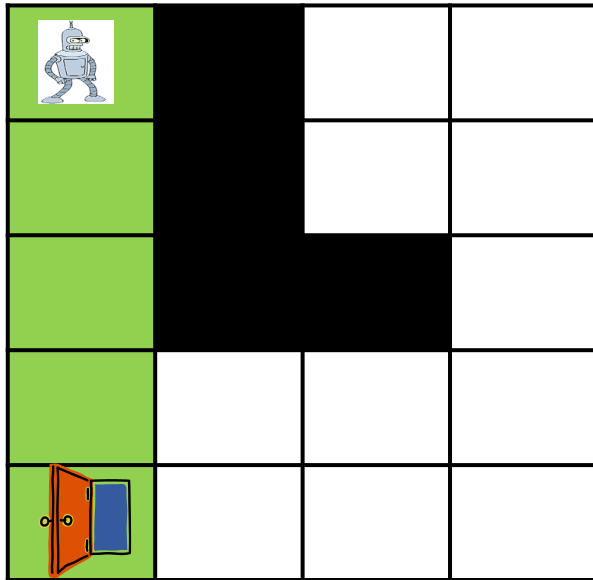
**MOVE down**  
**MOVE down**  
**MOVE down**  
**MOVE down**

# Activity



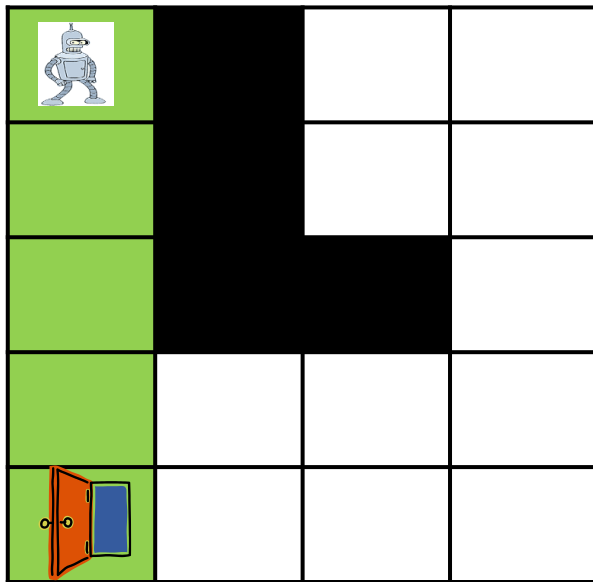
**MOVE down**  
**MOVE down**  
**MOVE down**  
**MOVE down**

# Activity



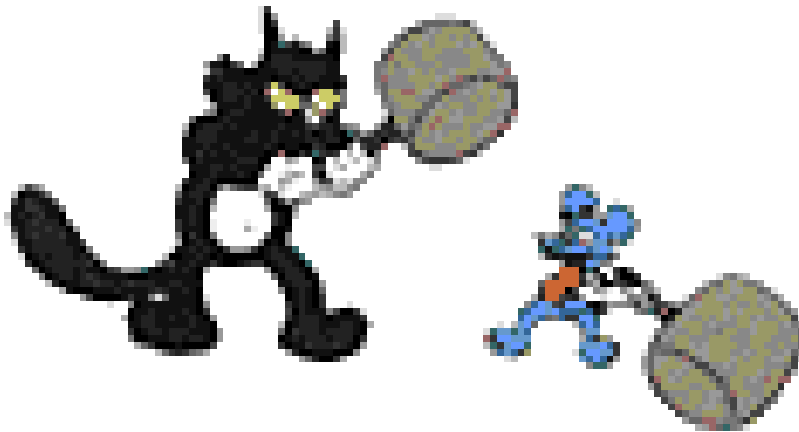
**REPEAT  $n$  TIMES**  
**BEGIN**  
**MOVE down**  
**END**

# Activity



**REPEAT 4 TIMES**  
**BEGIN**  
**MOVE down**  
**END**

# *Activity*



**How many times  
does this  
animation  
repeat?**

# Module Study Guide

Topic 5	
Subject	Programming with Loops
Aims	To look at the use of <b>for</b> loops to repeat sections of code in Java programs. To look at the use of <b>while</b> and <b>do while</b> loops to repeat sections of code in Java programs.
Prepare	Recorded Lecture, on-line Q&A, Charatan and Kans, chapter 4
LAB	A <b>tutor directed assessed</b> exercise in writing a Java program that makes use of loops <b>(4 marks)</b>





# Activity

“Write instructions to display a **square of stars** (five by five) on the screen as follows:”

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



# Activity

“Write instructions to display a **square of stars** (five by five) on the screen as follows:”

```
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");
```

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

# Try and use a **loop**?





# Activity

“Write instructions to display a **square of stars** (five by five) on the screen as follows:”

```
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");  
System.out.println("*****");
```

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



# Activity

“Write instructions to display a **square of stars** (five by five) on the screen as follows:”

**REPEAT 5 times**

**{**

`System.out.println("*****");`

**}**

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



# Iteration

There are three types of loops in Java:

- **for** loop;
- **while** loop;
- **do...while** loop



# Iteration

**There are three types of loops in Java:**

- **for** loop;
- while loop;
- do...while loop

# The 'for' loop

