



**IIT Madras**  
ONLINE DEGREE

## Summary of concepts introduced in weeks 1-4

# Iterators and Variables

- The **iterator** is the most commonly used pattern in computational thinking
- Represents the procedure of doing some task repeatedly
  - requires an initialisation step,
  - the steps for the task that needs to be repeated,
  - and a way to determine when to stop the iteration

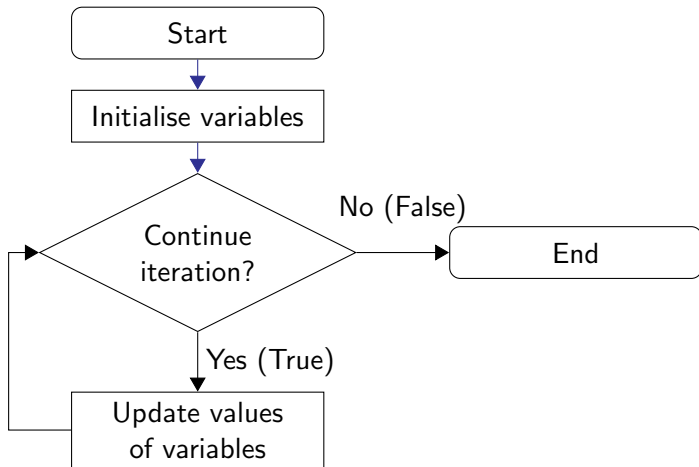
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- Initialisation and updates of variables are done through **assignment statements**

# Iterator represented as a flowchart



terminal symbol

process symbol

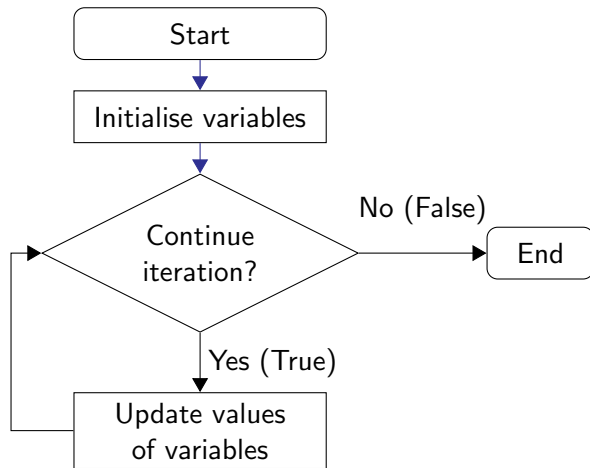
decision  
symbol

→ show progress  
from one step to another

# Iteration expressed through pseudocode

Initialise variables

```
while (Continue with Iteration?) {  
    Update values of variables  
}
```



# Iteration to systematically go through a set of items

Initialise variables

while (Pile 1 has more cards) {

    Pick a card **X** from Pile 1

    Move **X** to Pile 2

Update values of variables

}



# The set of items need to have well defined values

- Sanity of different data fields of the item
  - ... leads us to the concept of **datatypes**, which clearly identifies the values and allowed operations
- Basic data types - **boolean, integer, character**
- Add to this **string** data type
- **Subtypes** put more constraints on the values and operations allowed
- Lists and Records are two ways of creating bigger bundles of data
- In a **list** all data items typically have the same datatype
- Whereas, a **record** has multiple named fields, each can be of a different datatype

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- Expressed in pseudocode, it would look something like this:

Initialise variables

while (Continue with Iteration?) {

...

if (condition is satisfied?) {

    Update some variables

}

...

}

Prepare final results from variable values

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- Or, it could compare item values with a variable
  - ⇒ The filtering condition changes after an iteration step
  - Example: max

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- e.g. finding max for each subject

# Accumulation through Iteration

- The most common use of an iterator is to create an aggregate value (**accumulation**) from the available values
- Simple examples of this are count, sum, average
- We could also apply filtering while doing accumulation - e.g. sum of boys marks
- We could also collect a list of elements - e.g. list of students with max marks in a subject



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- Second iteration can do filtering using the accumulator variables
- e.g. find above average students - average is an accumulator from the first iteration
- This establishes a relationship between any element and the aggregate of all elements
- e.g. find out the more frequently occurring word, higher spending customers, etc

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- We could reduce the number of comparisons by using **binning** wherever possible
- How do we store such relationships?
- To be discussed in the next 4 weeks