# 4.Cycles

#### November 29, 2018

## 1 Cycles

Typically there are steps in a program which you want to conduct several times For example, here is a variant of protocol to preprocess sample: 1. add ethanol 1. evaporate 1. add internal standard 1. add derivatization agent 1. vortex

Imagine that you have 10 samples and want to process all of them. What should you do?

Here comes the cycle! This concept allows you to make something as many times as you want In common language:

For sample in samples: 1. add ethanol 1. evaporate 1. add internal standard 1. add derivatization agent 1. vortex

```
In python:
```

```
samples = `some collection`
for sample in samples:
    cycle_body
for iteration_variable_name in iterable:
    instructions
In [2]: numbers = [1, 2, 3, 4, 5]
        for number in numbers:
            print(number)
1
2
3
4
5
In [3]: # More sophisticated variant
        for number in numbers:
            print(number * 3)
3
6
```

```
12
15
In [5]: # Branching can take place inside a cycle
        numbers = [1, -2, 3, 0, 5]
        for number in numbers:
            if number > 0:
                print(number, 'is positive')
            elif number < 0:</pre>
                print(number, 'is negative')
            else:
                print(number, 'is zero!')
1 is positive
-2 is negative
3 is positive
0 is zero!
5 is positive
```

#### 1.1 continue

9

Now imagine that you need to skip cycle body for some values. To do it you can use continue key word

#### 1.2 break

Another situation - you wanna cycle to run until it reach some value

```
In [8]: for number in numbers:
            if number != 0:
                print('Working with', number, '...')
                print('Encountering 0, exiting cycle...')
                break
Working with 1 ...
Working with -2 ...
Working with 3 ...
Encountering O, exiting cycle...
   Obviously you can combine them
In [20]: for num in numbers:
             if num % 2 == 1:
                 continue
             elif num > 2:
                 print(num)
                 break
             print(num, 'is even')
-2 is even
0 is even
```

#### 1.3 range

There is a number of useful functions which we can use to create iterables or collection via these iterables

range(start, stop, step) - function-generator (later about it) which is nice to creating different ranges \* start - start of numeric range, 0 by default \* stop - stop of numeric range \* step - step of range, 1 by default

```
0
1
2
3
4
In [23]: # Changing the range
         for num in range(3, 10):
             print(num)
3
4
5
6
7
8
9
In [25]: # With other step
         for num in range(3, 10, 3):
             print(num)
3
6
9
In [27]: # Backwards
         for num in range(10, 3, -1):
             print(num)
10
9
8
7
6
5
4
```

### 1.4 while

Also there is another type of cycle - while Shake falcon while there is no phase separation!

```
In [28]: i = 5
```

```
while i > 0:
             print(i)
             i = i - 1
5
4
3
2
1
In [ ]: while predicate:
            cycle_body
In [30]: a = '!'
         while a != 'X':
             print('a is not X!')
             a = X^{\dagger}
a is not X!
In [31]: p = 35 > 17
         while p:
             print('Ye, 35 is greater than 17')
             print('And it will not change in next iteration')
             print('What are you expecting from this code cell?')
             print('If there will be no break')
             break
Ye, 35 is greater than 17
And it will not change in next iteration
What are you expecting from this code cell?
If there will be no break
   "'python p = True
   while True: ... ad infinitum ..."
```

You should make change to your variables which will make your predicate False or have a reachable break keyword somewhere in your cycle

#### 1.5 2 common ways to iterate over list elements

Preferred and should be used whenever possible, pythonic way python for element in my\_list: do something with element

Bad style python for i in range(len(my\_list)): do something with my\_list[i] It is possible that you will need index of element in addition to element per se Use awesome enumerate() in this case

You can iterate over all built-in data types which are collections. Everything which can be used in iteration is iterable.

Almost everything except numbers and booleans is iterable (strings too)

### 1.6 Awesome shortcuts for arithmetic operations

It is quite common to update variables like i = i - 1 in example above. It is too long to write so, thus we have better way

```
Shortcuts: *i = i + x i += x
```

- i = i x i -= x
- i = i \* x i \*= x
- i = i / x i /= x
- i = i // x i //= x
- i = i % x i %= x
- i = i \*\* x i \*\*= x

In []: