

COMP1021
Introduction to Computer Science

An Example of a Nested Loop

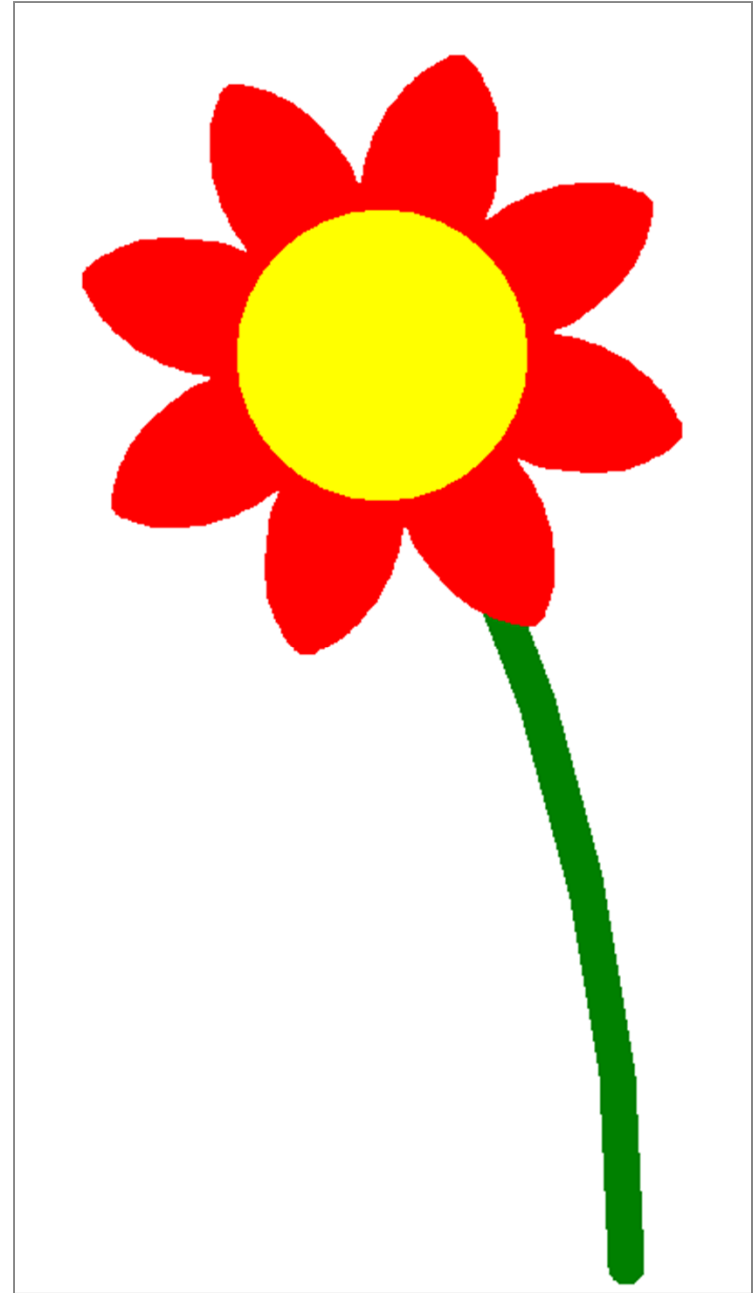
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Outcomes

- After completing this presentation, you are expected to be able to:
 1. Use nested while loops to create a target pattern

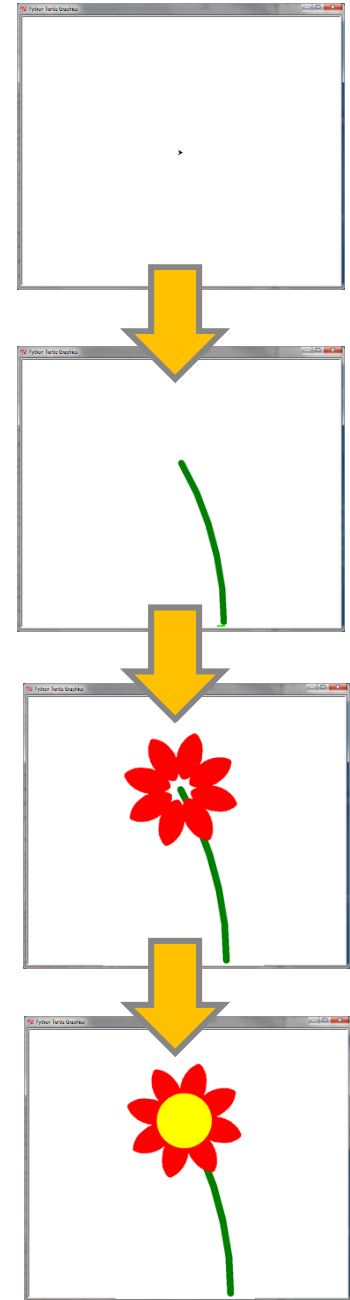
Using Nested Loops

- On the right is a flower image created by a single program
- The petals are a good example of using nested loops



