

CSW 232 Computer Programming (1)

SPRING 2024

Lecture 05 - Repetition II

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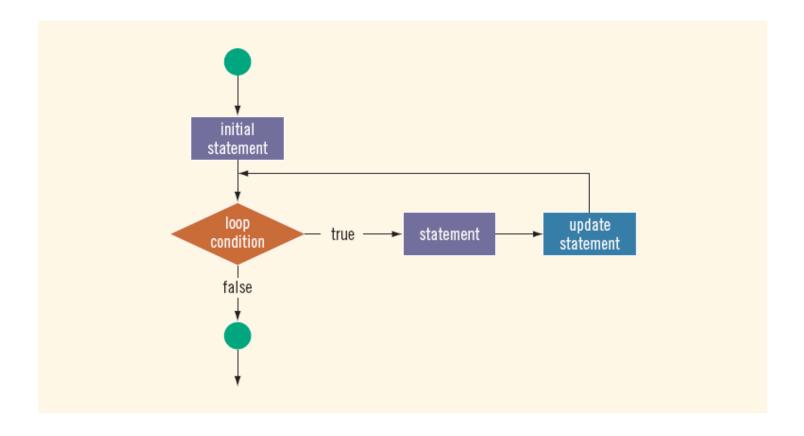


• The general form of the for statement is:

```
for (initial statement; loop condition; update statement)
    statement
```

- The initial statement, loop condition, and update statement are called for loop control statements
 - initial statement usually initializes a variable (called the for loop control, or for indexed, variable)
- In C++, for is a reserved word





for Looping (Repetition) Structure Example



Write a program to print the first 10 non negative integers

for Looping (Repetition) Structure Example



```
for (i = 0; i < 10; i++)
    cout << i << " ";
cout << endl;</pre>
```

for Looping (Repetition) Structure Example



Write a program to outputs Hello! and a star (on separate lines) five times





 The following for loop outputs Hello! and a star (on separate lines) five times:

```
for (i = 1; i <= 5; i++)
{
    cout << "Hello!" << endl;
    cout << "*" << endl;
}</pre>
```

2. Consider the following **for** loop:

```
for (i = 1; i <= 5; i++)
  cout << "Hello!" << endl;
  cout << "*" << endl;</pre>
```



- C++ allows you to use fractional values for loop control variables of the double type
 - Results may differ
- The following is a semantic error:

The following **for** loop executes five empty statements:

```
for (i = 0; i < 5; i++);  //Line 1
  cout << "*" << endl;  //Line 2</pre>
```

• The following is a legal for loop:

```
for (;;)
    cout << "Hello" << endl;</pre>
```



You can count backward using a **for** loop if the **for** loop control expressions are set correctly.

For example, consider the following **for** loop:

```
for (i = 10; i >= 1; i--)
    cout << " " << i;
cout << endl;
The output is:
10 9 8 7 6 5 4 3 2 1</pre>
```

You can increment (or decrement) the loop control variable by any fixed number. In the following **for** loop, the variable is initialized to 1; at the end of the **for** loop, i is incremented by 2. This **for** loop outputs the first 10 positive odd integers.

```
for (i = 1; i <= 20; i = i + 2)
    cout << " " << i;
cout << endl;</pre>
```



Structure

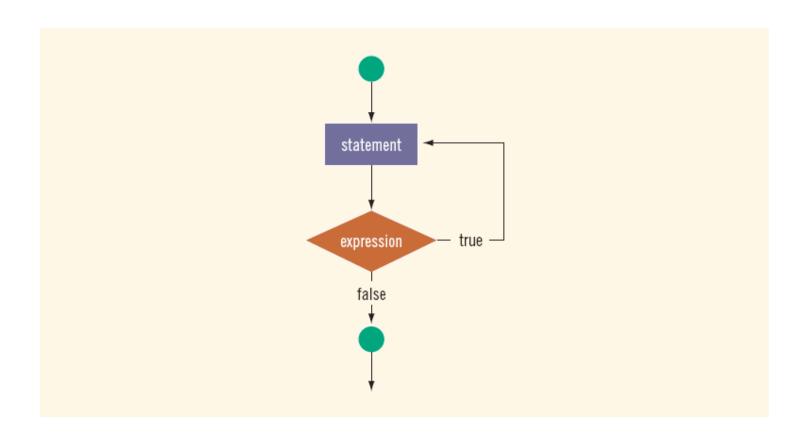
• General form of a do...while:

```
do
    statement
while (expression);
```

- The statement executes first, and then the expression is evaluated
- To avoid an infinite loop, body must contain a statement that makes the expression false
- The statement can be simple or compound
- Loop always iterates at least once



Structure





Structure

```
i = 0;
do
{
    cout << i << " ";
    i = i + 5;
}
while (i <= 20);

The output of this code is:
0 5 10 15 20</pre>
```



Structure

Consider the following two loops:

```
a. i = 11;
   while (i <= 10)
       cout << i << " ";
       i = i + 5;
   cout << endl;
b. i = 11;
   do
       cout << i << " ";
       i = i + 5;
   while (i <= 10);
   cout << endl;
```

In (a), the **while** loop produces nothing. In (b), the **do...while** loop outputs the number 11 and also changes the value of i to 16.

Example



Write a program to check the Divisibility Test by 3 and 9

Example



```
sum = 0;
do
    sum = sum + num % 10; //extract the last digit
                         //and add it to sum
    num = num / 10;  //remove the last digit
while (num > 0);
cout << "The sum of the digits = " << sum << endl;
if (sum % 3 == 0)
    cout << temp << " is divisible by 3" << endl;
else
    cout << temp << " is not divisible by 3" << endl;
if (sum % 9 == 0)
   cout << temp << " is divisible by 9" << endl;
else
    cout << temp << " is not divisible by 9" << endl;
```

Choosing the Right Looping Structure



- All three loops have their place in C++
 - If you know or can determine in advance the number of repetitions needed, the for loop is the correct choice
 - If you do not know and cannot determine in advance the number of repetitions needed, and it could be zero, use a while loop
 - If you do not know and cannot determine in advance the number of repetitions needed, and it is at least one, use a do...while loop

break and continue Statements



- break and continue alter the flow of control
- break statement is used for two purposes:
 - To exit early from a loop
 - Can eliminate the use of certain (flag) variables
 - To skip the remainder of the switch structure
- After the break statement executes, the program continues with the first statement after the structure

break and continue Statements



- continue is used in while, for, and do...while structures
- When executed in a loop
 - It skips remaining statements and proceeds with the next iteration of the loop

Example



Write a program To create the following pattern:

*

**

Example



```
for (i = 1; i <= 5; i++)
{
    for (j = 1; j <= i; j++)
        cout << "*";
    cout << endl;
}</pre>
```

Nested Control Structures



• What is the result if we replace the first for statement with the following?

```
for (i = 5; i >= 1; i--)
```

• Answer:

```
* * * * *

* * * *

* * *
```

*

