


# PYTHON FUNDAMENTALS

Loops

# LEARNING OBJECTIVES

- } To understand the uses of a for loop
  - } To understand the uses of a while loop
  - } To tell the difference between for and while loops
  - } To write programs using both for and while loops
- 

**Moving on. Loop de loop**

The background is a solid orange color. On the right side, there are several overlapping, rounded, light-orange shapes that resemble soft, abstract forms. In the upper right quadrant, there is a cluster of small, light-orange squares, some of which are slightly offset from each other, creating a sense of depth or a small architectural structure.



Imagine doing the same thing **over and over again**.

For example, if I asked you to make me a cup of tea...



**And then asked you again to make  
everyone in the room a cup of tea...**



**Or if I asked you to update stocks in a  
warehouse...**

# Iteration **in** coding



# For loops







**If I said to you, make a list of your 3  
favourite drinks and print each one...**



**1) I'd expect you to have a good time doing it**

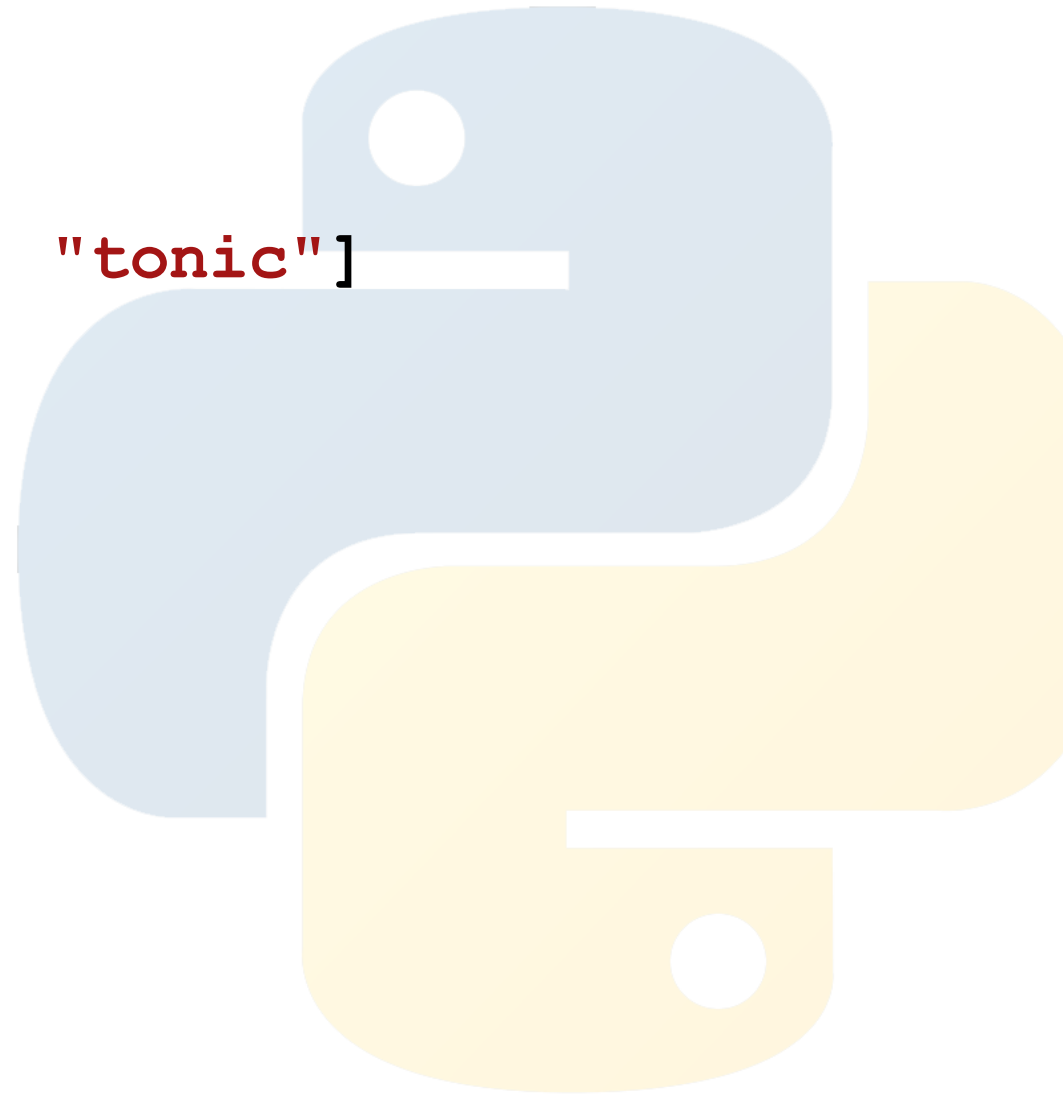
**2) I'd expect you to do something like this**

```
favourite_drinks = ["coke", "fanta", "tonic"]
```

```
print(favourite_drinks[0])
```

```
print(favourite_drinks[1])
```

```
print(favourite_drinks[2])
```





