

# Loops and Collections

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Coding a Spanish Omelet

Miriam Tocino

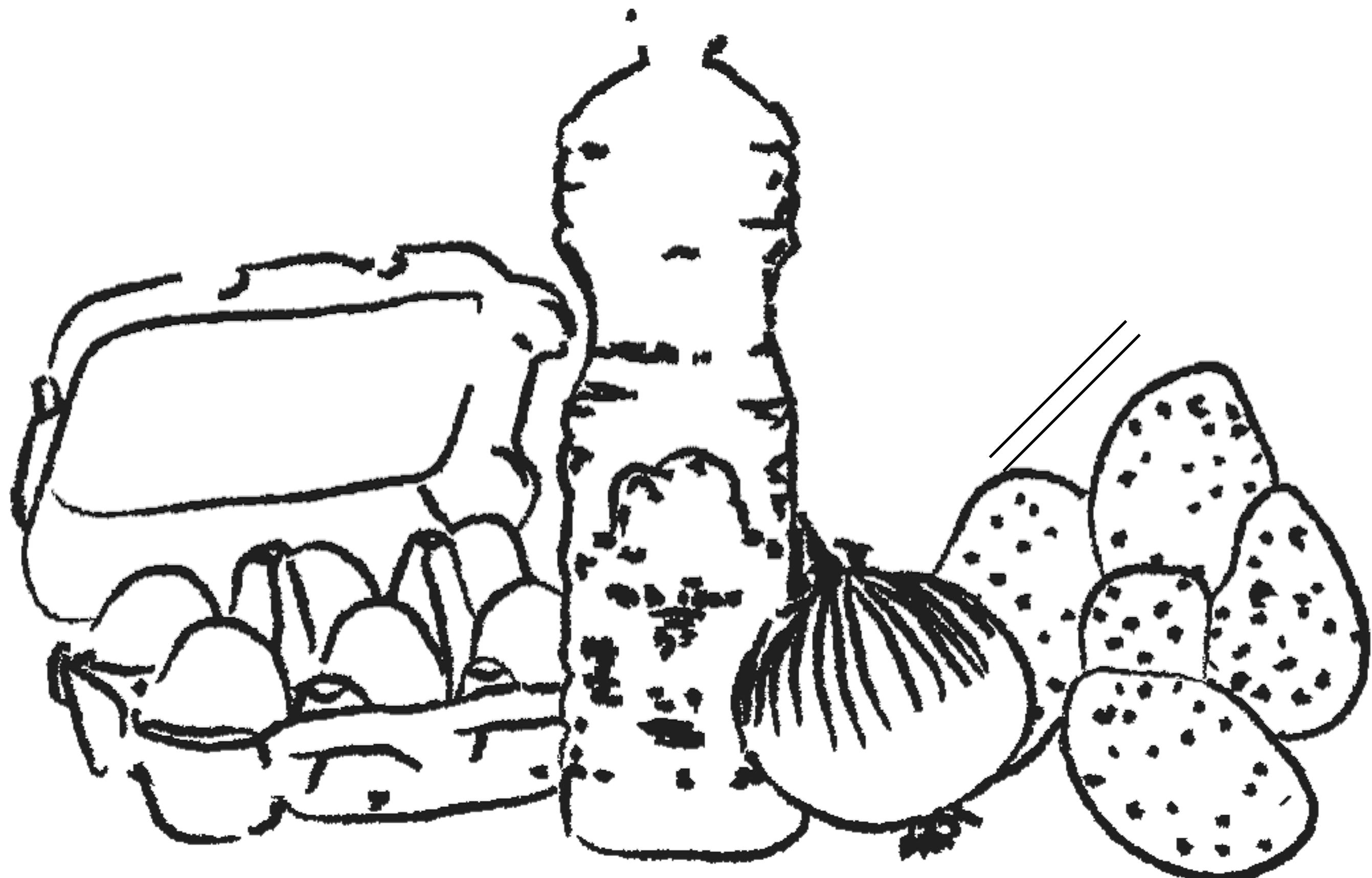
:{} Codaisseur

# What They Do

---

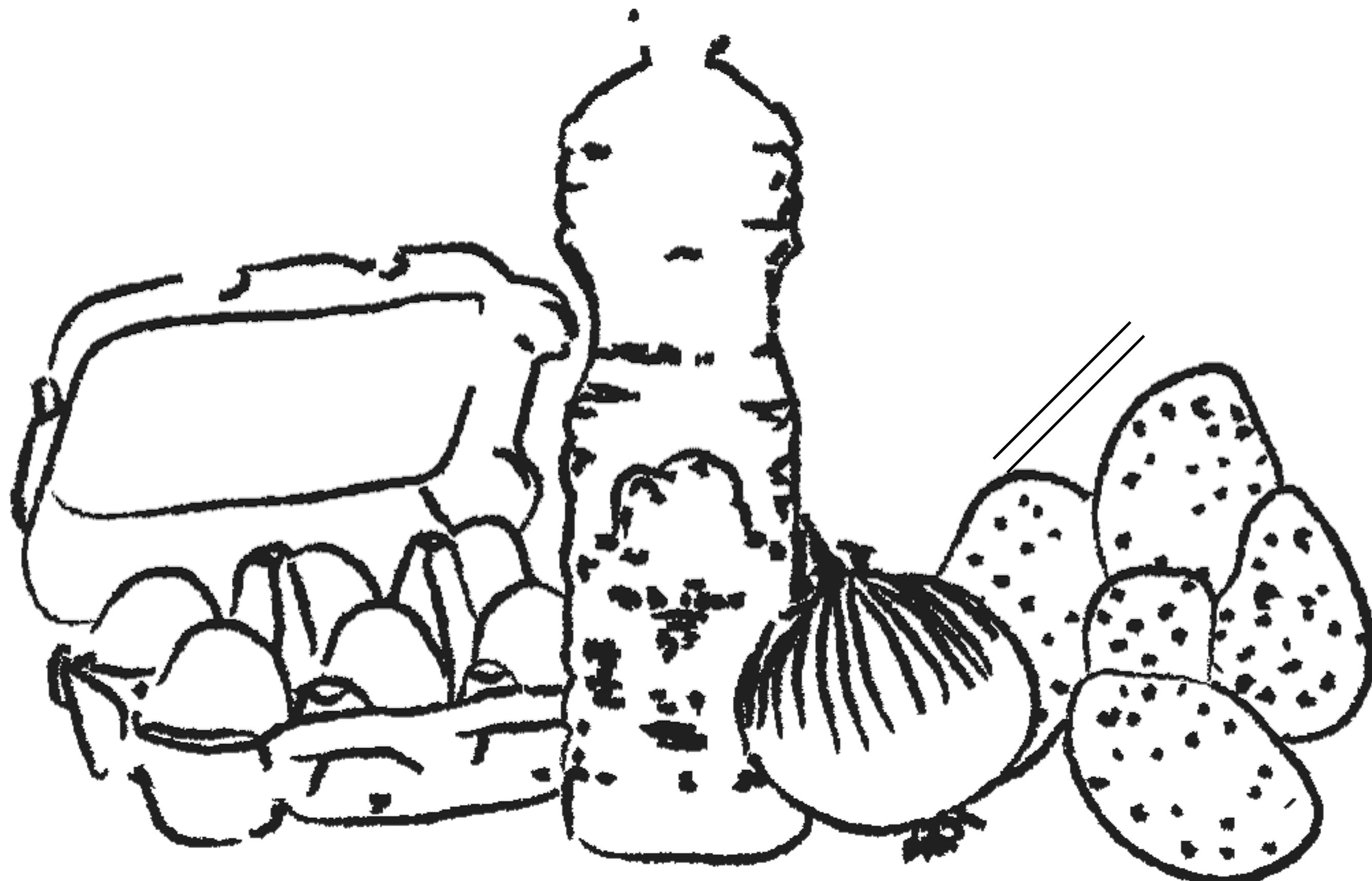
Automate repetitive tasks  
quickly and easily.

# What Do We Need



Ingredients:

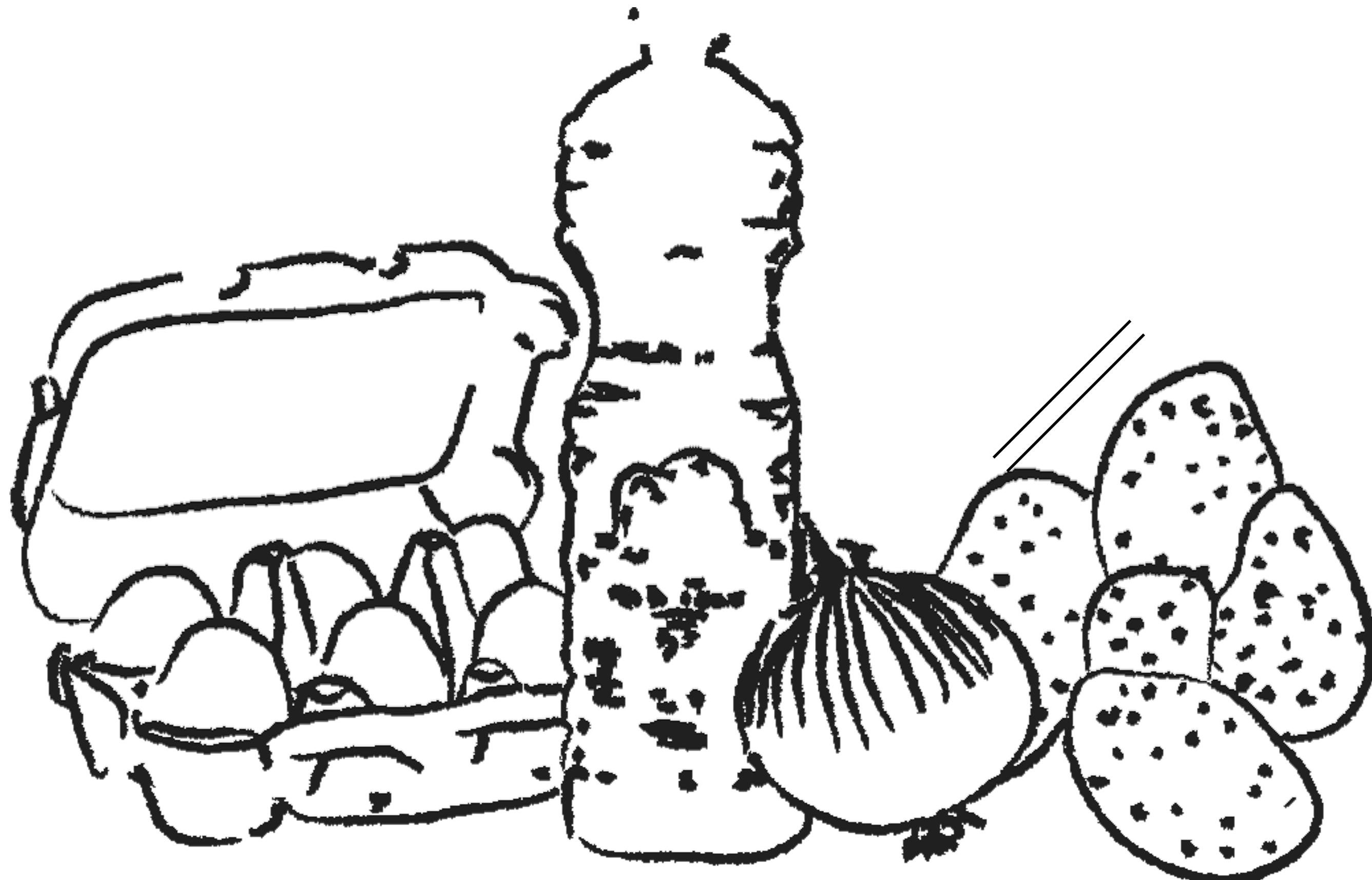
## What Do We Need



Ingredients:

5 potatoes

# What Do We Need

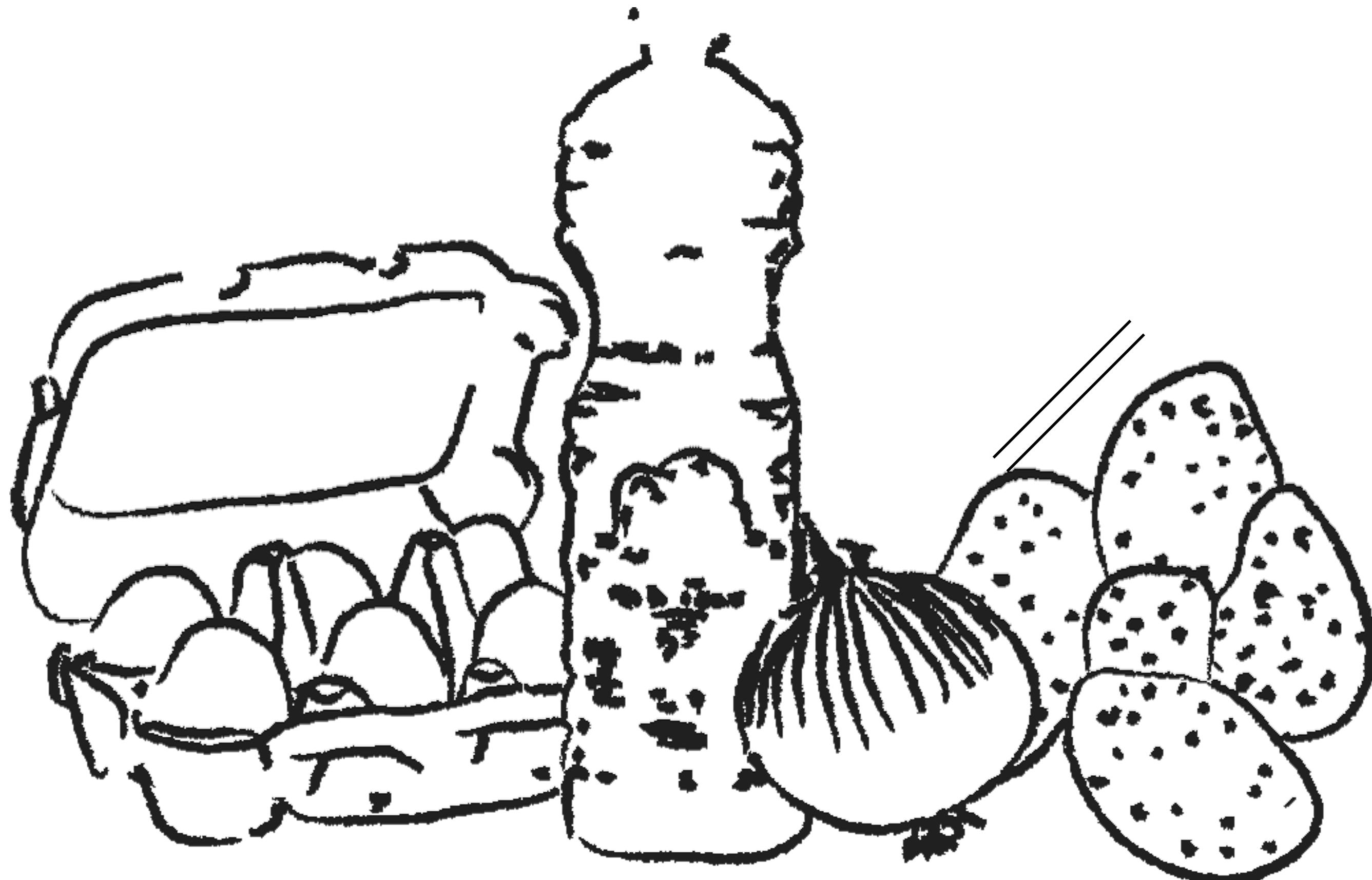


Ingredients:

