CRT - Chapter 5

1. What is the purpose of a loop structure?

To continue a statement for a specified amount of time, based on a condition

2. Explain the difference between a while statement and a do-while statement

A **While** loop checks the conditions before running the loop, which may result in it not executing at all

A Do-While loop will always run at least once prior to checking the condition

3.

Guessing game mastery project

- 4. a) An infinite loop is a loop that will never terminate unless told otherwise
 - b) Syntax error and logical errors
 - c) Overflow is what happens when you assign a value that is out of range of the declared data type of the variable
- 5. How many times will the do-while loop execute?

```
Int x = 0;
Do {
x = x + 2;
} while (x<120);
```

Starting at x=0, it adds 2 each time until x=120, in which the statement x<120 will be false and the loop will terminate

6. What initial value of x would make the loop infinite

```
do {
 x = x - 3;
} while ( x < 120 );
x = 0
```

7. Compare and contrast counters and accumulators. List two uses for each.

Counters

- Count how many times a loop has executed
- · Count the number of inputs received from the user

Accumulators

- Can be used in calculating averages
- Can be used in calculating the price of multiple items/groceries

Compare & Contrast

- Counters usually increment by a fixed amount, while accumulators add different numbers to a total
- Counters are usually integers, while accumulators are often, doubles, floats, or integers.
- 8. Write a for statement that sums the integers from 3 to 10, inclusive

```
int total = 0;
for (int x = 3;x<=10;x++) {
          total+=x;
}
System.out.print(total);</pre>
```

- 9. List two factors that should be considered when determining which loop structure to choose
 - a) If you want the loop to execute atleast once
 - b) If you want the loop to execute until a condition is met