SWINBURNE UNIVERSITY OF TECHNOLOGY
SARAWAK CAMPUS

Lecture 5

Repetition: While Loop

KNOWING

Making Decisions in a Program (revisit)

- Three basic control structures
  - Sequence
  - Selection
  - Repetition
- All procedures in an application are written using one of more of these structures.

Repetition Structure

- A loop is one of the most important structures in programming.
- Used to repeat a sequence of statements a number of times.
- The loop repeats sequence of statement either as long as or until a certain condition is true.
- Also referred to as **ITERATION** or loop.

KNOW ING

Repetition Structure

- There are 2 repetition structures are introduce in Python programming language:
  - While Loop
  - For Loop
  - Nested Loop

While Loop

- Loops are used to repeatedly execute a block of program statements.
- The basic loop structure in Python is While Loop.
- Syntax:

```
While (expression):
    statement_1
    statement_2
    …
```

While Loop

- The while loop runs as long as the expression (condition) evaluates to True and execute the program block.
- The condition is checked every time at the beginning of the loop and the first time when the expression evaluates to False, the loop stops without executing any remaining statement(s).

While Loop

whileloop.py - C:/Users/achoo/AppData/Local/Programs/Python/Python35-32/whileloop.py (3.5.3)

File Edit Format Run Options Window Help

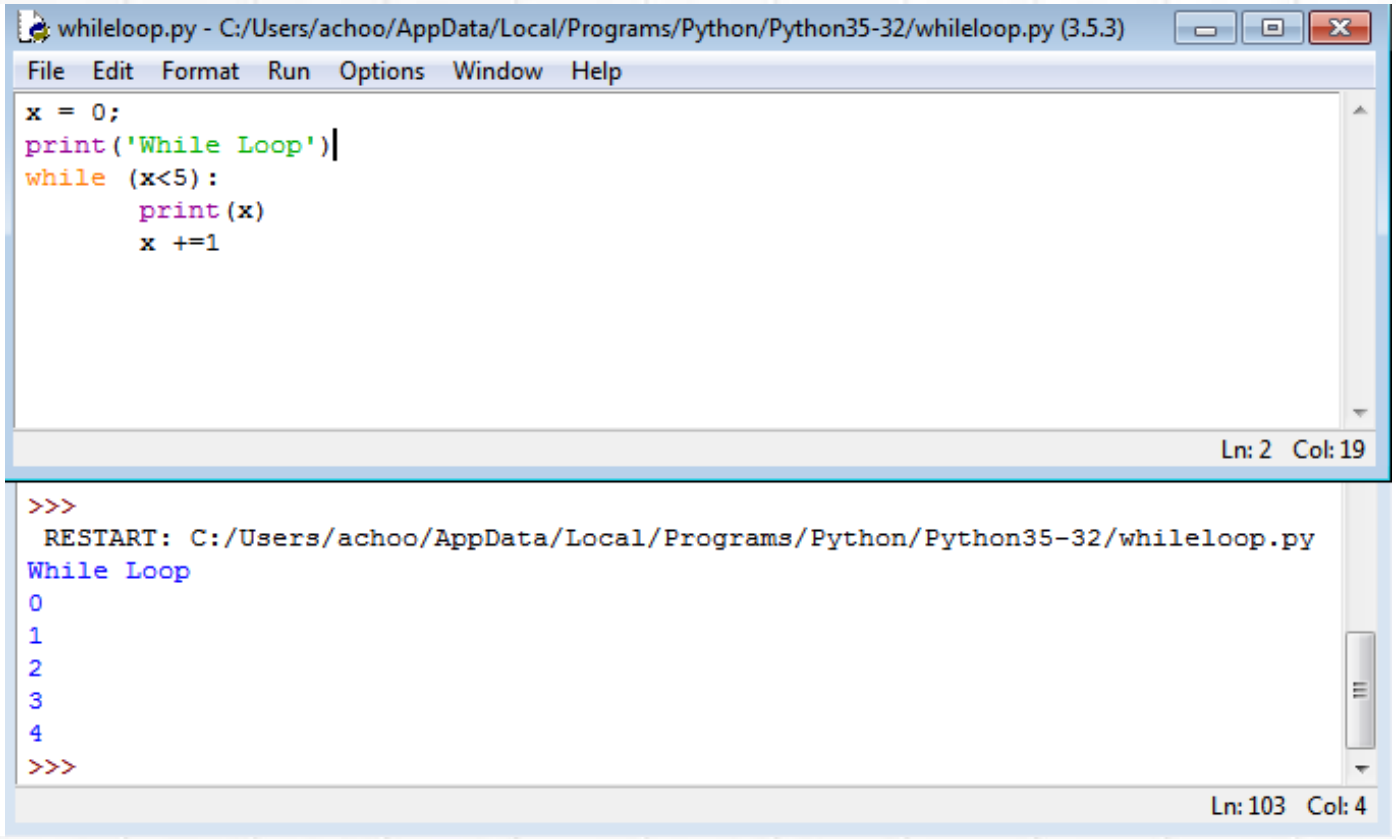
```
print("\twelcome to the 'Three-Year-Old Simulator'\n")
print("This program simulates a conversation with a three-year-old child.")
print("Try to stop the madness.\n")

response=""
while response != 'Because.':
    response = input('Why?\n')
print('Oh.  Okay')

input('\n\nPress the enter key to exit.')
```