The Program Stages

- Stage 1: Get the graphics started
 - Import the turtle module, fast speed
- Stage 2: Create the curved stem
 - Draw a small part of a circle
- Stage 3: Draw the petals
 - Uses a nested loop
- Stage 4: Draw the flower centre
 - Draw a yellow circle

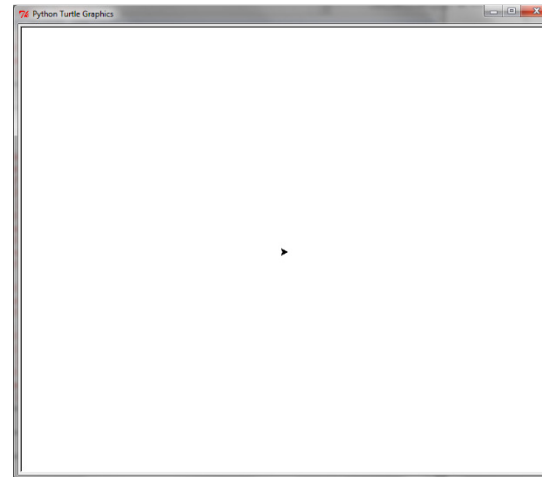


Stage 1 – Get the Graphics Started

- Like many of the programs we have seen, the first step is to import the turtle module and set some initial parameters i.e.:

```
import turtle
```

```
turtle.speed(0)
```

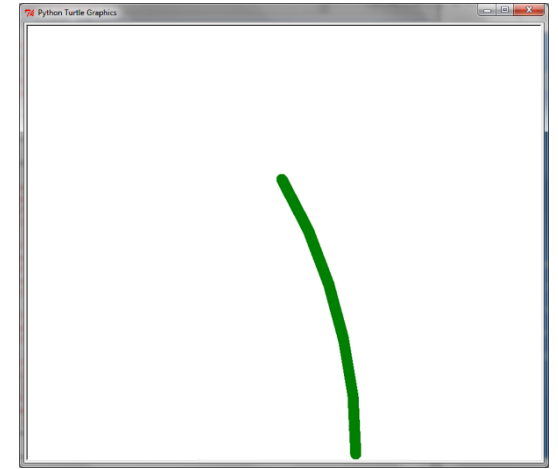


Stage 2 – Create the Curved Stem

- We can create the stem of the flower using the `turtle.circle()` command:

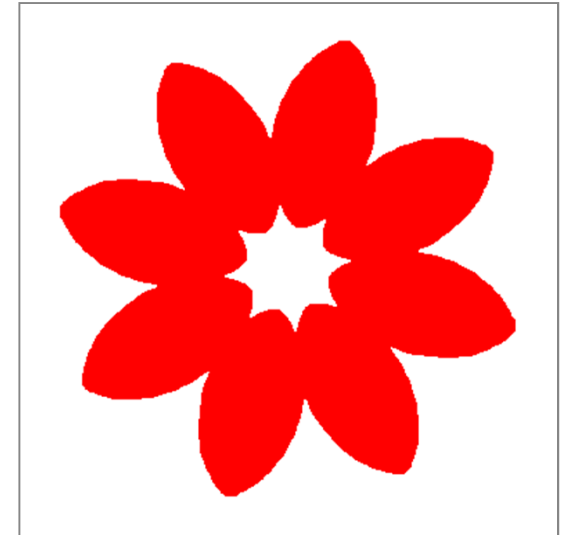
```
turtle.width(20)
turtle.color("green")
```

```
turtle.up()           # Don't draw while we move
turtle.goto(100, -400) # Move the turtle to bottom right
turtle.left(90)        # Point the turtle upwards
turtle.down()          # Start drawing from now onwards
turtle.circle(1000, 30) # Draw part of a large circle
```



Stage 3 – Draw the Petals

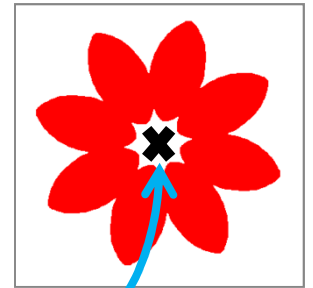
```
while ...condition ... :  
    ...statement(s) ...  
    while ...condition ... :  
        ...statement(s) ...
```