**But imagine if I said 1000 drinks**

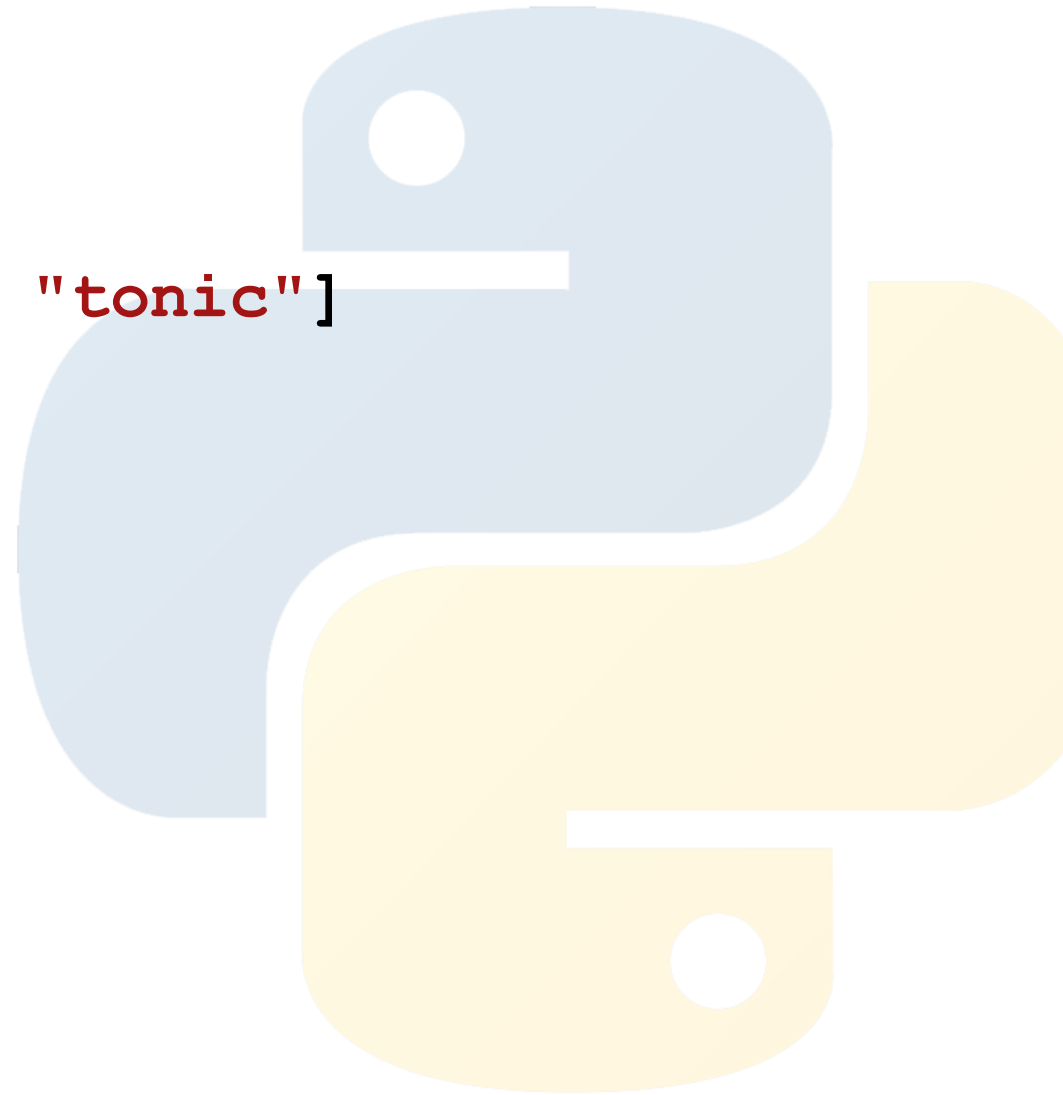




**Let's make this code work for us.**

```
favourite_drinks = ["coke", "fanta", "tonic"]
```

```
for drink in favourite_drinks:  
    print(drink)
```



'drink' is the index variable name

```
favourite_drinks = ["coke", "fanta", "tonic"]
```

```
for drink in favourite_drinks:  
    print(drink)
```

The list name just created above

The 'action' taken is to print each 'drink' as  
looping through the list, one at a time



```
favourite_drinks = ["coke", "fanta", "tonic"]  
  
for i in favourite_drinks:  
    print(i)
```