Ln: 6 Col: 0

```
 RESTART: C:/Users/achoo/AppData/Local/Programs/Python/Python35-32/whileloop.py
        welcome to the 'Three-Year-Old Simulator'

This program simulates a conversation with a three-year-old child.
Try to stop the madness.

Why?
nothing
Why?
Because.
Oh.  Okay


Press the enter key to exit.
```

KNOW ING

While Loop

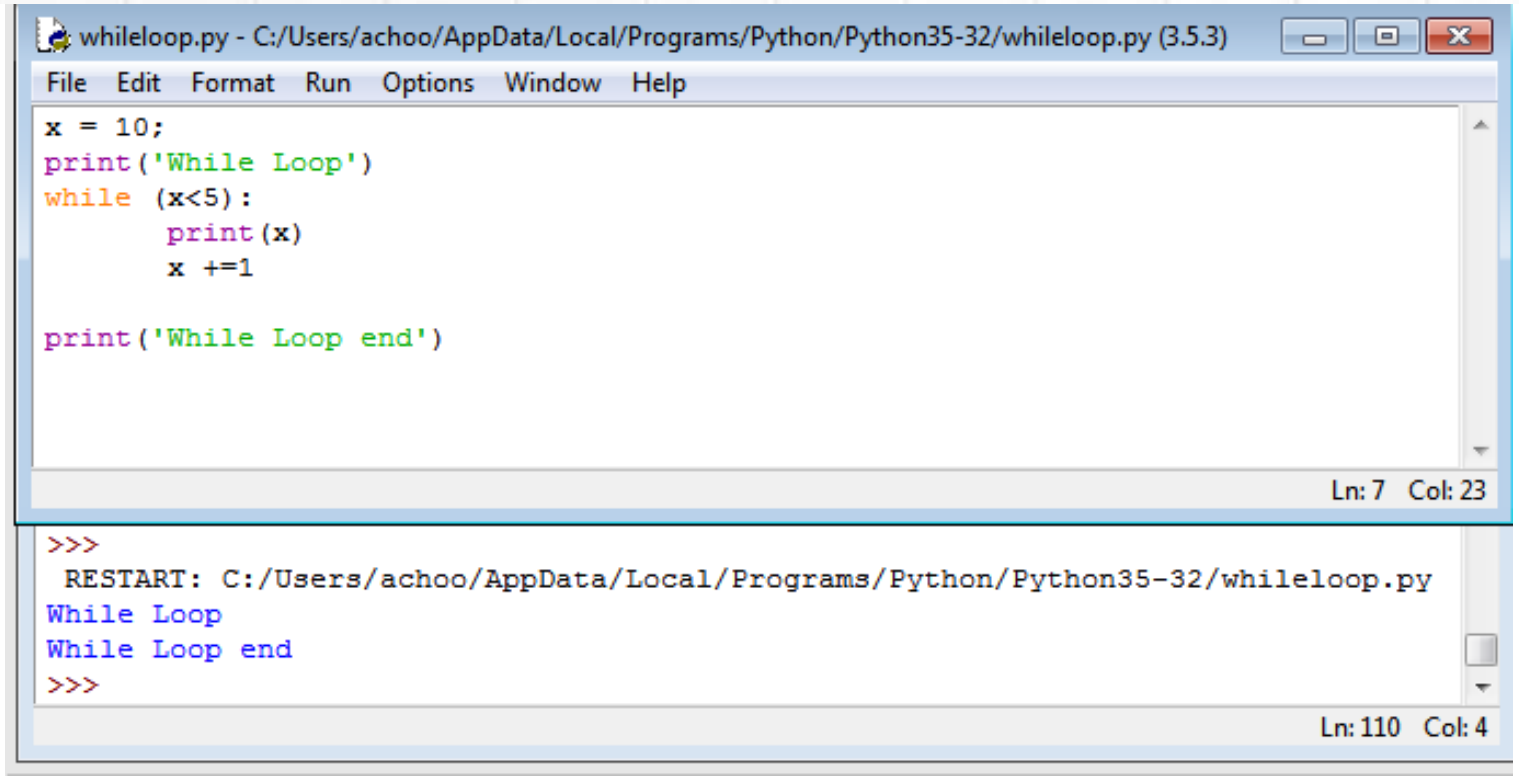


KNOW ING

While Loop

- Reminder: while loop tests the condition before the body of the loop (block of program statements) is executed.
- If the initial test returns false, the body is not executed at all.