5 potatoes

6 eggs

# What Do We Need



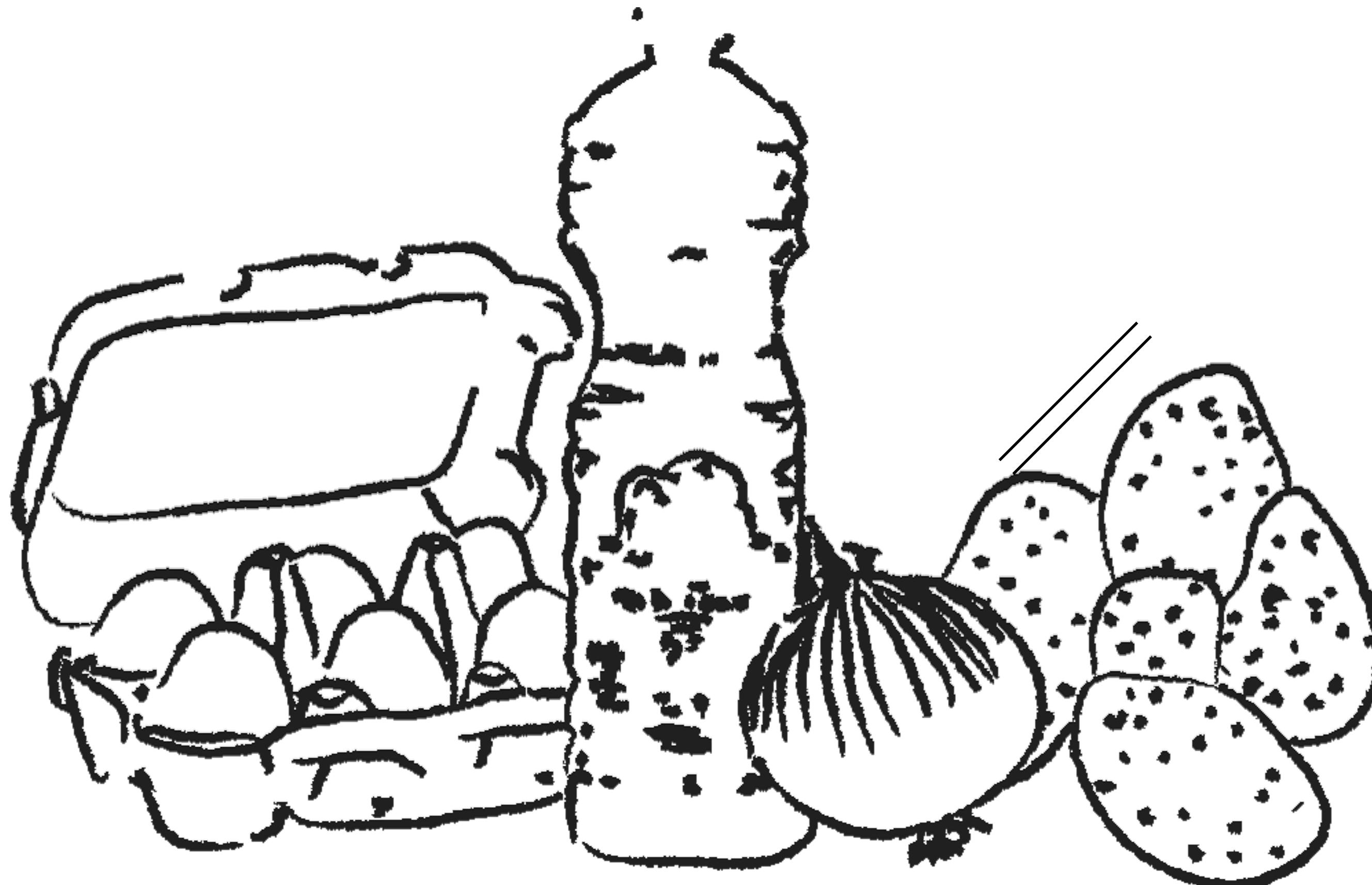
## Ingredients:

5 potatoes

6 eggs

1 onion

# What Do We Need



## Ingredients:

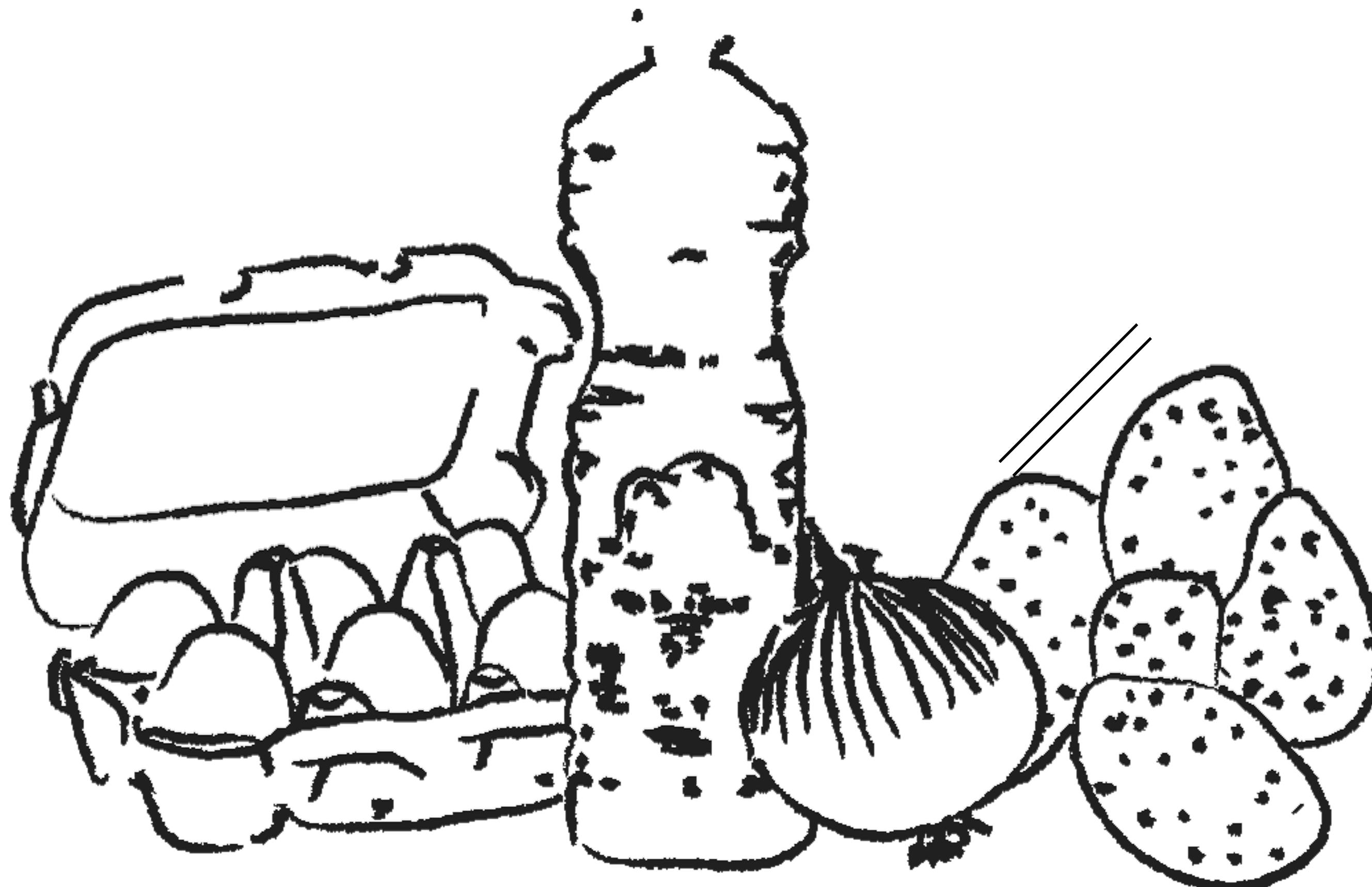
5 potatoes

6 eggs

1 onion

Olive oil

# What Do We Need



## Ingredients:

5 potatoes

6 eggs

1 onion

Olive oil

Salt



# While Loop

## Execute, add, repeat

Repeat action **while** certain condition is true.  
As soon as the condition stops being true, the loop stops.

# Syntax

---

```
while <conditional>
    # do something
end
```

true



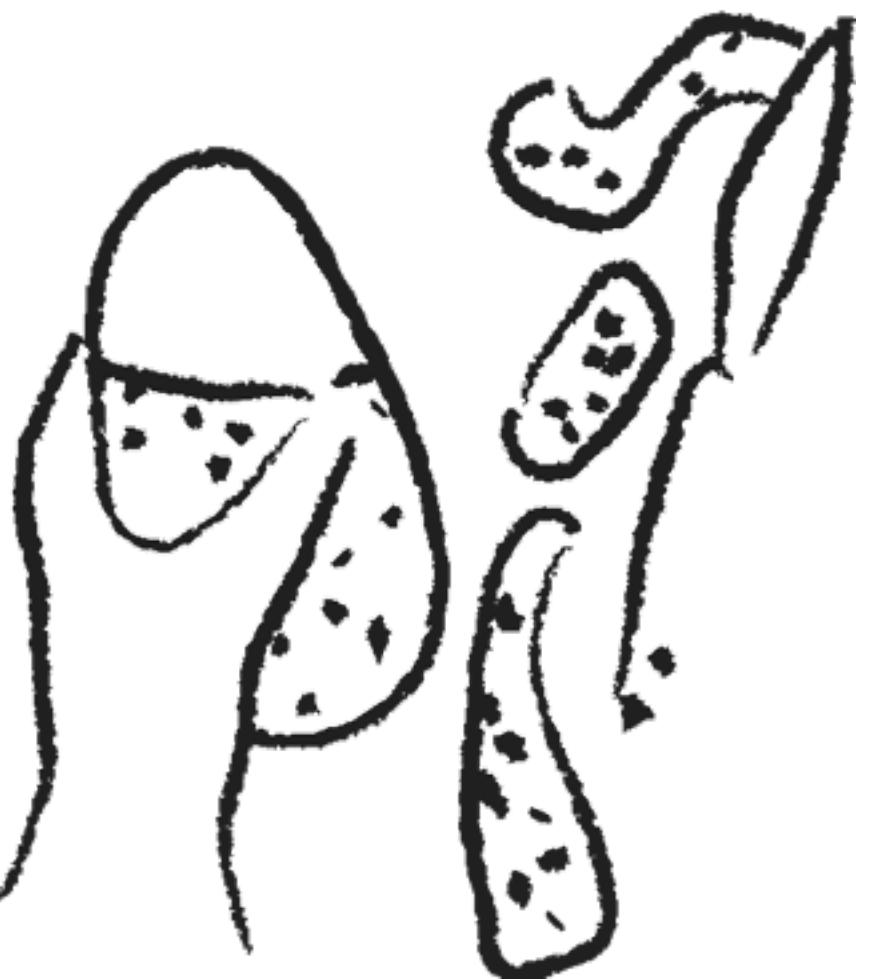
# While loop



```
$ ruby recipe.rb
```

```
# scrape the potatoes
```

0 0 0 0  
5 POTATOES



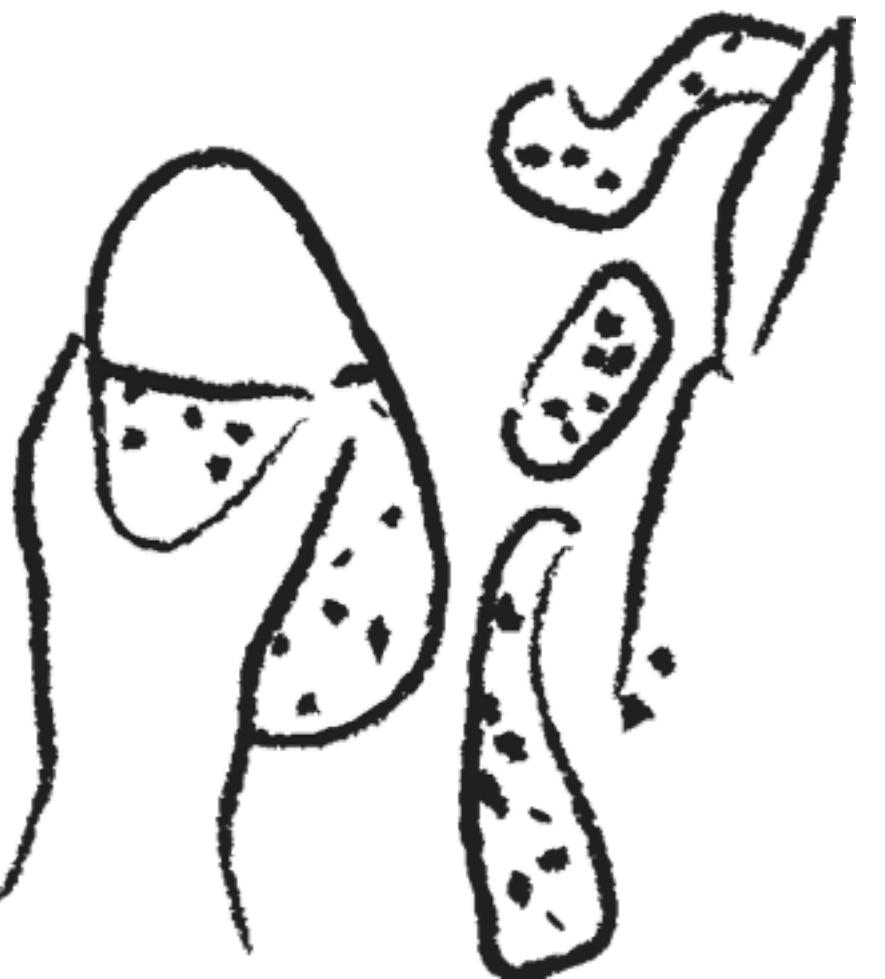
# While loop



```
$ ruby recipe.rb
```

```
# scrape the potatoes  
counter = 1
```