**\*i stands for index, which is widely used in for loops.**



```
for thing in iterable:  
    #do stuff
```

# Range



# Remember that code?

```
for i in range(10):  
    print(i)
```



# Remember that code?

```
for __ in range():  
    #action
```

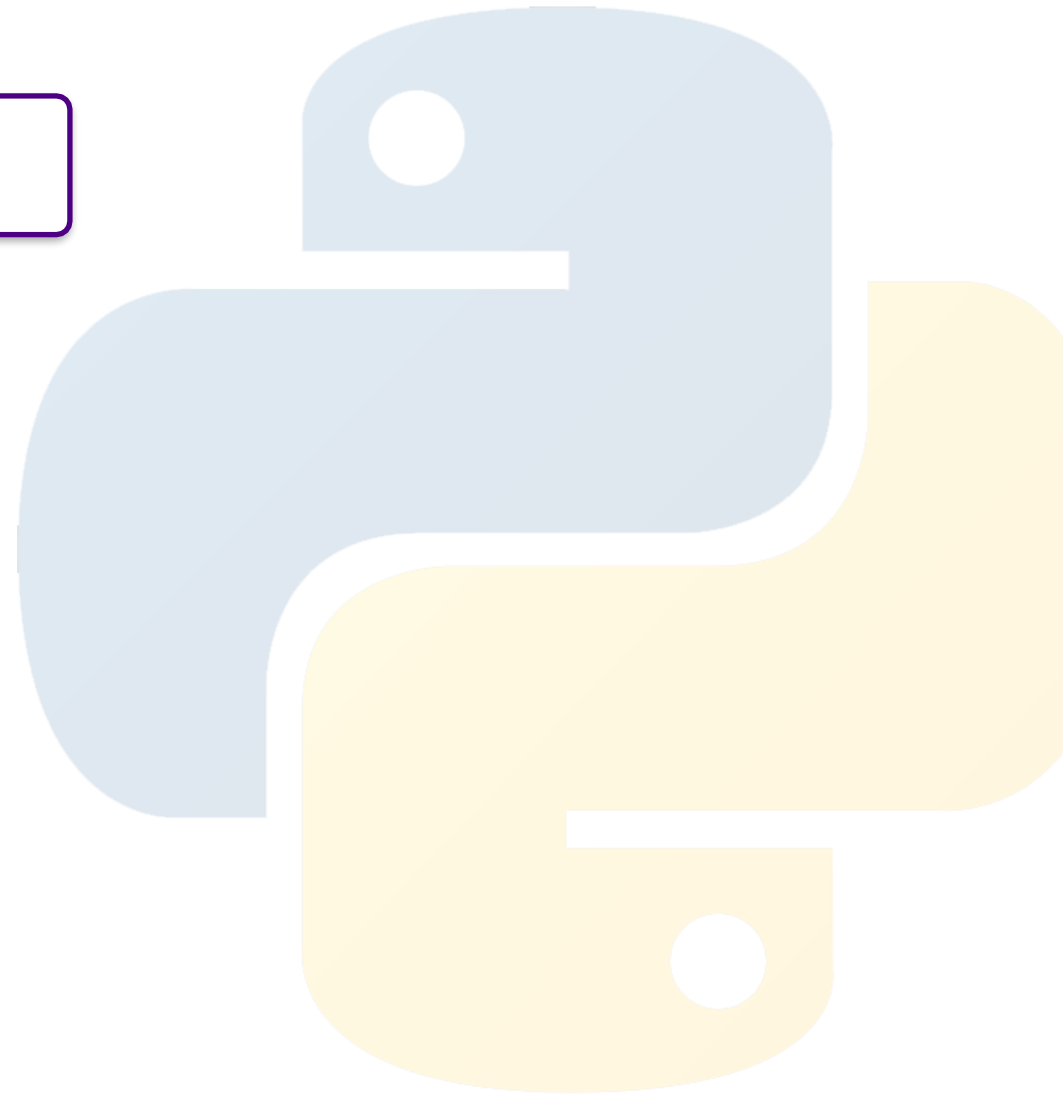
```
for i in range(10):  
    print(i)
```



# Remember that code?

'i' stands for index, but can be any name

```
for i in range(10):  
    print(i)
```