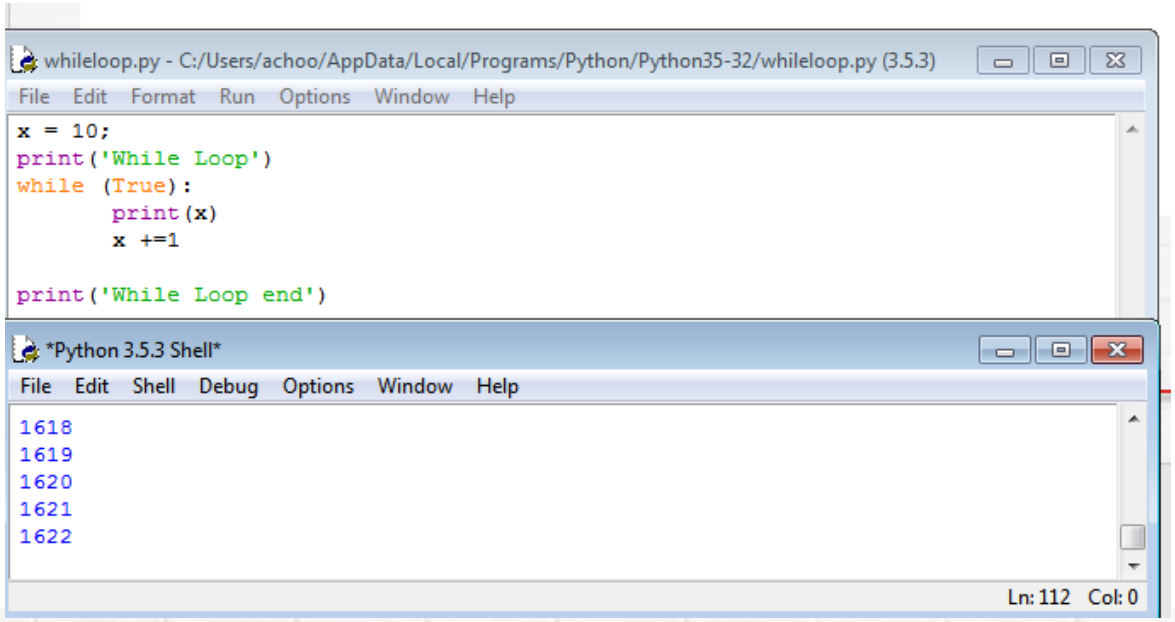
While Loop



KNOW ING

Infinite Loop

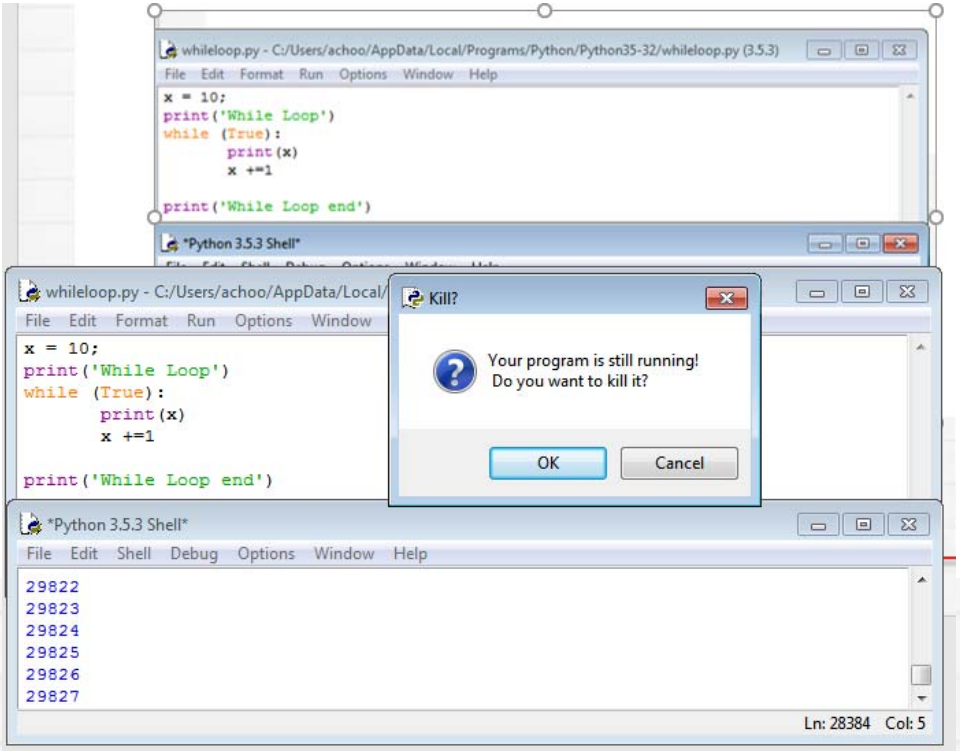
- Infinite loop that using True as the condition.



KNOW ING

Infinite Loop

- In order to stop an infinite loop. Click x – close button at the menu.



Python: While and Else statement

- There is a structural similarity between while and else statement.
- Both have a block of statement(s) which is only executed when the condition is true.
- The difference is that block belongs to if statement executes once whereas block belongs to while statement executes repeatedly.

Python: While and Else statement

- You can attach an optional else clause with while statement.
- Syntax:

```
While (expression):
    statement_1
    statement_2
    …
Else:
    statement_3
    statement_4
    …
```