0 0 0 0  
5 POTATOES



# While loop

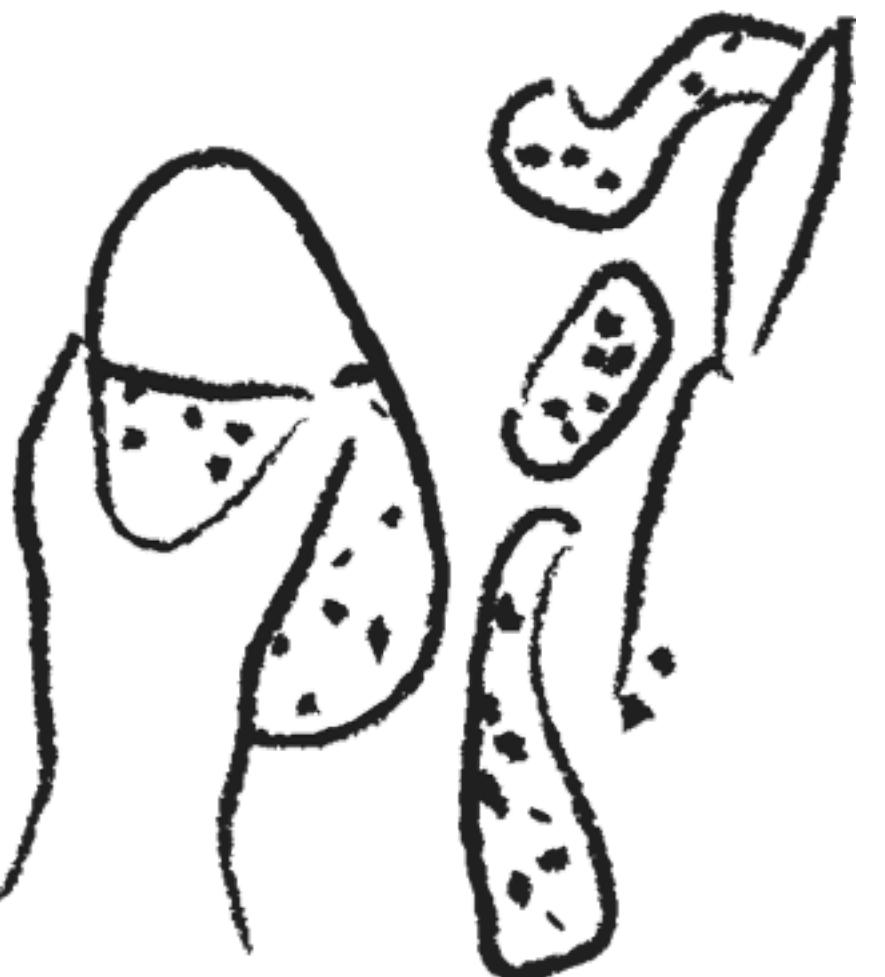


```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6

end
```

0 0 0 0  
5 POTATOES

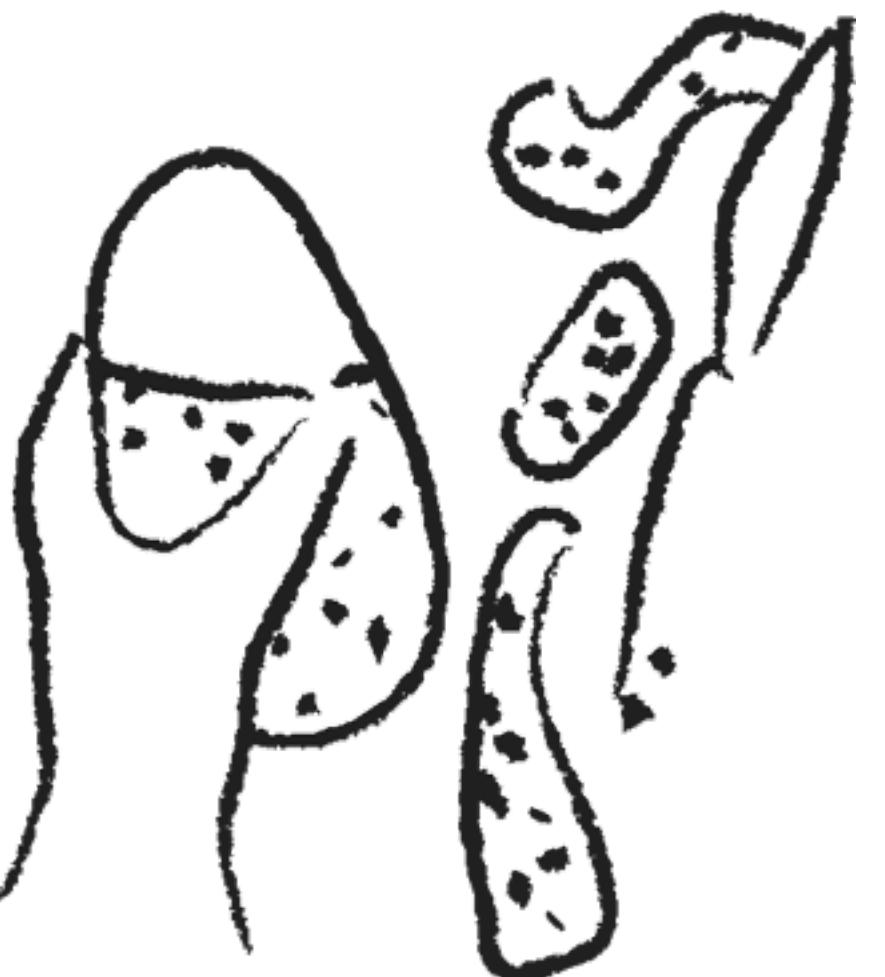


# While loop

```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
end
```

0 0 0 0  
5 POTATOES

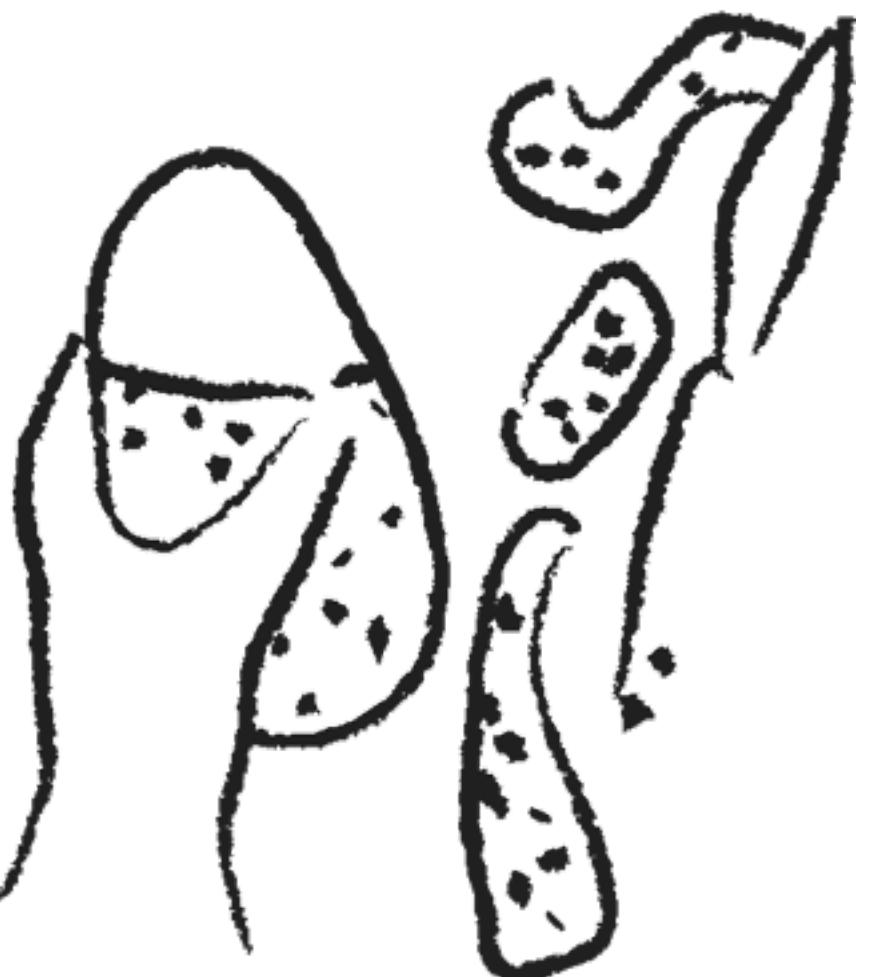


# While loop

```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
  counter = counter + 1
end
```

0 0 0 0  
5 POTATOES

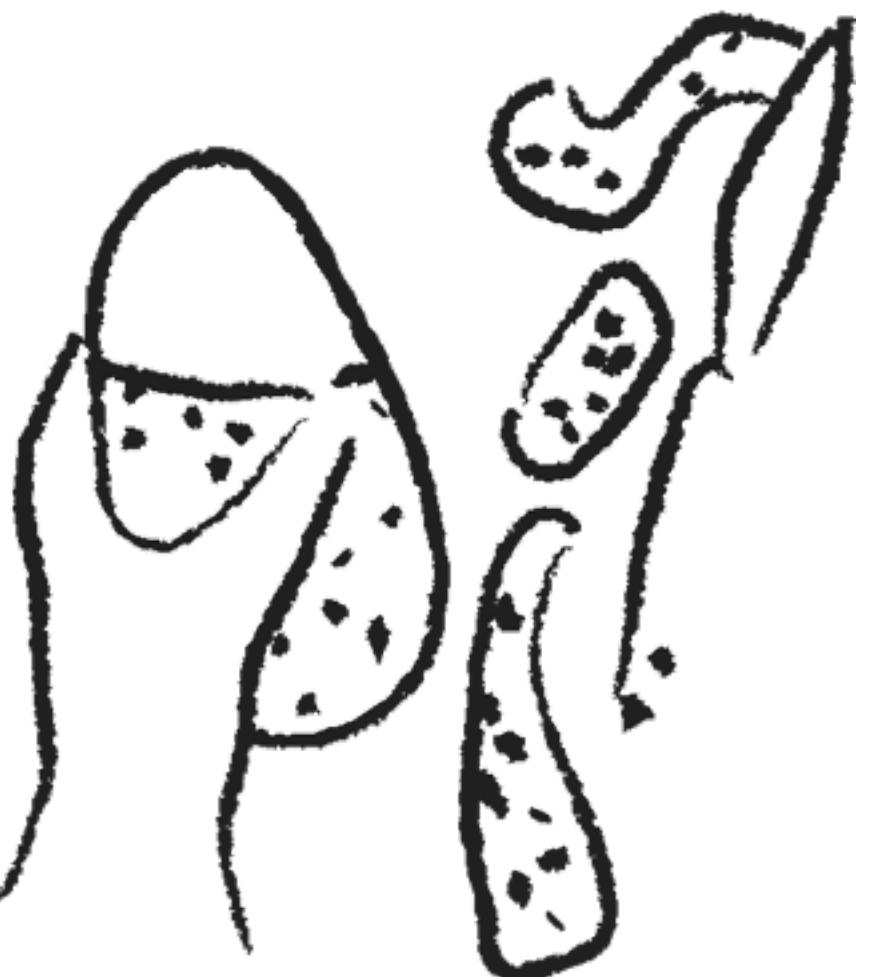


# While loop

```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
  counter = counter + 1
end
```

0 0 0 0  
5 POTATOES

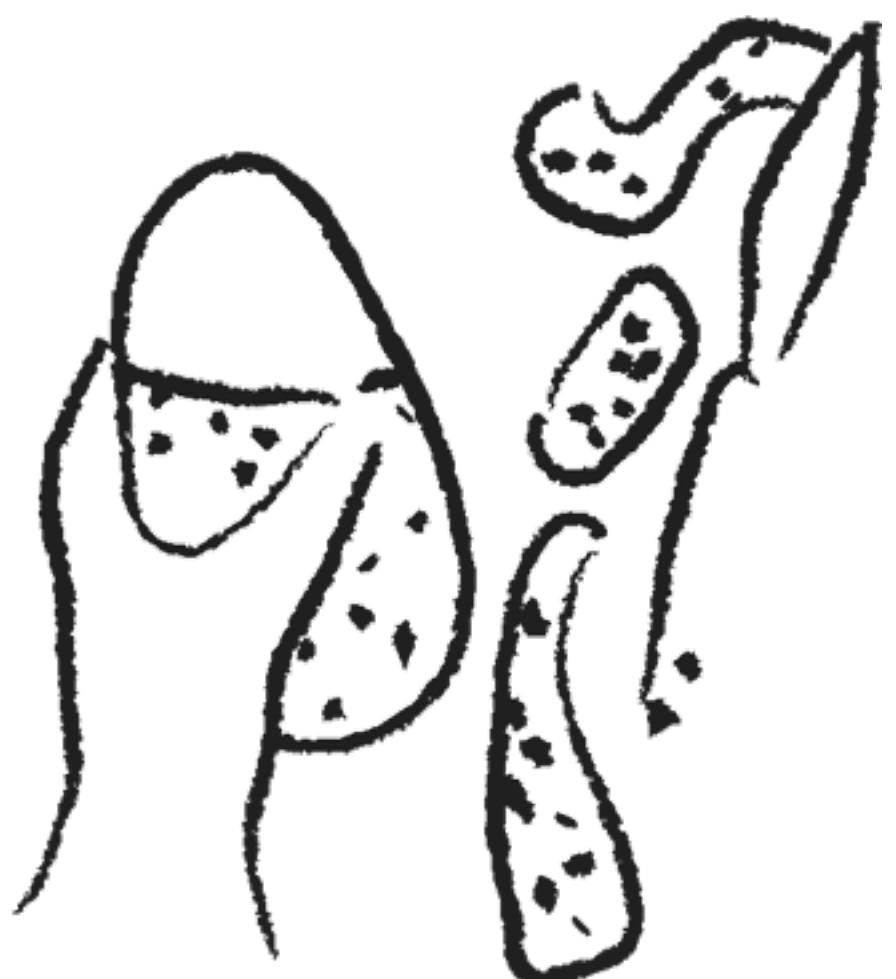


# While loop

```
$ ruby recipe.rb  
Scrape potato 1.  
Scrape potato 2.  
Scrape potato 3.  
Scrape potato 4.  
Scrape potato 5.
```

```
# scrape the potatoes  
counter = 1  
while counter < 6  
  puts "Scrape potato #{counter}."  
  counter = counter + 1  
end
```