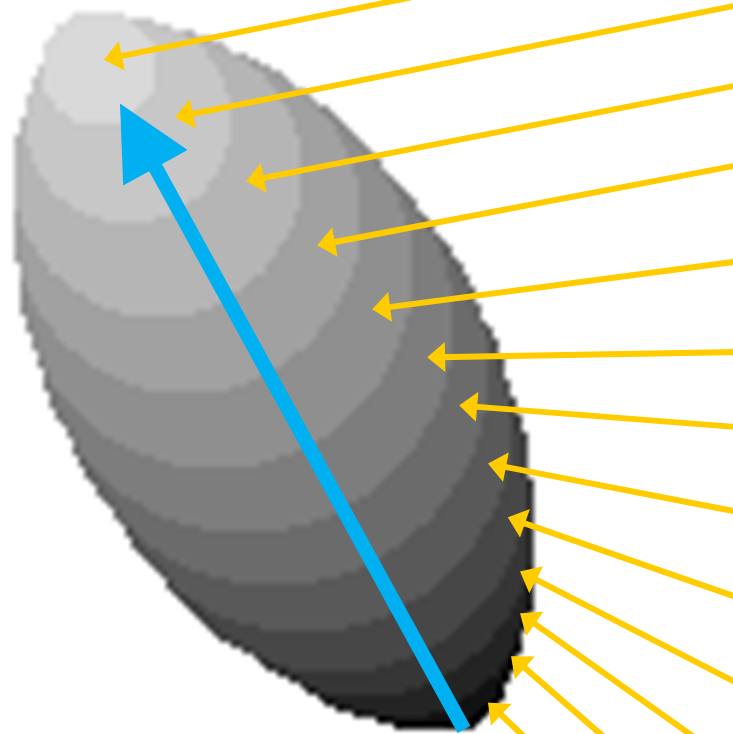
- As you already know, a loop inside another loop is called a *nested loop*
- It doesn't matter what type of loop it is; any type of loop inside any type of loop is called a nested loop
- So far we know about *while* loops, in another presentation we will learn about *for* loops

Designing the Nested Loop Structure

- Let's consider how we can use a nested loop
 - **Outer loop:** repeat 8 times, for drawing 8 petals
 - Move to the position of the first circle
 - **Inner loop:** repeat 13 times, for drawing 13 circles
 - Draw a circle of the appropriate size
 - Move to the position of the next circle
 - Go backwards, to the centre position of the flower
 - Rotate the turtle by 45 degrees, ready for the next petal
 - We will first show the inner loop, then the outer loop



A Petal



*Direction of
adding circles*

circle_number= 12	diameter= 19.5
circle_number= 11	diameter= 36.0
circle_number= 10	diameter= 49.5
circle_number= 9	diameter= 60.0
circle_number= 8	diameter= 67.5
circle_number= 7	diameter= 72.0
circle_number= 6	diameter= 73.5
circle_number= 5	diameter= 72.0
circle_number= 4	diameter= 67.5
circle_number= 3	diameter= 60.0
circle_number= 2	diameter= 49.5
circle_number= 1	diameter= 36.0
circle_number= 0	diameter= 19.5

- In this slide different shades of grey are used just to help you see the different circles
- To make the leaf shape a clever formula is used which uses the circle number to determine an appropriate diameter

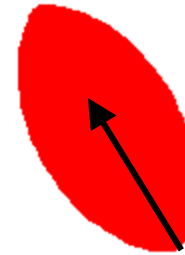
The Inner Loop

```
gap_between_circle = 10  
total_circles = 13
```

```
circle_number = 0
```

```
while circle_number < total_circles:
```

} These 3 variables
are used in the
following code



*Direction
of adding
circles*

} Repeat 13 times

```
    diameter = (circle_number + 1) * 1.5  
               * (total_circles - circle_number)
```

} Calculate the
diameter using a
clever formula, based
on the circle number
(you don't need to
understand the
maths)

```
    turtle.dot(diameter)  
    turtle.forward(gap_between_circle)  
    circle_number = circle_number + 1
```

Draw a circle and then move forward
(away from the center of the flower) to get in position for the next circle

```
starting_distance = 40  
total_petals = 8  
petal_number = 0
```

} These 3 variables
are used in the
following code

```
while petal_number < total_petals:  
    turtle.forward(starting_distance)
```

*The code shown in the
previous slide goes here*

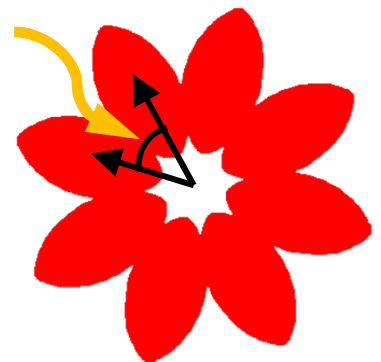
```
turtle.backward(starting_distance  
    + (total_circles * gap_between_circle) )
```

```
turtle.left(360/ total_petals)
```

```
petal_number = petal_number + 1
```

The turtle moves forward when it makes a petal; now go backwards to reach the flower center once again, ready for the creating the next petal

If there's 8 petals this angle will be $360/8 = 45$ degrees



The Outer Loop

Stage 4 – Draw the Flower Centre

```
# Set the turtle drawing colour
```

```
turtle.color("yellow")
```

```
# Make a circle, using the drawing colour
```

```
turtle.dot(160)
```

```
# Sometimes we need this:
```

```
turtle.done()
```