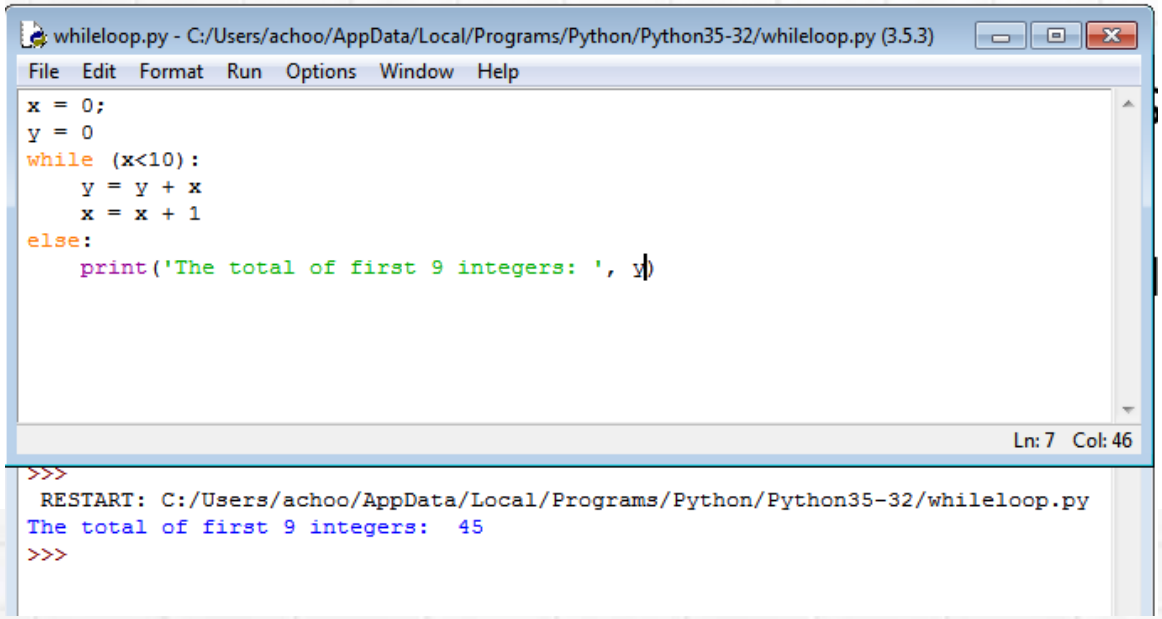
KNOW ING

Python: While and Else statement

- The while loop repeatedly tests the expression (condition) and, if it is true, executes the first block of program statements.
- The else clause is only executed when the condition is false it may be the first time it is tested and will not execute if the loop breaks, or if an exception if raised.

Python: While and Else statement

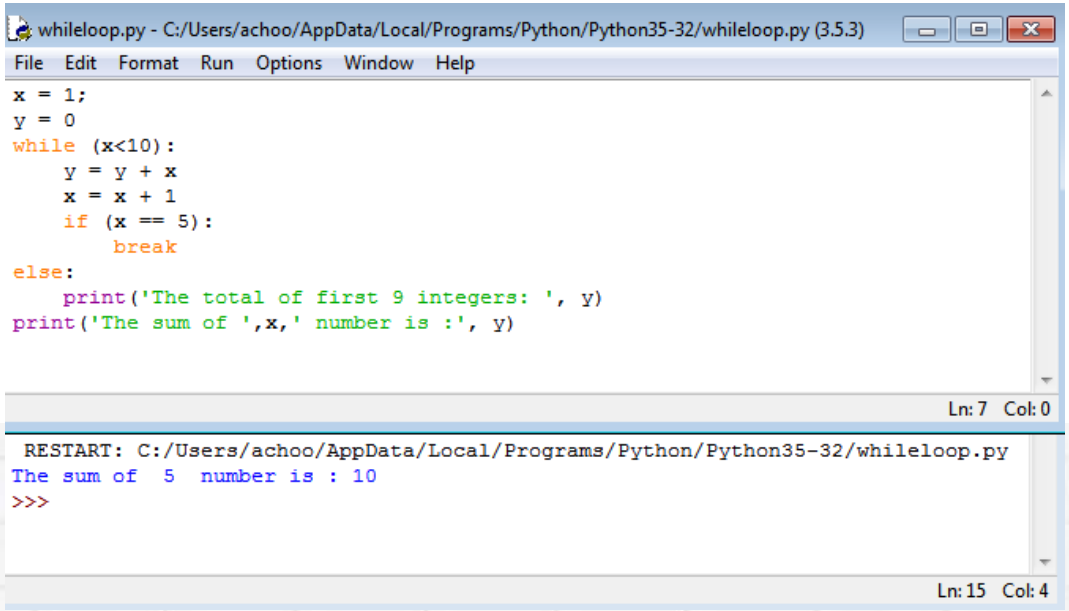
- If a break statement executes in first program block and terminates the loop then the else clause does not execute.



KNOWING

While loop with if-else and break statement

- The loop is terminated when x becomes 5.
- 'Break' statement is used to terminate the while loop without completing it, therefore program control goes to outside the while-else structure and execute the next print statement



KNOW ING

Python Bitwise Operators

Operator	Shorthand	Expression	Description
&	And	X & Y	Bits that are set in both x and y are set.
|	Or	X | Y	Bits that are set in either x or y are set.
^	Xor	X ^ Y	Bits that are set in x or y but not both are set.
~	Not	~X	Bits that are set in x are not set, and vice versa.
<<	Shift left	X << Y	Shift the bits of X, Y steps to the left.
>>	Shift right	X >> Y	Shift the bits of X, Y steps to the right.