0 0 0 0  
5 POTATOES



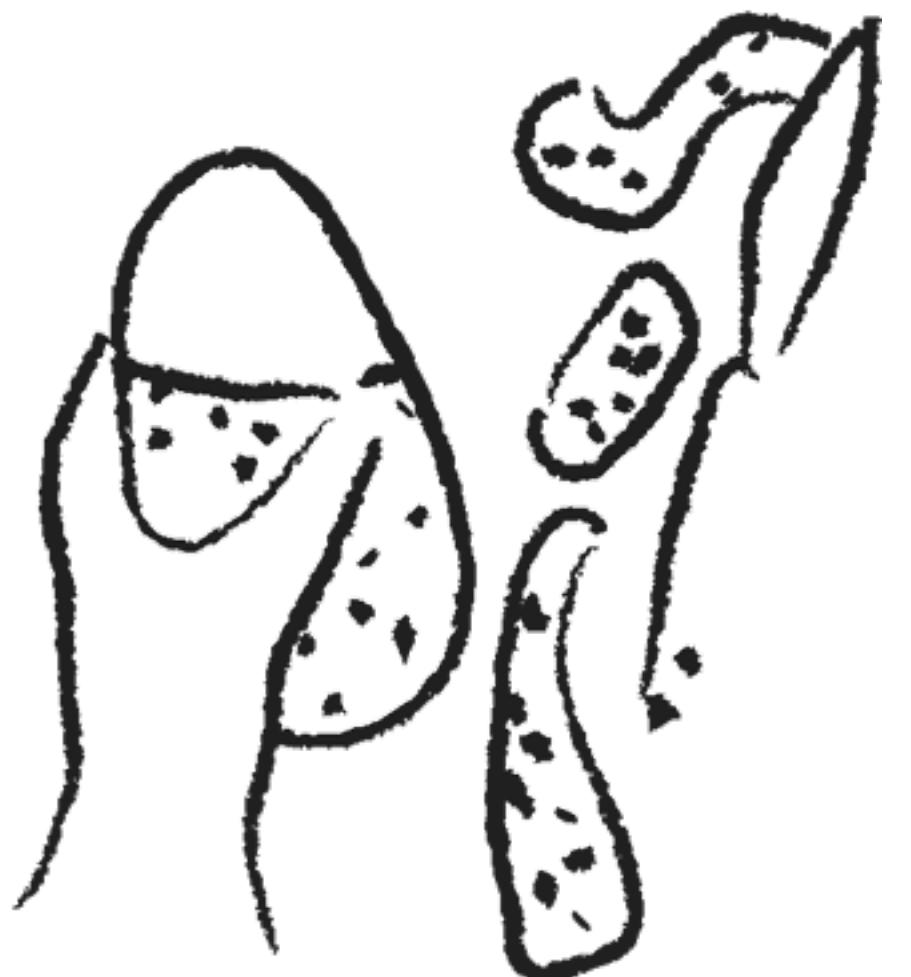
# Infinite loop



```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
  counter = counter + 1
end
```

0 0 0 0  
5 POTATOES



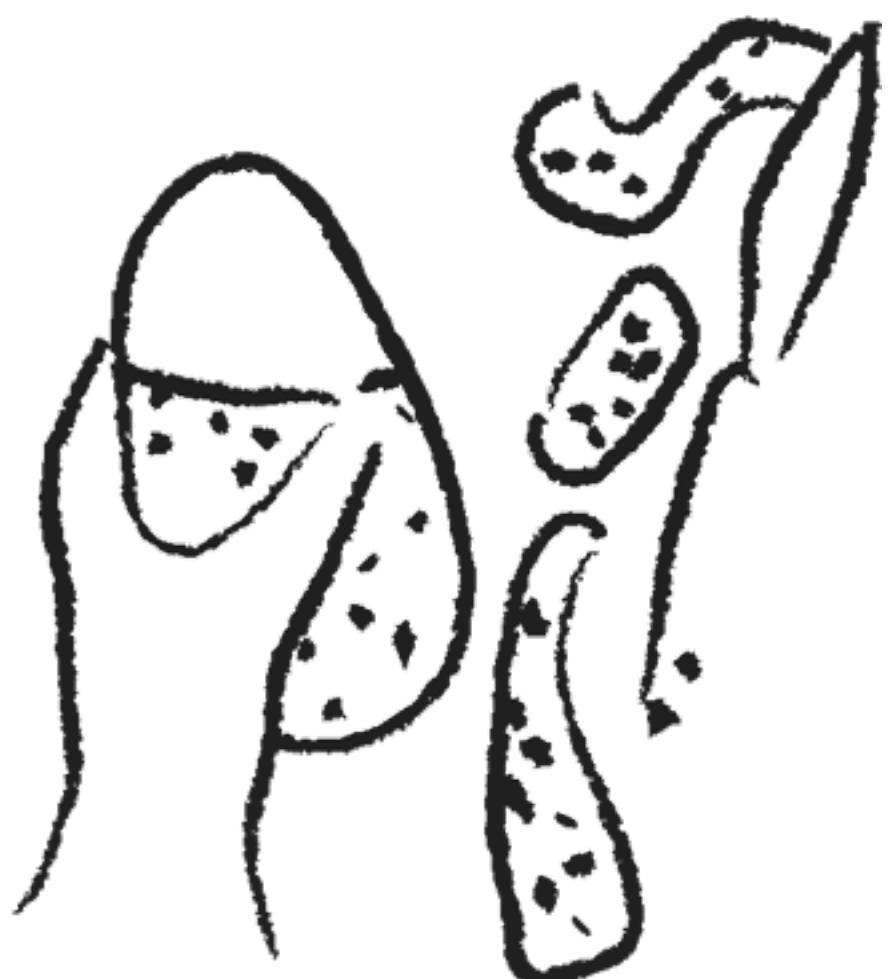
# Infinite loop



```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
  counter = counter + 1
end
```

0 0 0 0  
5 POTATOES



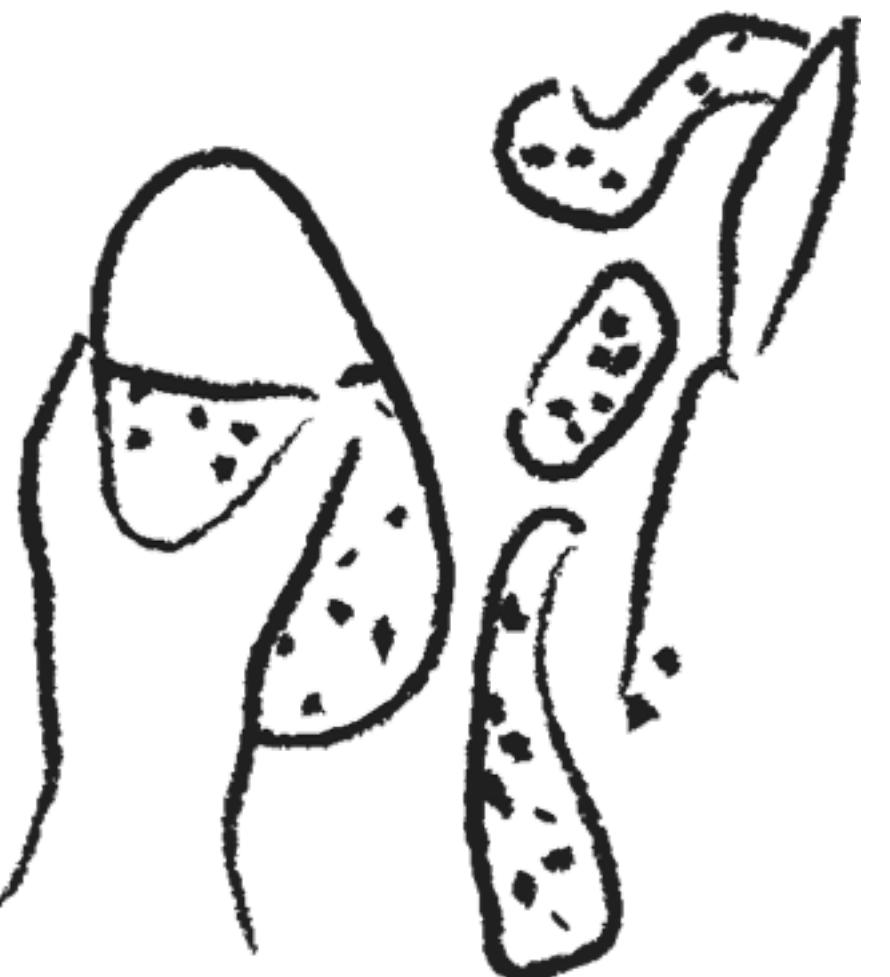
# Infinite loop



```
$ ruby recipe.rb
```

```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
end
```

0 0 0 0  
5 POTATOES



# Infinite loop

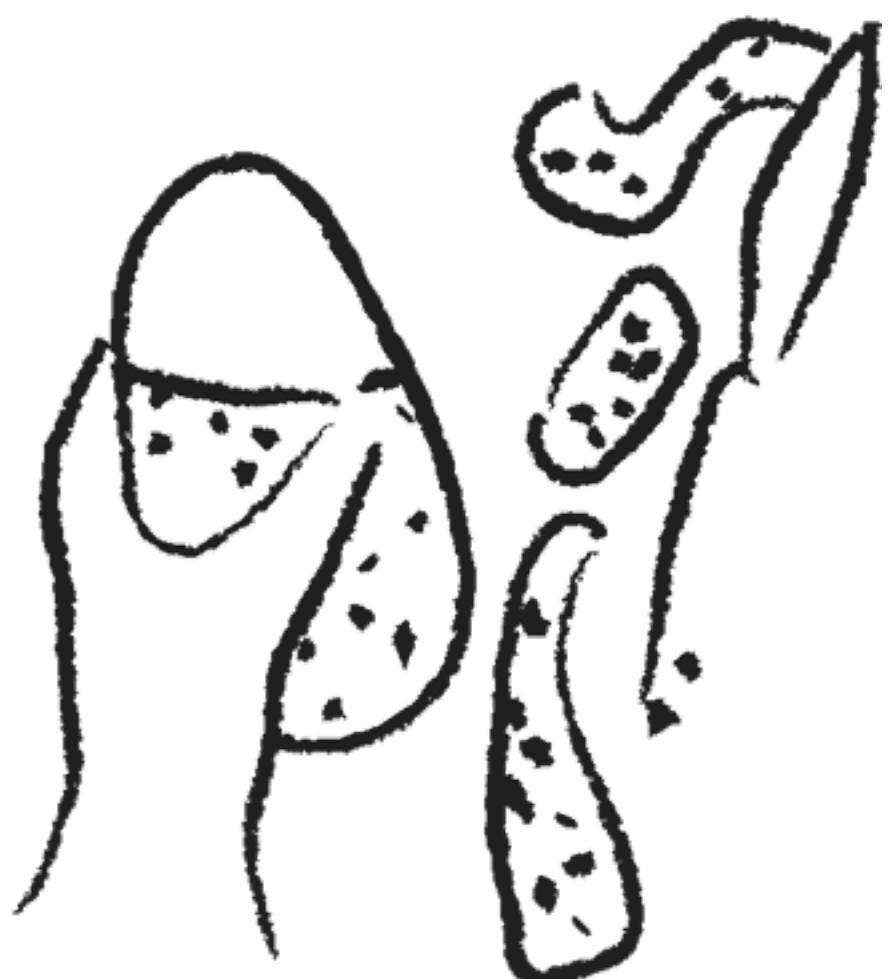


```
$ ruby recipe.rb
```



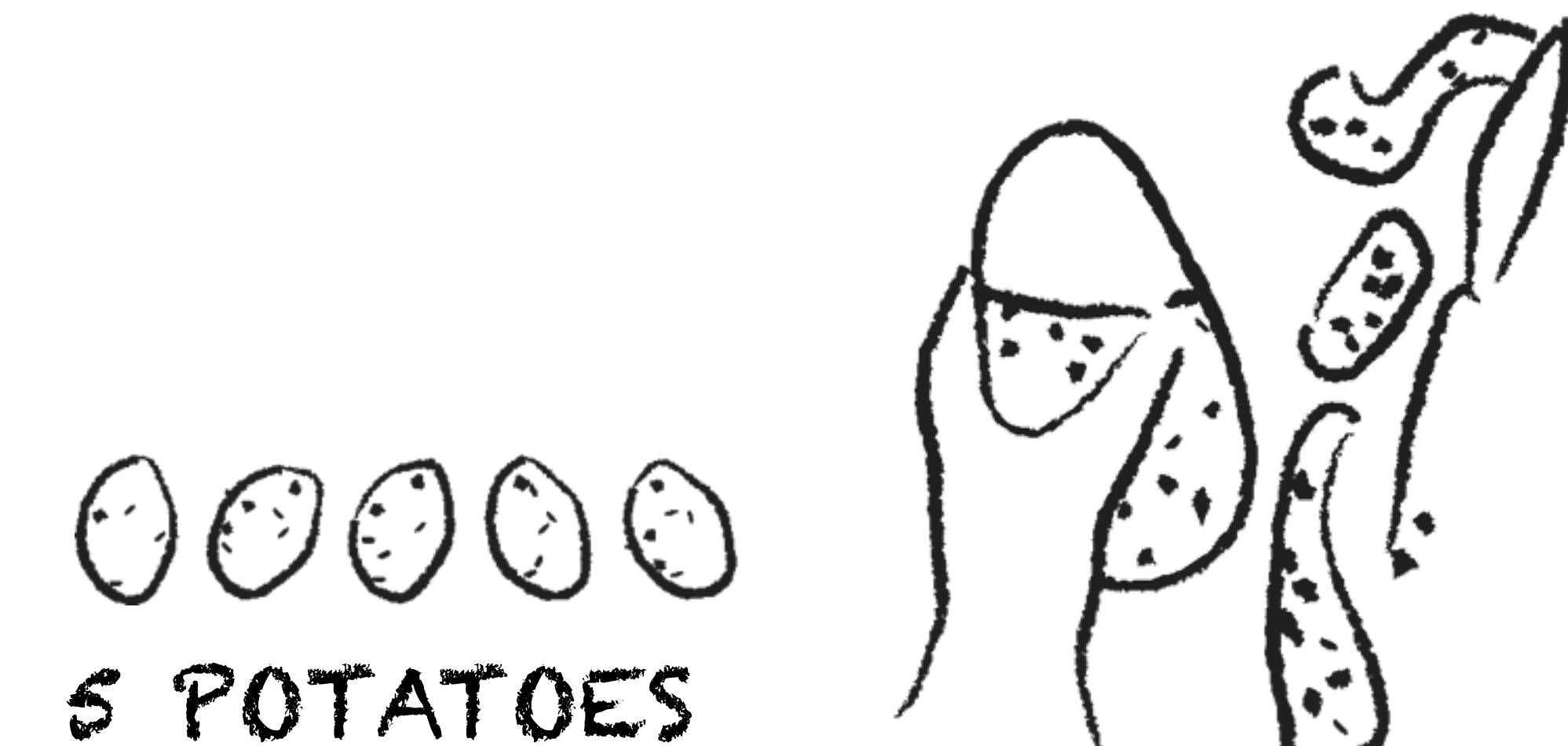
```
# scrape the potatoes
counter = 1
while counter < 6
  puts "Scrape potato #{counter}."
end
```

