

Java While Loop Assignment: Understanding Iteration

This assignment will test your understanding of Video 2.1. Skills from previous units will also be used to complete and understand problem solutions.

Part 1: Output Prediction - Loop Analysis

Objective: Analyze the given Java code snippets and predict their exact output.

Instructions:

For each code snippet below, write down what you expect to be printed to the console. Pay close attention to loop conditions, variable increments/decrements, and conditional statements.

Snippet A:

```
1 package org.firstinspires.ftc.teamcode;
2
3 public class LoopPredictorA {
4     public static void main(String[] args) {
5         int count = 0;
6         while (count < 5) {
7             System.out.println("Current count: " + count);
8             count++;
9         }
10        System.out.println("Loop finished. Final count: " + count);
11    }
12 }
```

Predicted Output for Snippet A:

<!-- Your prediction here -->

0

1

2

3

4

Loop Finished. Final count: 4

Snippet B:

```
1 package org.firstinspires.ftc.teamcode;
2
3 public class LoopPredictorB {
4     public static void main(String[] args) {
5         int x = 10;
6         while (x > 0) {
7             if (x % 2 == 0) {
8                 System.out.println("Even: " + x);
9             } else {
10                 System.out.println("Odd: " + x);
11             }
12             x -= 3;
13         }
14         System.out.println("End of B");
15     }
16 }
```

Predicted Output for Snippet B:

<!-- Your prediction here >

Even: 10

End of B

Snippet C:

```
1 package org.firstinspires.ftc.teamcode;
2
3 public class LoopPredictorC {
4     public static void main(String[] args) {
5         int i = 1;
6         int sum = 0;
7         while (i <= 5) {
8             sum += i;
9             i++;
10            if (sum > 10) {
11                System.out.println("Sum exceeded 10. Current sum: " + sum);
12            }
13        }
14        System.out.println("Total sum: " + sum);
15    }
16 }
```

Predicted Output for Snippet C:

<!-- Your prediction here >

Total sum: 5

Part 2: Code Creation - The Guessing Game

Objective: Write a Java program that implements a simple number guessing game using a `while` loop.

Instructions:

1. Create a new Java class named `GuessingGame`.

2. The program should generate a random number between 1 and 100 (inclusive).
 - *Hint:* You can generate a random number using `(int)(Math.random() * 100) + 1;`
3. Prompt the user to guess the number.
4. Use a `while` loop to continue prompting the user for guesses until they guess the correct number.
5. Inside the loop:
 - Read the user's guess.
 - If the guess is too high, print "Too high! Try again."
 - If the guess is too low, print "Too low! Try again."
 - If the guess is correct, print "Congratulations! You guessed the number in [number of attempts] attempts."
6. Keep track of the number of attempts the user makes.
7. Ensure your code includes clear comments explaining each section.

Example Output window:

Welcome to the Guessing Game!
I have picked a number between 1 and 100.
Enter your guess: 50
Too high! Try again.
Enter your guess: 25
Too low! Try again.
Enter your guess: 37
Too high! Try again.
Enter your guess: 31
Congratulations! You guessed the number in 4 attempts.

```

1  import java.util.Scanner;
2
3  public class Main {
4      public static void main(String[] args) {
5          // Create Scanner object for user input
6          Scanner scanner = new Scanner(System.in);
7
8          // Generate a random number between 1 and 100 (inclusive)
9          int targetNumber = (int)(Math.random() * 100) + 1;
10
11         // Initialize variables
12         int userGuess = 0;           // Store user's guess
13         int attempts = 0;           // Count number of attempts
14         boolean hasGuessedCorrectly = false; // Flag to control the loop
15
16         // Display game introduction
17         System.out.println("=== Number Guessing Game ===");
18         System.out.println("I have generated a random number between 1 and 100.");
19         System.out.println("Can you guess what it is?");
20         System.out.println();
21
22         // Main game loop - continue until user guesses correctly
23         while (!hasGuessedCorrectly) {
24             // Prompt user for their guess
25             System.out.print("Enter your guess: ");
26             userGuess = scanner.nextInt();
27
28             // Increase attempt counter
29             attempts++;
30
31             // Check if guess is correct, too high, or too low
32             if (userGuess == targetNumber) {
33                 // Correct guess - end the game
34                 hasGuessedCorrectly = true;
35                 System.out.println("Congratulations! You guessed the number in " + attempts + " attempts.");
36             } else if (userGuess > targetNumber) {
37                 // Guess is too high
38                 System.out.println("Too high! Try again.");
39             } else {
40                 // Guess is too low
41                 System.out.println("Too low! Try again.");
42             }
43
44             System.out.println(); // Add blank line for better readability
45         }
46
47         // Thank the user and close scanner
48         System.out.println("Thanks for playing!");
49         scanner.close();
50     }
51 }
52
53

```

// Screenshot code and place here.

Part 3: Debugging - Fixing the Infinite Loop

Objective: Identify and correct the error(s) in the provided Java code to make it function as intended.

Problem Description: The following code is supposed to print numbers from 1 to 5, but it runs into an infinite loop. Your task is to fix the code so it correctly prints "1", "2", "3", "4", "5"

```

1 package org.firstinspires.ftc.teamcode;
2
3 public class InfiniteLoopFix {
4     public static void main(String[] args) {
5         int num = 1;
6         while (num <= 5) {
7             System.out.println(num);
8         }
9         System.out.println("Loop complete!");
10    }
11 }

```

each
on a
new
line,
and
then
"Loop

complete!".

Original Code (with error):

Instructions:

1. Copy the **Original Code** into your IDE.
2. Identify the reason for the infinite loop.
3. Modify the code to fix the issue.
4. Add a comment explaining the fix you implemented.

Corrected Code:

// Screenshot corrected code and paste here

```
1  package org.firstinspires.ftc.teamcode;
2
3  public class InfiniteLoopFix {
4      public static void main(String[] args) {
5          int num = 1;
6          while (num <= 5) {
7              System.out.println(num);
8              num++; //without this line, the loop will never end
9          }
10         system.out.println("Loop Complete");
11     }
12 }
```