# Remember that code?

Range 10, means 0 - 9

```
for i in range(10):  
    print(i)
```

#Expected: 0-9



# Remember that code?

```
for i in range(0, 10):  
    print(i)
```

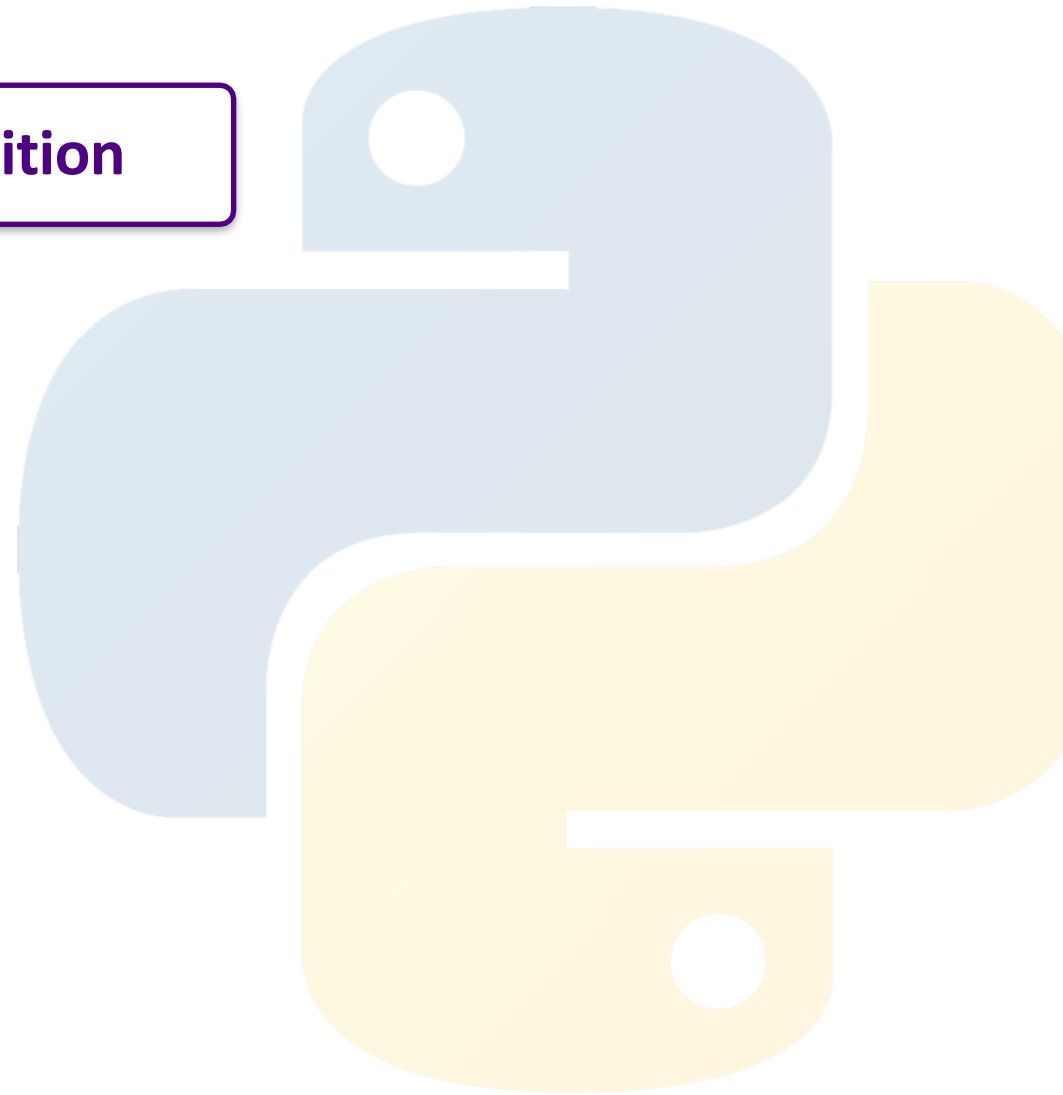




# Remember that code?

First value is start position

```
for i in range(0, 10):  
    print(i)
```

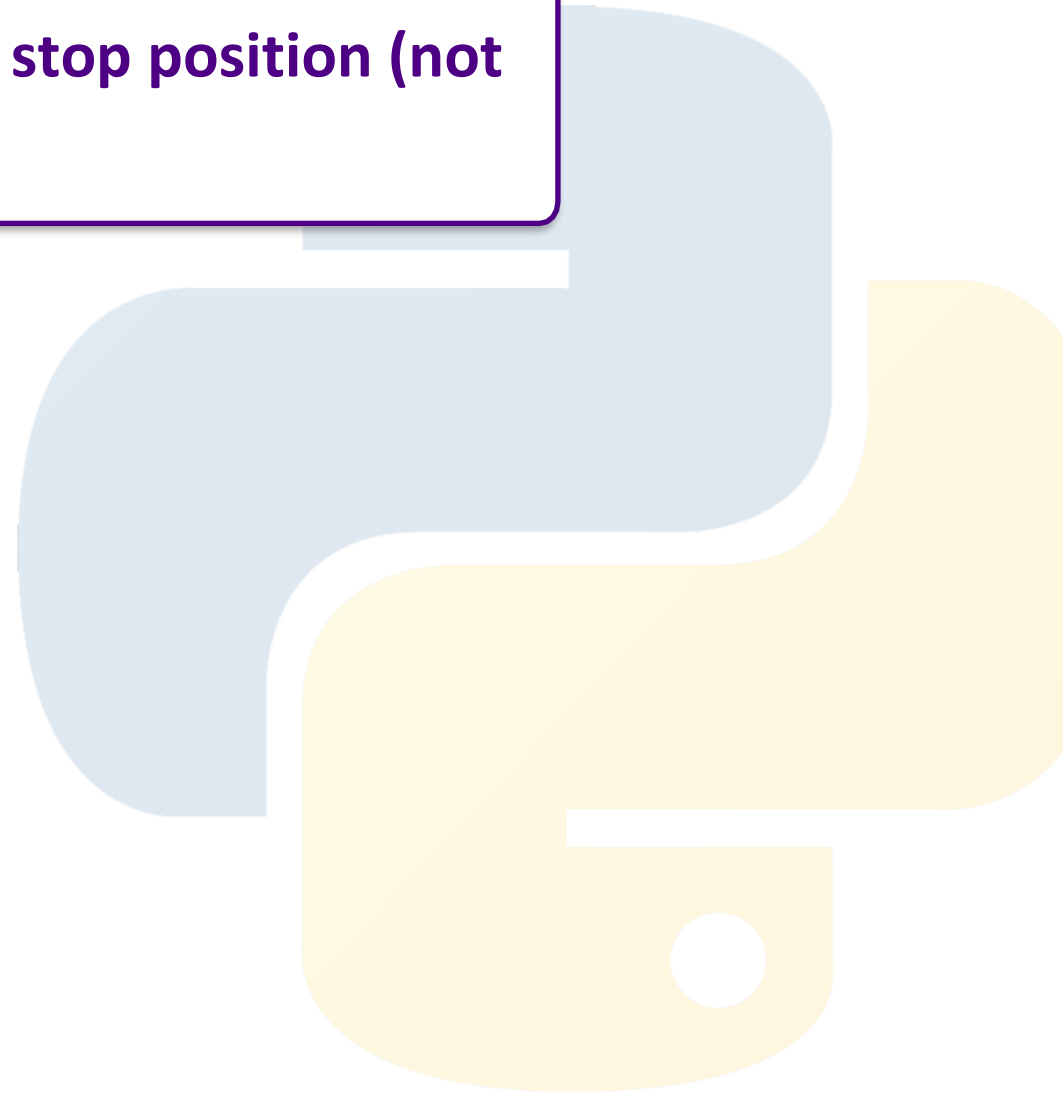