0 0 0 0  
5 POTATOES



# Infinite loop

```
# scrape the potatoes  
counter = 1  
while counter < 6  
  puts "Scrape potato #{"counter}."  
end
```



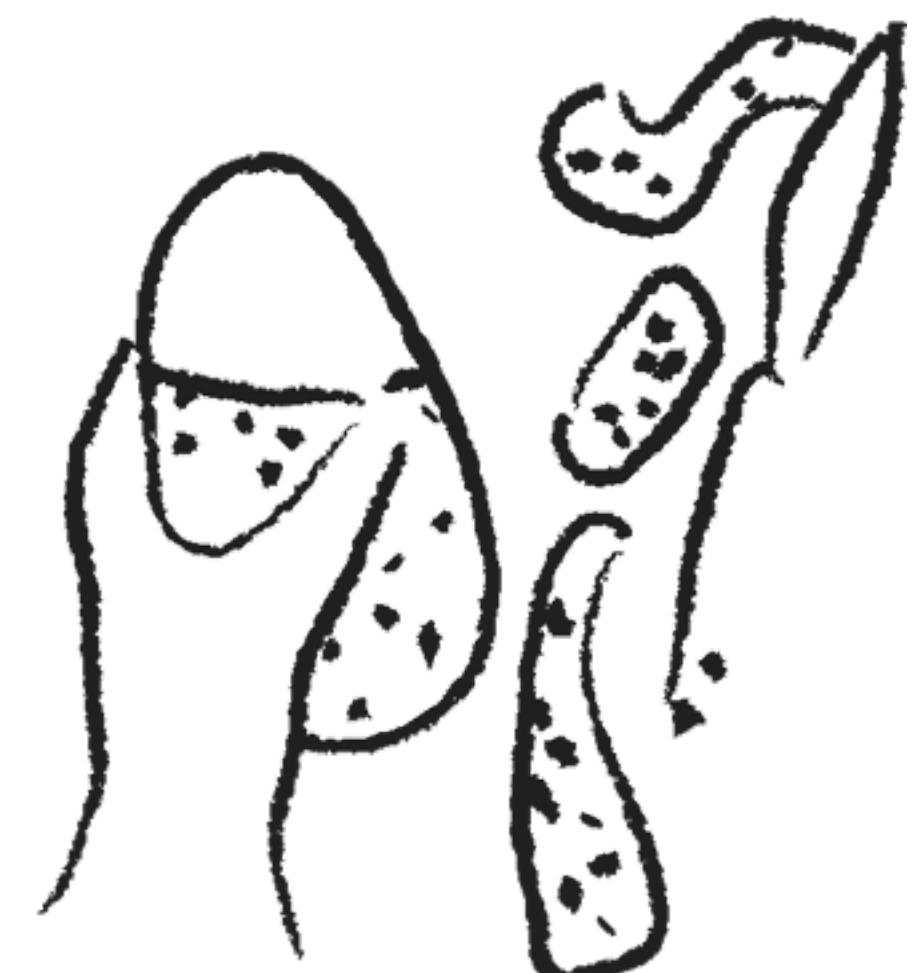
# Infinite loop

```
$ ruby recipe.rb  
Scrape potato 1.  
Scrape potato 1.
```

An infinite loop is  
**a loop that never exits.**  
*(stop it with `ctrl + c`)*

```
# scrape the potatoes  
counter = 1  
while counter < 6  
  puts "Scrape potato #{counter}."  
end
```

5 POTATOES



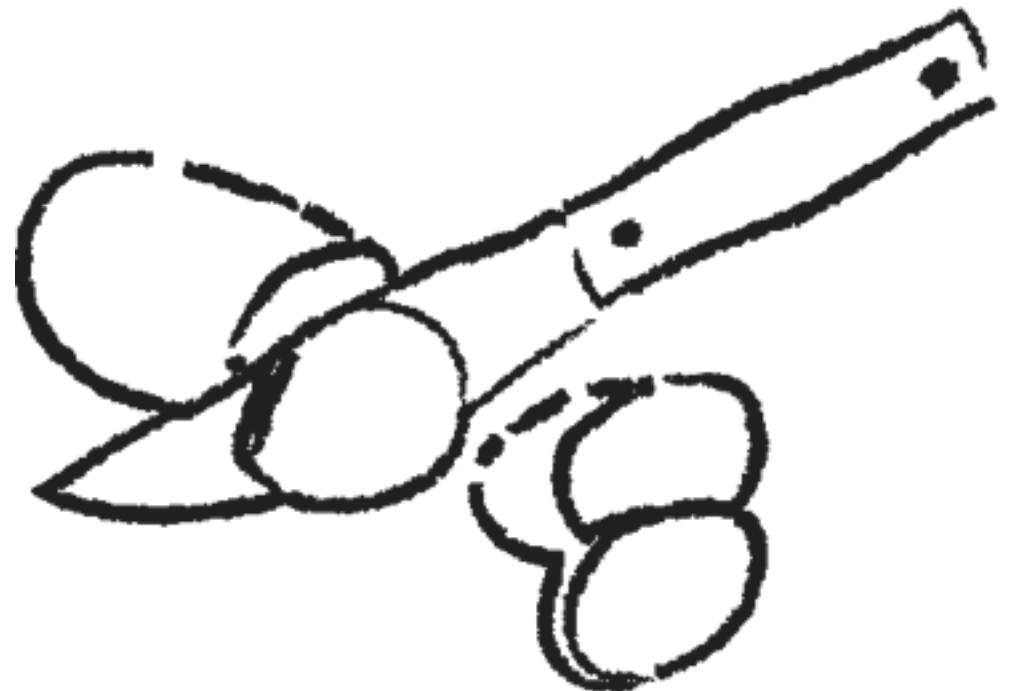
# While loop



```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices
```

0 0 0 0  
5 POTATOES



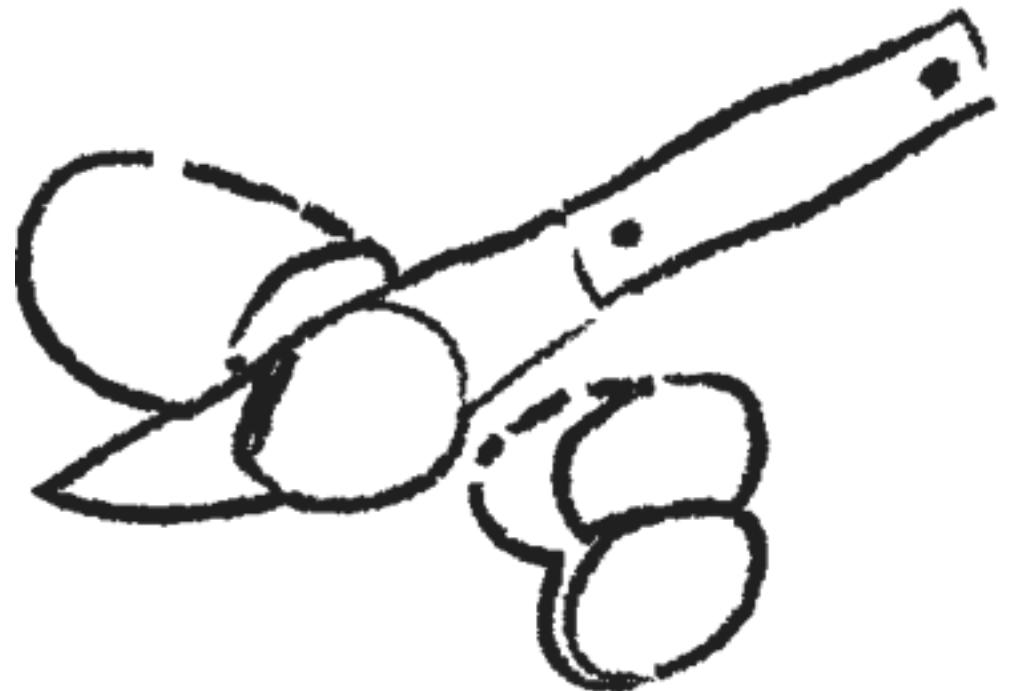
# While loop



```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices  
counter = 1
```

0 0 0 0 0  
5 POTATOES



# While loop



```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices
counter = 1
while counter <= 5

end
```



# While loop



```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices
counter = 1
while counter <= 5
  puts "Cut potato #{counter}."
end
```



# While loop



```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices
counter = 1
while counter <= 5
  puts "Cut potato #{counter}."
  counter = counter + 1
end
```

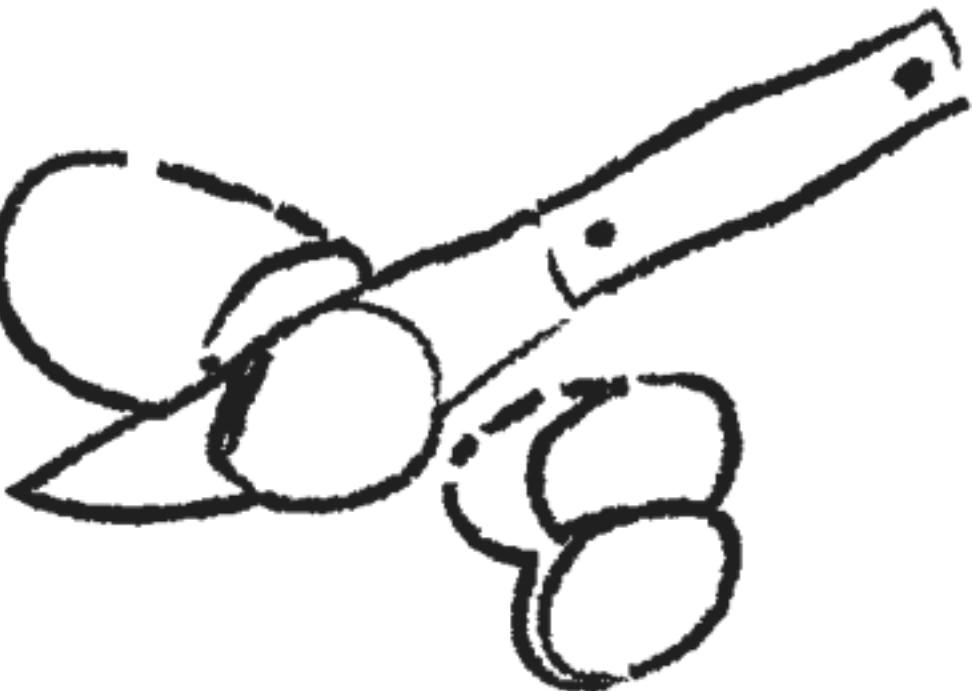


# While loop

```
$ ruby recipe.rb
```

```
# cut potatoes into thick slices
counter = 1
while counter <= 5
  puts "Cut potato #{counter}."
  counter = counter + 1
end
```

0 0 0 0 0  
5 POTATOES



# While loop

```
$ ruby recipe.rb  
Cut potato 1.  
Cut potato 2.  
Cut potato 3.  
Cut potato 4.  
Cut potato 5.
```

```
# cut potatoes into thick slices  
counter = 1  
while counter <= 5  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

---

There's always  
another way with Ruby.

# Assignment Operators

```
# more assignment operators
```

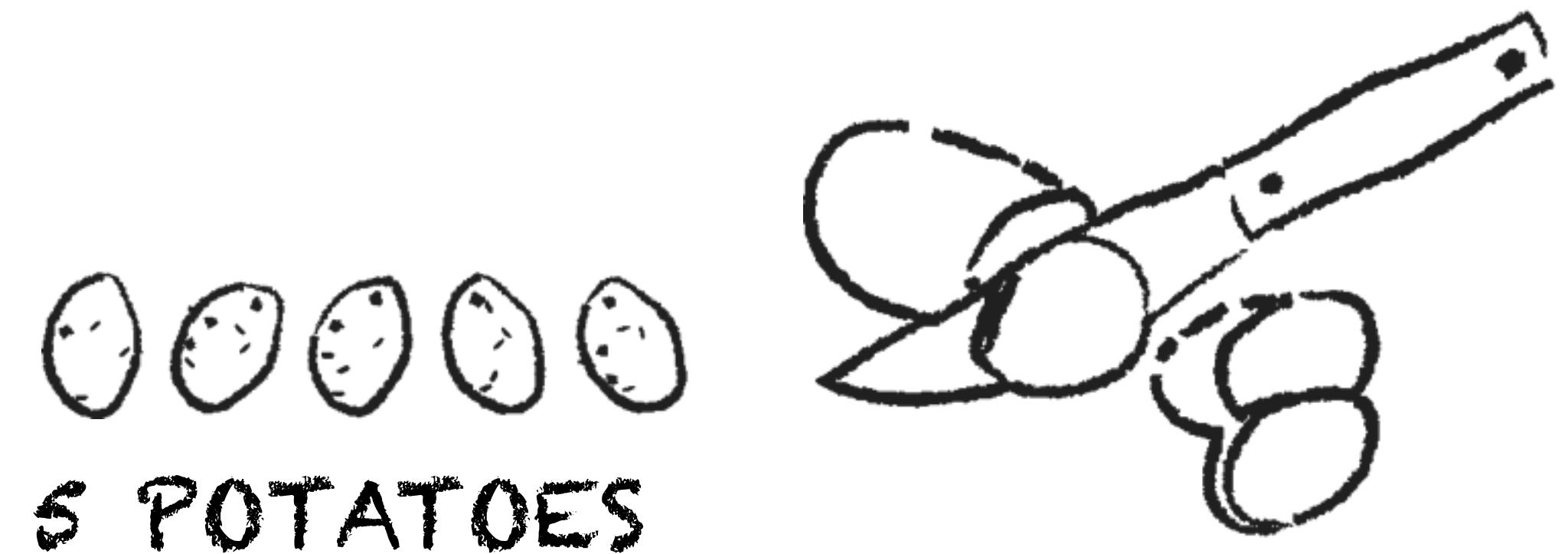
```
# cut potatoes into thick slices
counter = 1
while counter < 6
  puts "Cut potato #{counter}."
  counter = counter + 1
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1
```

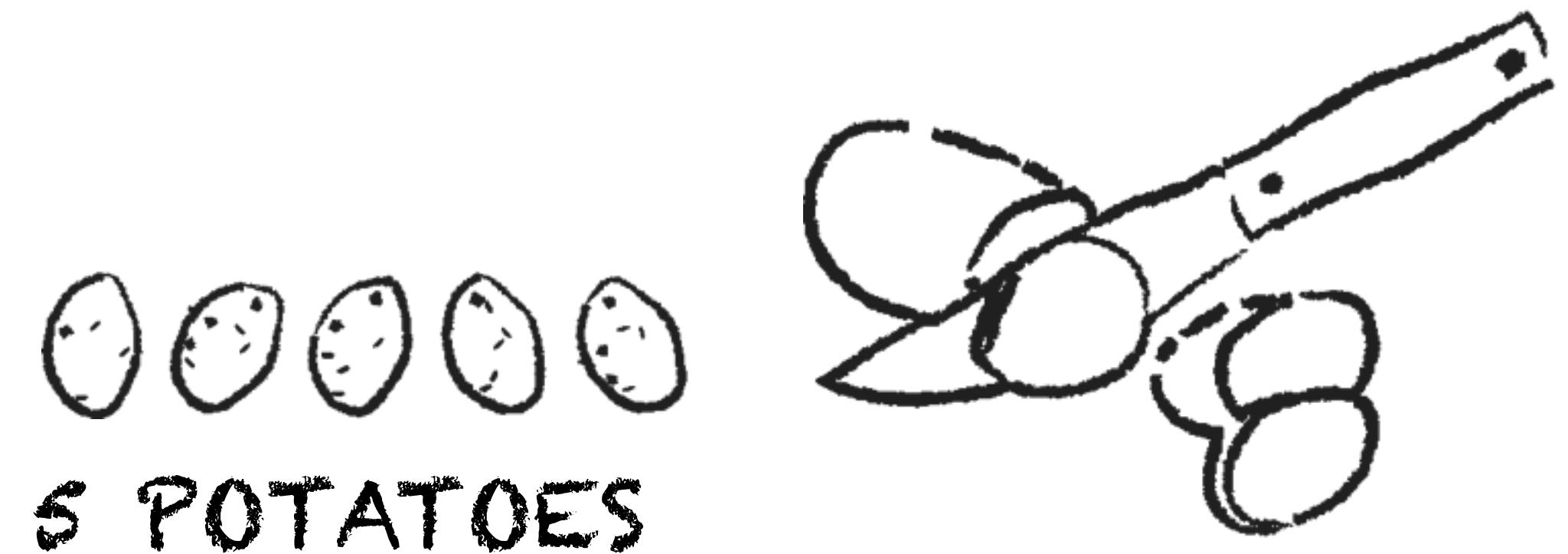
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1
```

