## LEARN CODING

ale66

# AUXILIARY VARIABLES AND LOOPS

### **TOPICS**

- counters
- accumulators
- trailers

### EXERCISE, B: SOLUTION

Print available fruits but stop as soon as you find bananas

```
1 fruits = ['apple', 'banana', 'cherry', 'blackcurrant']
```

#### should only print apple

```
1 for f in fruits:
2
3   if f == 'banana':
4     break
5
6   else:
7    print(f)
```

# COUNTERS

A variable, normally of type integer, that is incremented as we *parse* an iterable

Example: compute list size/lenght

```
1  l = 0
2
3  for f in fruits:
4   l = l +1
5
6  print(f'The lenght of list {fruits} is {l}')
```

Syntax: 1 += 1 is shorthand for 1 = 1 + 1

### ANONYMOUS VARIABLES

In fact, we are not operating on f

it can be omitted in favour of an anonymous variable \_

# ACCUMULATORS

A variable to record quantities seen during the iteration Example: compute the average of an arbitrary list of positive numbers

```
1 l = 0
2 accumulator = 0
3
4 for val in mylist:
5  l += 1
6  accumulator += val
7
8 average = accumulator / l # this will be a float
9
10 print(f'There are {l} values and their average is {average}')
```

## TRAILING VARIABLES

A variable that 'remembers' past values during an iteration Example: record the biggest temperature increase ever seen in the list

```
maxincrease = 0
   trailer = temperaturelist[0]
 4
   for temp in temperaturelist:
 6
     current increase = temp - trailer
 8
 9
     if current increase > maxincrease:
       maxincrease = current increase # a new max is found
10
11
12
     # we are finished with this value, assign it to the trailer
13
     trailer = temp
14
15 print(f'The maximum day-on-day increase has been {maxincrease} degrees')
```

#### PROGRAMME COMPREHENSION

To grasp how trailers work, put extra print() commands to see what the variables contain

#### Rename variables:

```
1 yesterday = temperaturelist[0]
2
3 for today in temperaturelist:
4
5   current_increase = today - yesterday
6
7   ...
8
9   yesterday = today
```



#### Complete code for searching a given number in a sequence

```
1 KEY = 22
2
3 mylist = [1, 6, 3, 9, 10]
4
5 ___ item __ mylist:
6   if __ == __:
7   found = True
8   else:
9   found = False
```