# Remember that code?

Second value is stop position (not including)

```
for i in range(0, 10):  
    print(i)
```

#Expected: 0-9



# Remember that code?

```
for i in range(5, 11):  
    print(i)
```

Test this out with different numbers to see how  
range with two values works

# Remember that code?

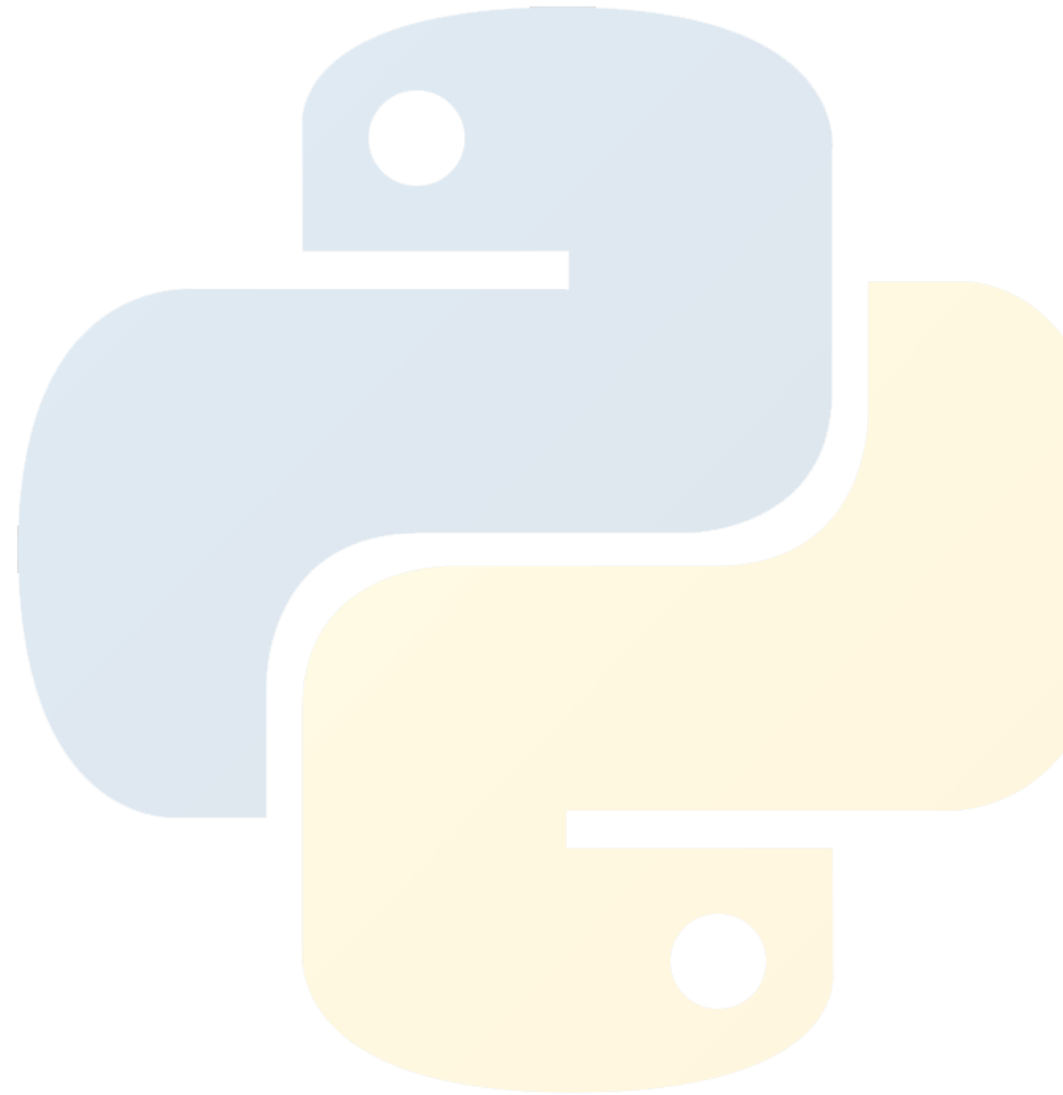
```
for i in range(5, 11):  
    print(i)
```