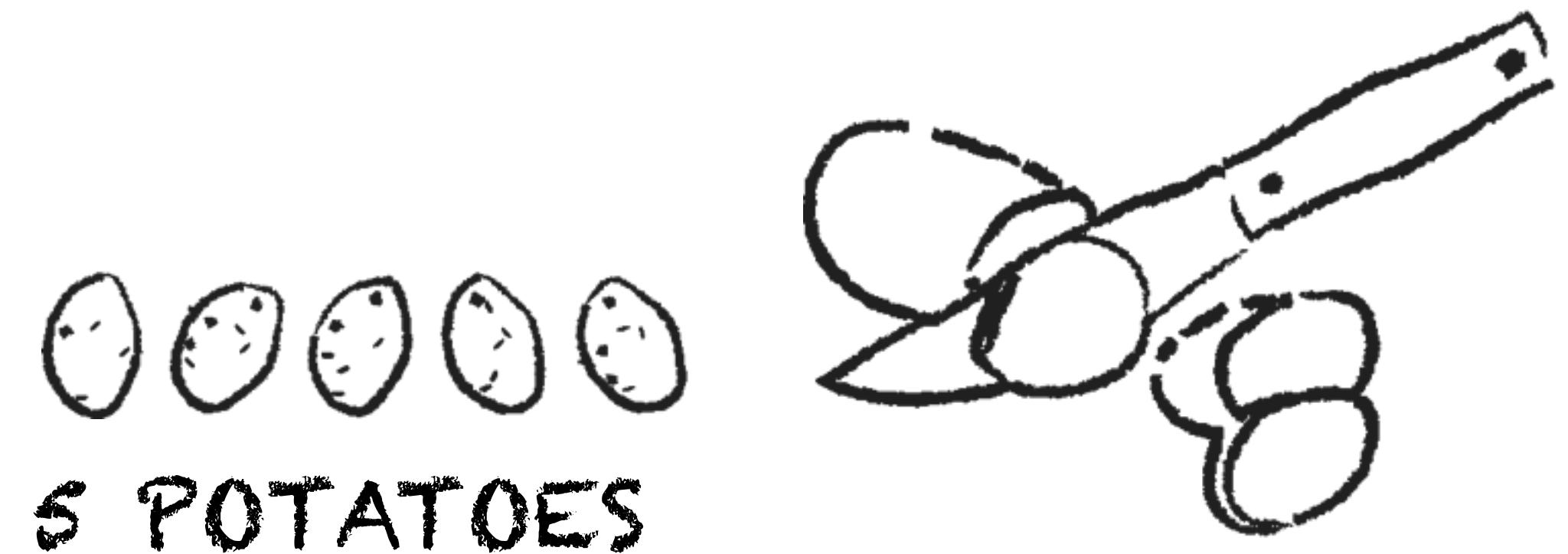
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1
```

```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1
```

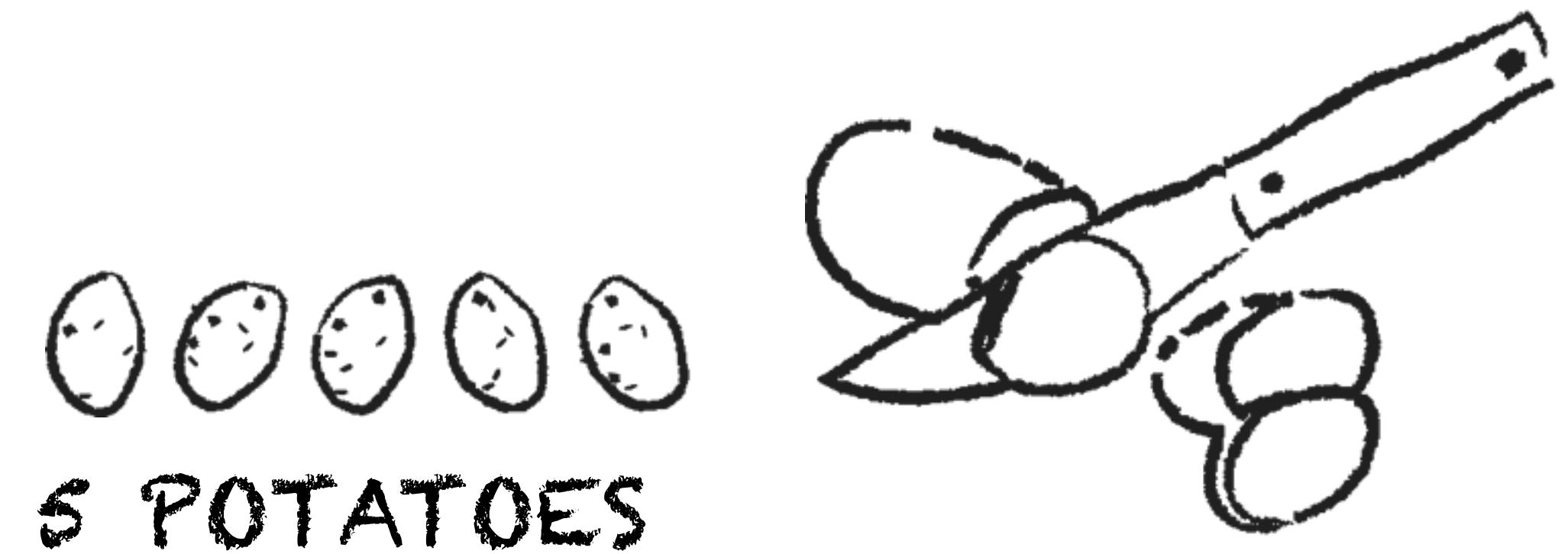
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1  
  
counter = counter - 1  
counter -= 1
```

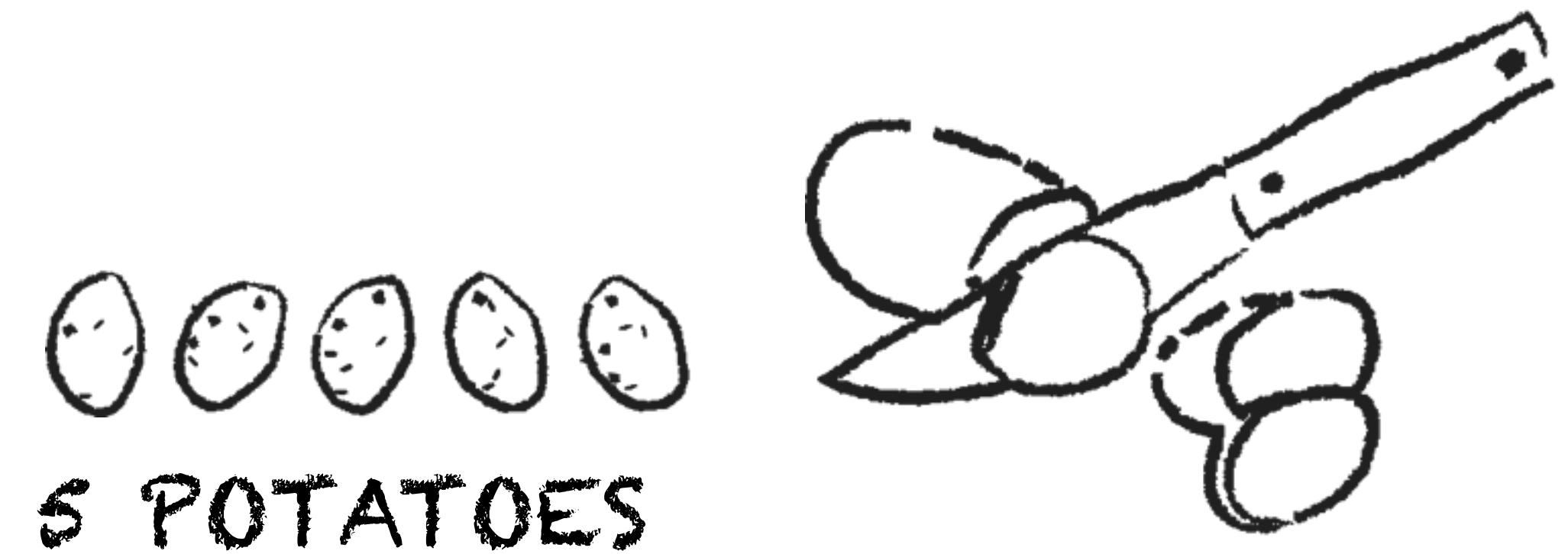
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1  
  
counter = counter - 1  
counter -= 1
```

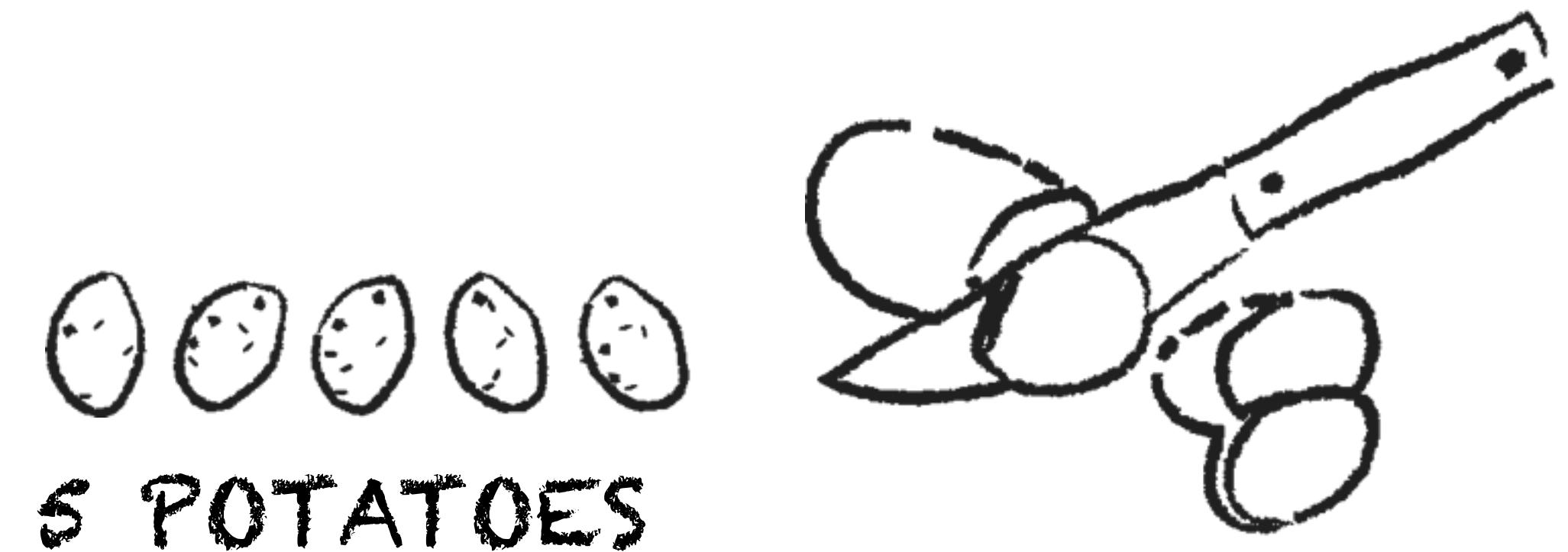
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1  
  
counter = counter - 1  
counter -= 1  
  
counter = counter * 1  
counter *= 1
```

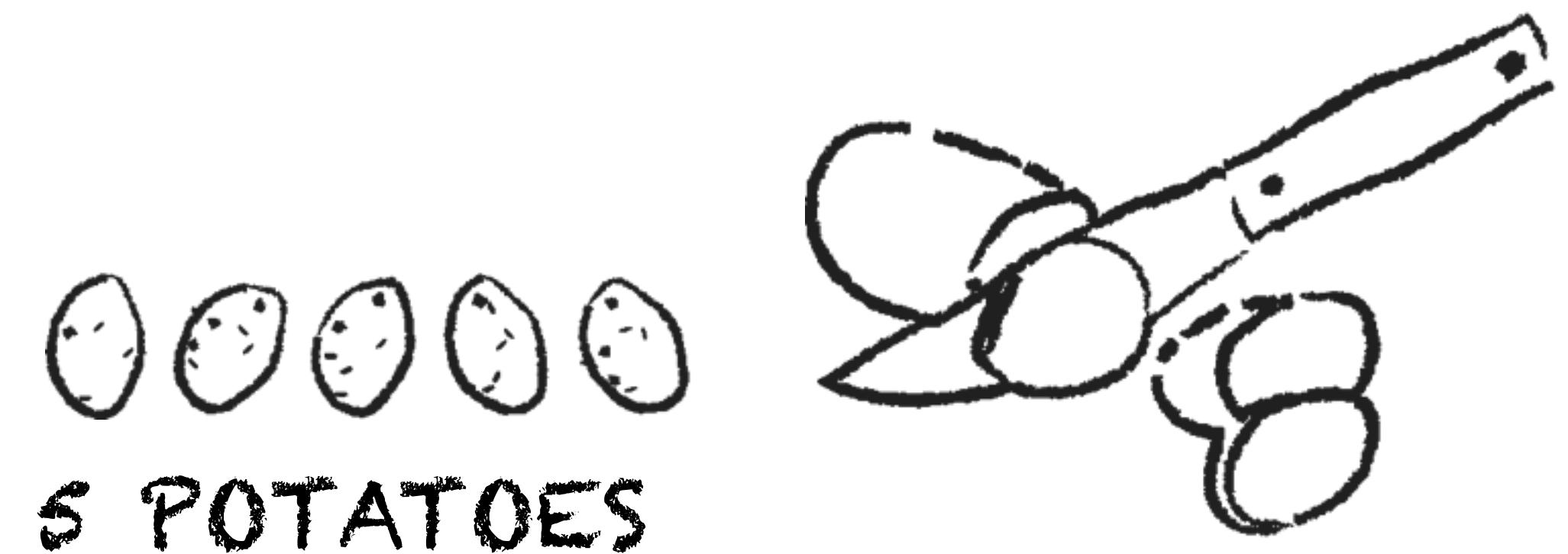
```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators  
counter = counter + 1  
counter += 1  
  
counter = counter - 1  
counter -= 1  
  
counter = counter * 1  
counter *= 1
```

```
# cut potatoes into thick slices  
counter = 1  
while counter < 6  
  puts "Cut potato #{counter}."  
  counter = counter + 1  
end
```