#Expected: 5-10



# Remember that code?

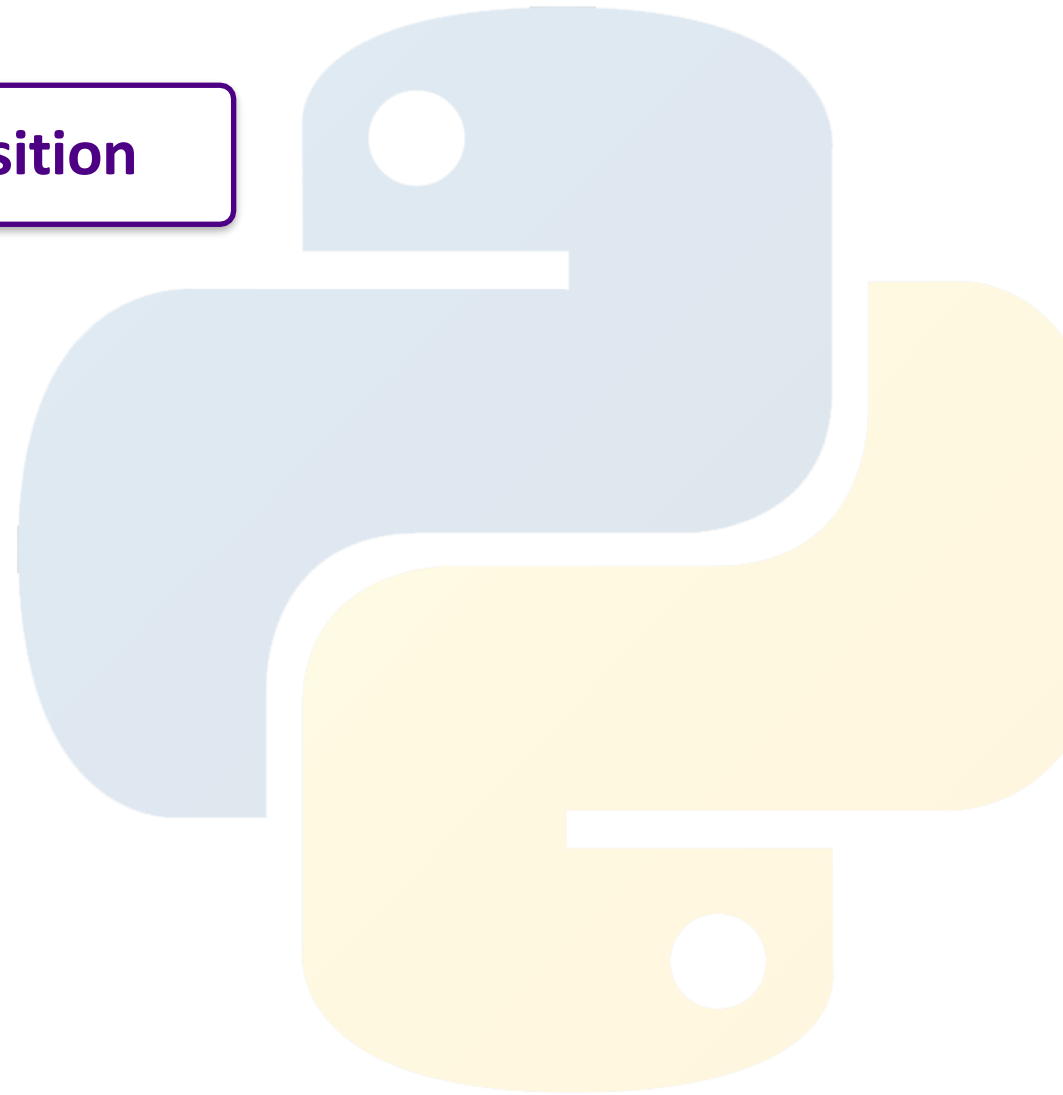
```
for i in range(0, 10, 1):  
    print(i)
```



# Remember that code?

First value is start position

```
for i in range(0, 10, 1):  
    print(i)
```



# Remember that code?

Second value is stop position (not including)

```
for i in range(0, 10, 1):  
    print(i)
```

# Remember that code?

```
for i in range(0, 10, 1):  
    print(i)
```

Third value is 'step' - how the for loops iterates. The default will be 1, but you can change this



# Remember that code?

```
for i in range(0, 10, 1):  
    print(i)
```

#Expected: 0-9



# Remember that code?

```
for i in range(2, 12, 2):  
    print(i)
```

```
#Expected: 2, 4, 6, 8, 10
```



# Activity(1):

Create a list of 4 favourite films

Use a for loop to show each film in the list

Create a function called `film_check()` that checks if the 3rd film in the list is Ghostbusters.

If it is, it should print “yey it’s ghostbusters”. If it isn’t, it should print “booo, we want ghostbusters”

## Activity(2):

If you can create a for loop to print 0-9 on the terminal, how can you create one to count backwards from 9-0?

Consider the different ways we've used range and give it a go. Research if necessary!

# while loops





**for** loops run a **finite**, or limited number of times.

A **while** loop is a little **different**



A **while** loop will run infinitely and do its job until a condition is met

```
num = 0
```

```
while num < 10:  
    num += 1  
    print(num)
```





```
num = 0
```

The loop only runs while  
this statement is true

```
while num < 10:
```

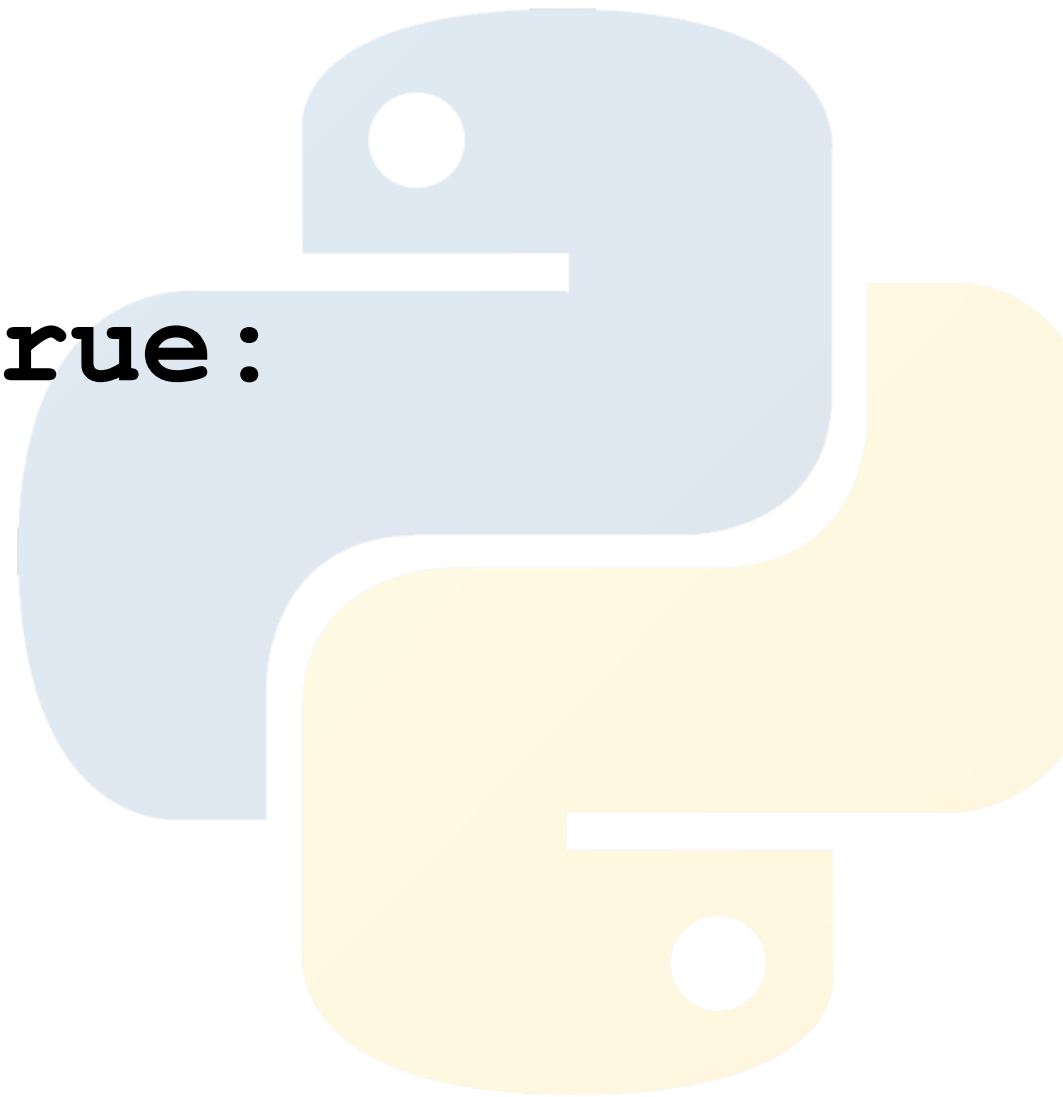
```
    num += 1
```

```
    print(num)
```

Add 1 to num and print it

\*Once num becomes  $\geq 10$ , the statement is no longer true so the while loop stops

```
while statement_is_true:  
    #do this
```





Let's use the example of a **random  
number generator**

I want to generate random numbers  
until a certain **integer** is found



I can't use a **for loop**, because I don't know how many times the loop will have to **iterate**

So I use a **while loop**

```
import random
```

```
rand_num = random.randint(0,50)
```