# Assignment Operators

```
# more assignment operators
```

```
counter = counter + 1
```

```
counter += 1
```

```
counter = counter - 1
```

```
counter -= 1
```

```
counter = counter * 1
```

```
counter *= 1
```

```
counter = counter / 1
```

```
counter /= 1
```

```
# cut potatoes into thick slices
```

```
counter = 1
```

```
while counter < 6
```

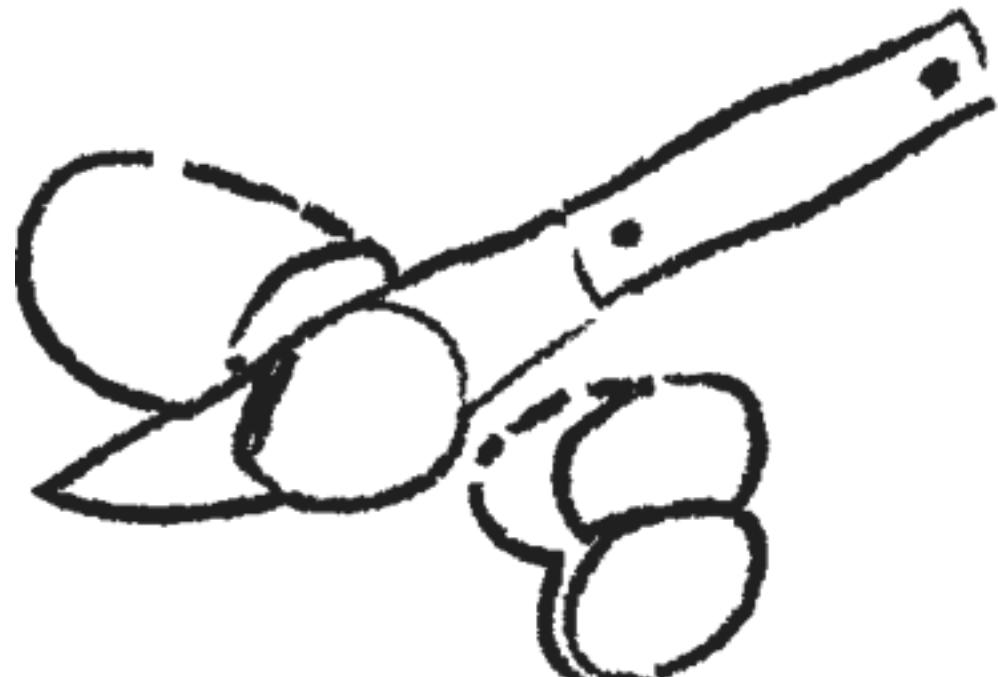
```
  puts "Cut potato #{counter}."
```

```
  counter = counter + 1
```

```
end
```



5 POTATOES



# Assignment Operators

```
# more assignment operators
```

```
counter = counter + 1
```

```
counter += 1
```

```
counter = counter - 1
```

```
counter -= 1
```

```
counter = counter * 1
```

```
counter *= 1
```

```
counter = counter / 1
```

```
counter /= 1
```

```
# cut potatoes into thick slices
```

```
counter = 1
```

```
while counter < 6
```

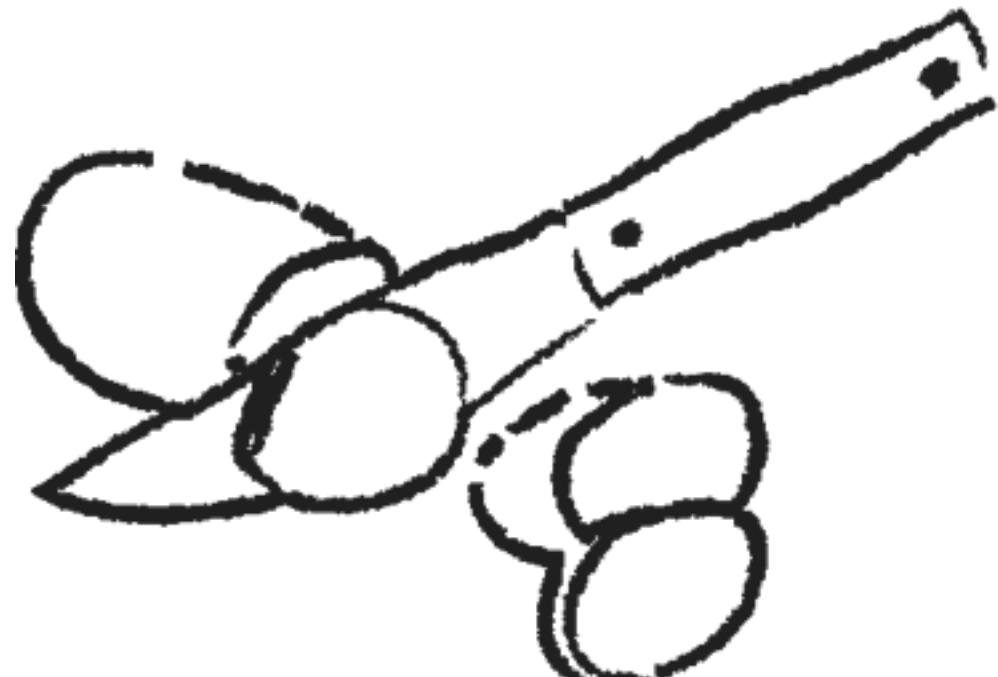
```
  puts "Cut potato #{counter}."
```

```
  counter = counter + 1
```

```
end
```



5 POTATOES



# Assignment Operators

```
# more assignment operators
```

```
counter = counter + 1
```

```
counter += 1
```

```
counter = counter - 1
```

```
counter -= 1
```

```
counter = counter * 1
```

```
counter *= 1
```

```
counter = counter / 1
```

```
counter /= 1
```

```
# cut potatoes into thick slices
```

```
counter = 1
```

```
while counter < 6
```

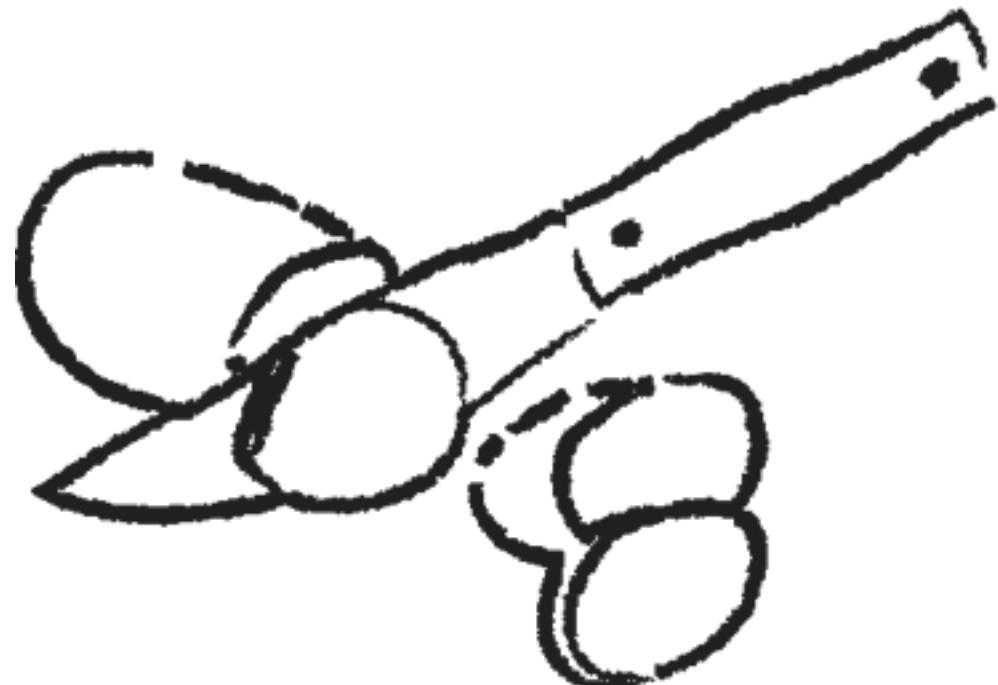
```
  puts "Cut potato #{counter}."
```

```
  counter = counter + 1
```

```
end
```



5 POTATOES



# Assignment Operators

```
# more assignment operators
```

```
counter = counter + 1
```

```
counter += 1
```

```
counter = counter - 1
```

```
counter -= 1
```

```
counter = counter * 1
```

```
counter *= 1
```

```
counter = counter / 1
```

```
counter /= 1
```

```
# cut potatoes into thick slices
```

```
counter = 1
```

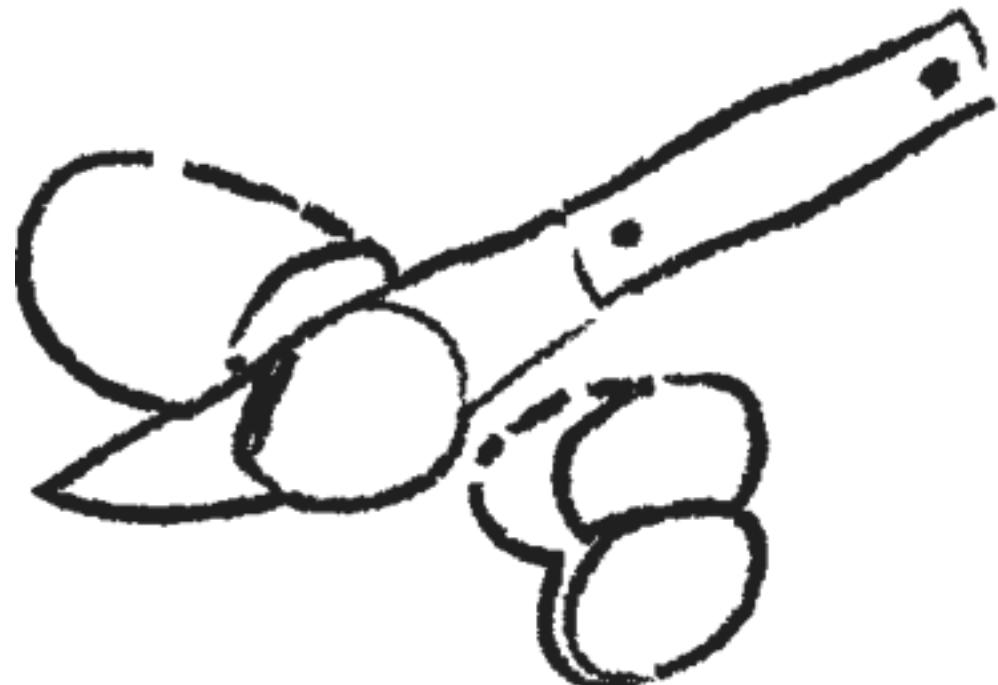
```
while counter < 6
```

```
  puts "Cut potato #{counter}."
```

```
end
```



5 POTATOES



# Assignment Operators

```
# more assignment operators
```

```
counter = counter + 1
```

```
counter += 1
```

```
counter = counter - 1
```

```
counter -= 1
```

```
counter = counter * 1
```

```
counter *= 1
```

```
counter = counter / 1
```

```
counter /= 1
```

```
# cut potatoes into thick slices
```

```
counter = 1
```

```
while counter < 6
```

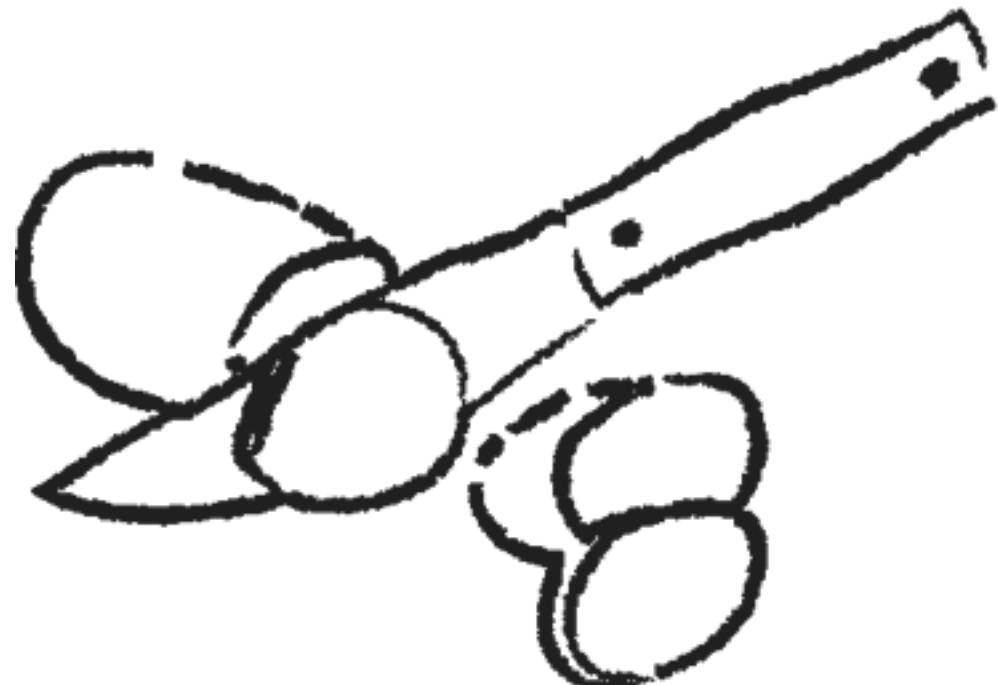
```
  puts "Cut potato #{counter}."
```

```
  counter += 1
```