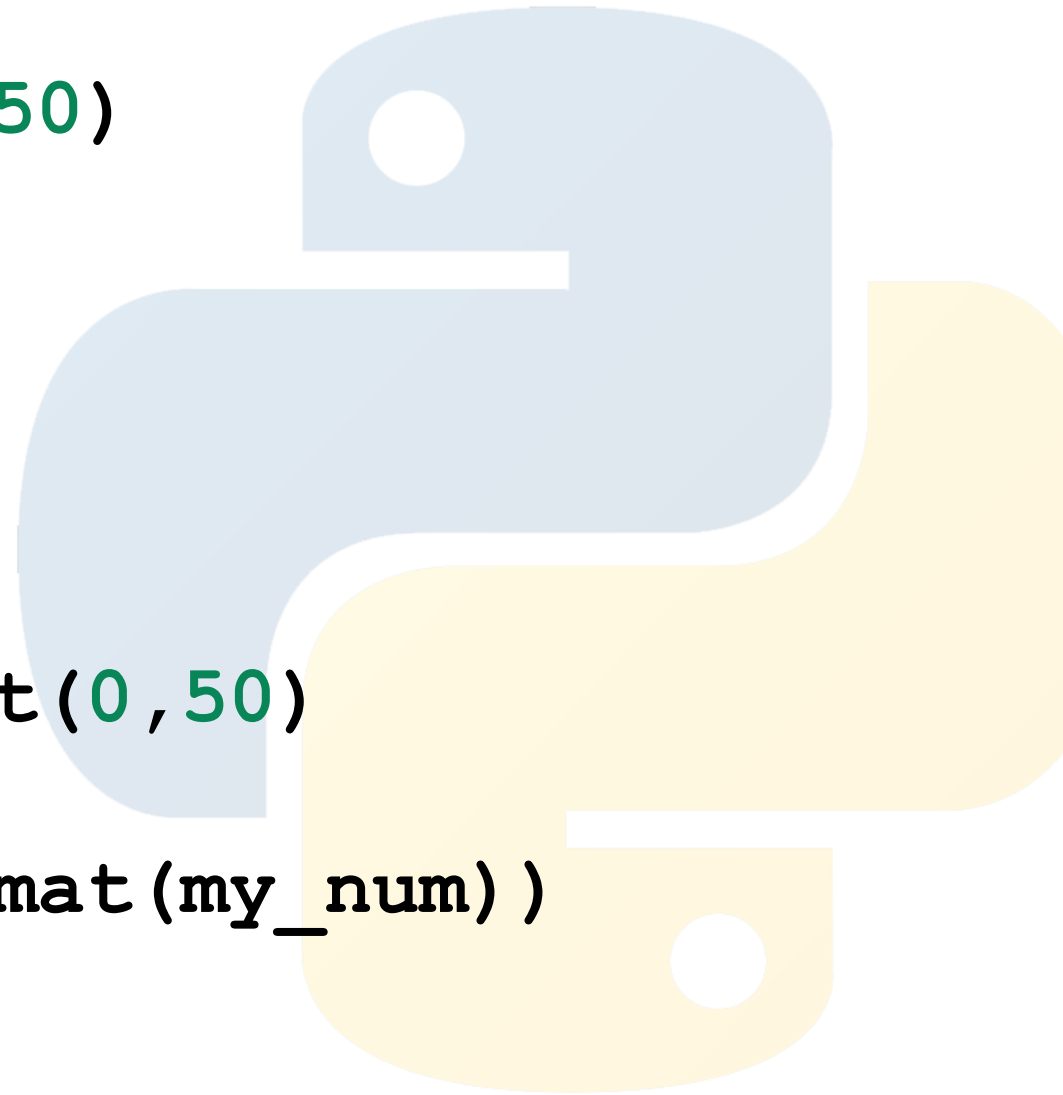
```
my_num = 50
```

```
while rand_num != my_num:
```


```
    print(rand_num)
```

```
    rand_num = random.randint(0,50)
```

```
print("You've found {}!".format(my_num))
```



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## Activity(1):

Create a for loop that prints “hello world” 13 times. Now, convert this into a while loop that does the same job.

## Activity(2):

Create a variable, use a loop to generate a random number between 1 and 30 six times. For each random number generated, check if this number of divisible by 7 or not.

## Activity(3):

Create a while loop to randomly cycle through a list of card suits until a given card suit is reached

```
cards = ["Diamond", "Spade", "Club", "Heart"]
```

Create a variable called `current_card` and use a list method to randomly give it a value from the list every time the loop runs. Then compare this to the suit you want to find to stop the while loop.



## Extra activity:

Create a loop that asks a user to input a number, then displays the multiplication table for that number up to 12 e.g. if I input 1, I should see this



Incorporate another loop so the program starts again and ask the user for a new number every time it finishes.

1	x	1	=	1
1	x	2	=	2
1	x	3	=	3
1	x	4	=	4
1	x	5	=	5
1	x	6	=	6
1	x	7	=	7
1	x	8	=	8
1	x	9	=	9
1	x	10	=	10
1	x	11	=	11
1	x	12	=	12

## **Extra activity (DIFFICULT):**

**Create a program that checks whether all numbers between 1 and 20 are prime numbers or not.**

# Extra reading:

Research on do...while loops, find out about the difference between for loop, while loop and do...while loop. Give an example of each. What are the pros and cons?