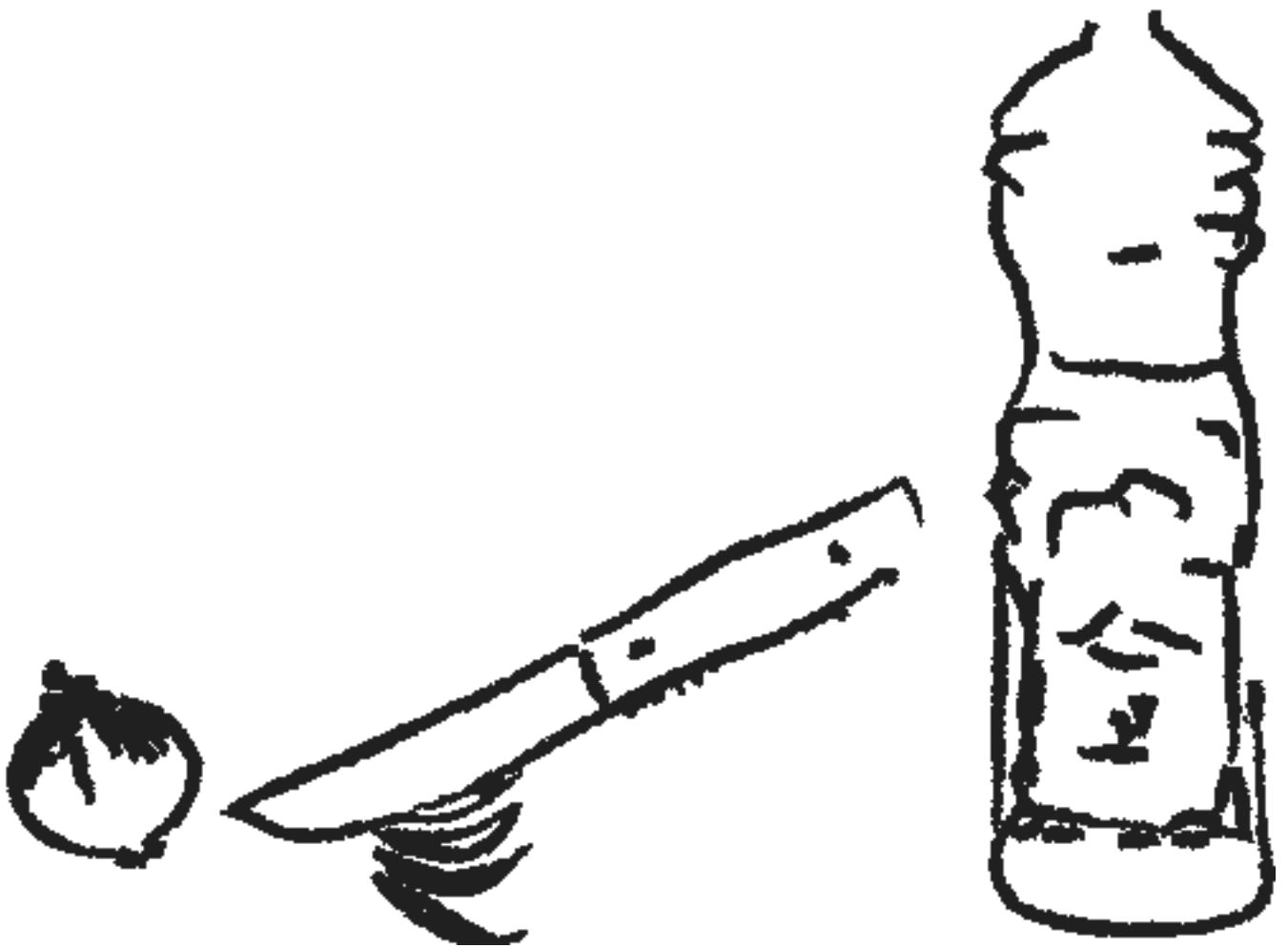
```
end
```



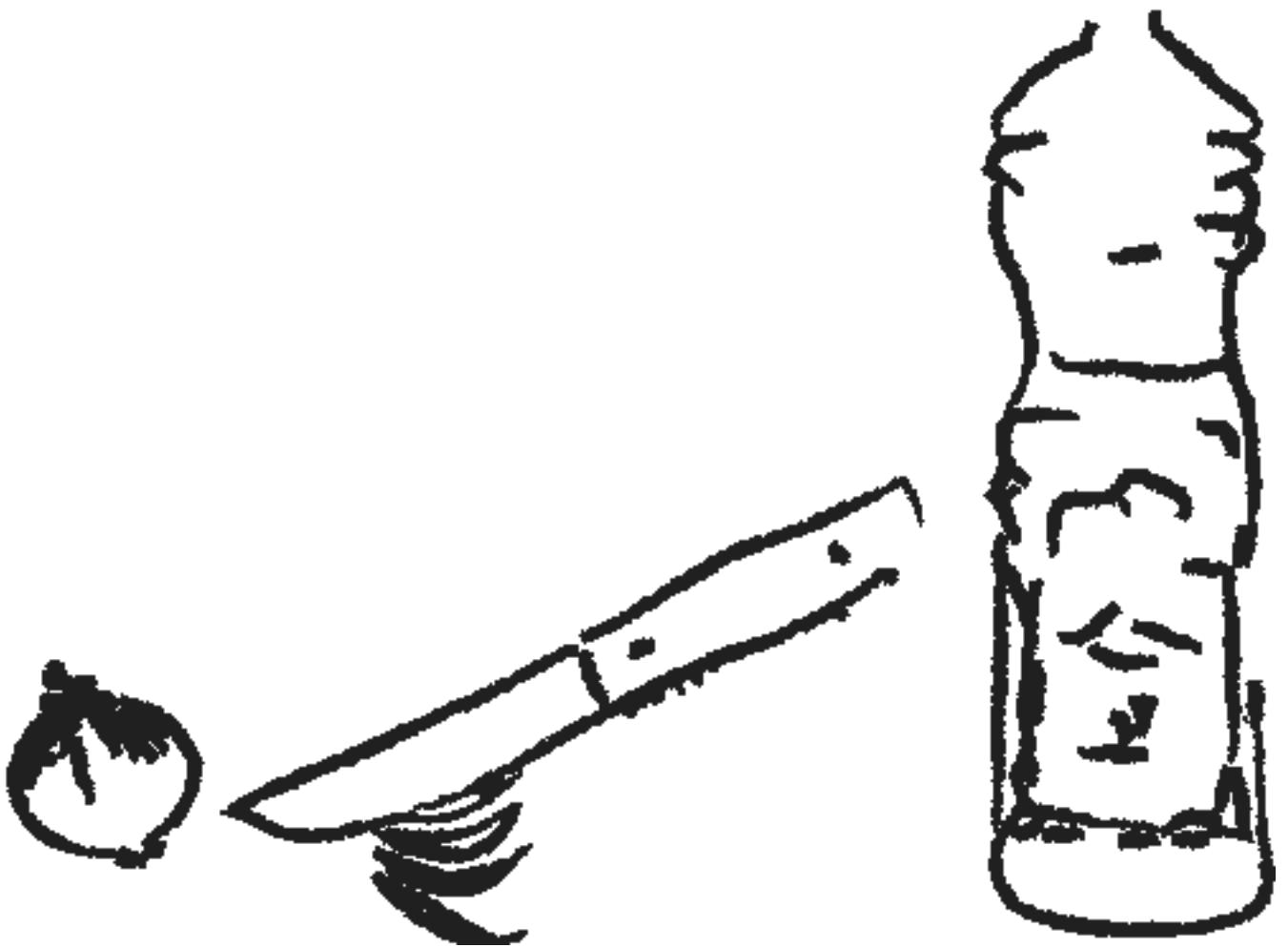
5 POTATOES



Keep Cooking



# Keep Cooking



**puts** "Chop the onion."

**puts** "Heat the oil in a large frying pan."



# For Loop

## Fixed number of times

Whenever you know  
how many times you will be looping.

# Syntax

---

```
for <variable> in <range>
    # Do something
end
```

# For Loop



```
$ ruby recipe.rb
```

```
# Add potatoes and onion to the pan
```

0 0 0 0  
5 POTATOES



# For Loop



```
$ ruby recipe.rb
```

```
# Add potatoes and onion to the pan  
for counter in 1...6
```

0 0 0 0 0  
5 POTATOES



# For Loop



```
$ ruby recipe.rb
```

```
# Add potatoes and onion to the pan
for counter in 1...6
    end
```

5 POTATOES



# For Loop



```
$ ruby recipe.rb
```

```
# Add potatoes and onion to the pan
for counter in 1...6
  puts "Add potato #{counter}"
    to the pan."
end

puts "Add onion to the pan."
```

5 POTATOES



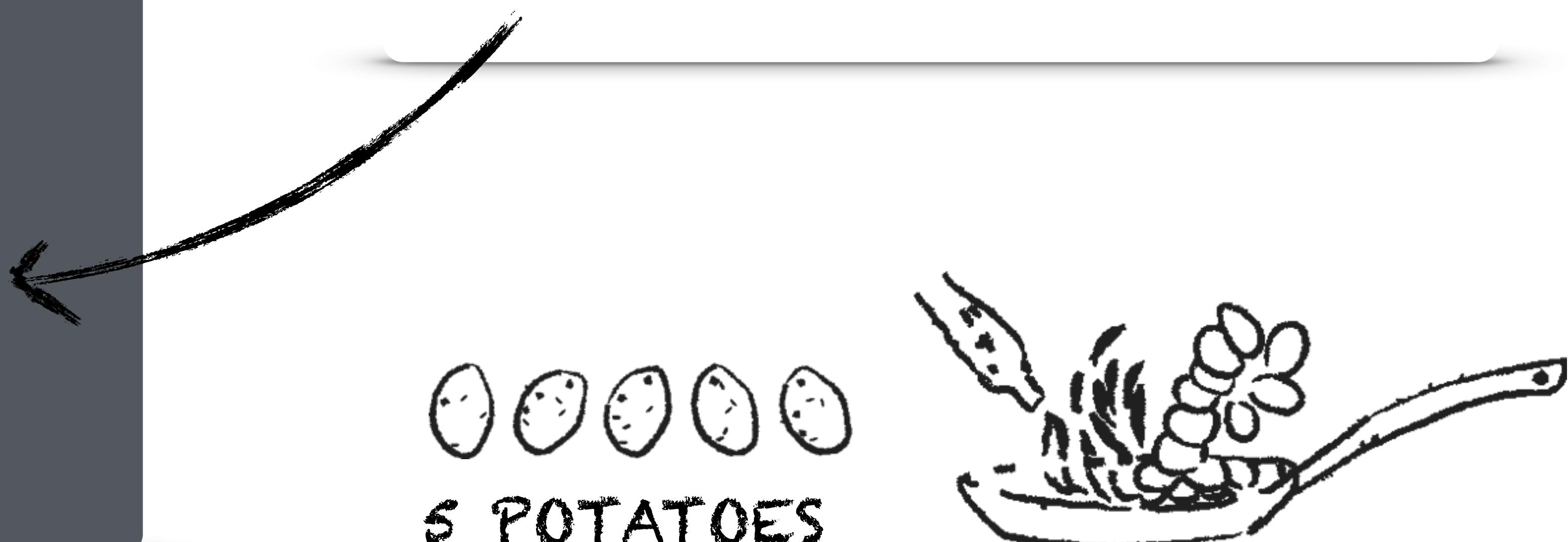
# For Loop



```
$ ruby recipe.rb
```

```
# Add potatoes and onion to the pan
for counter in 1...6
  puts "Add potato #{counter}
        to the pan."
end

puts "Add onion to the pan."
```



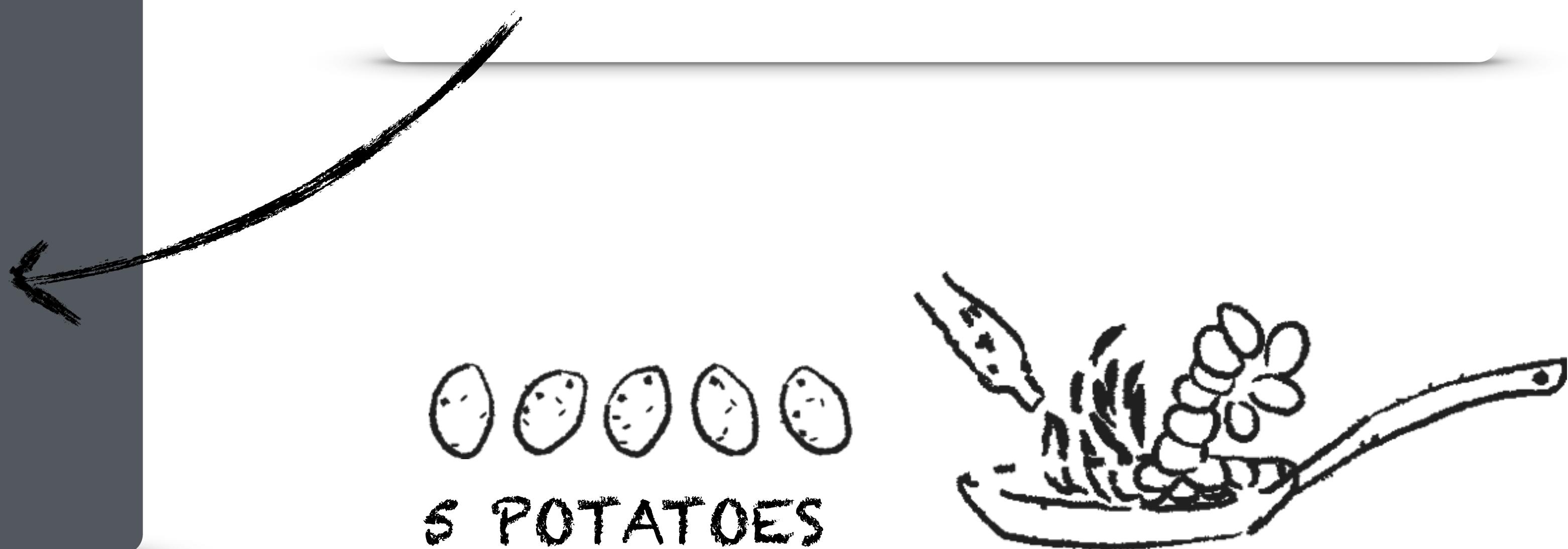
# For Loop

```
$ ruby recipe.rb
```

Add potato 1 to the pan.  
Add potato 2 to the pan.  
Add potato 3 to the pan.  
Add potato 4 to the pan.  
Add potato 5 to the pan.

Add onion to the pan.

```
# Add potatoes and onion to the pan  
for counter in 1...6  
  puts "Add potato #{counter}  
        to the pan."  
end  
  
puts "Add onion to the pan."
```



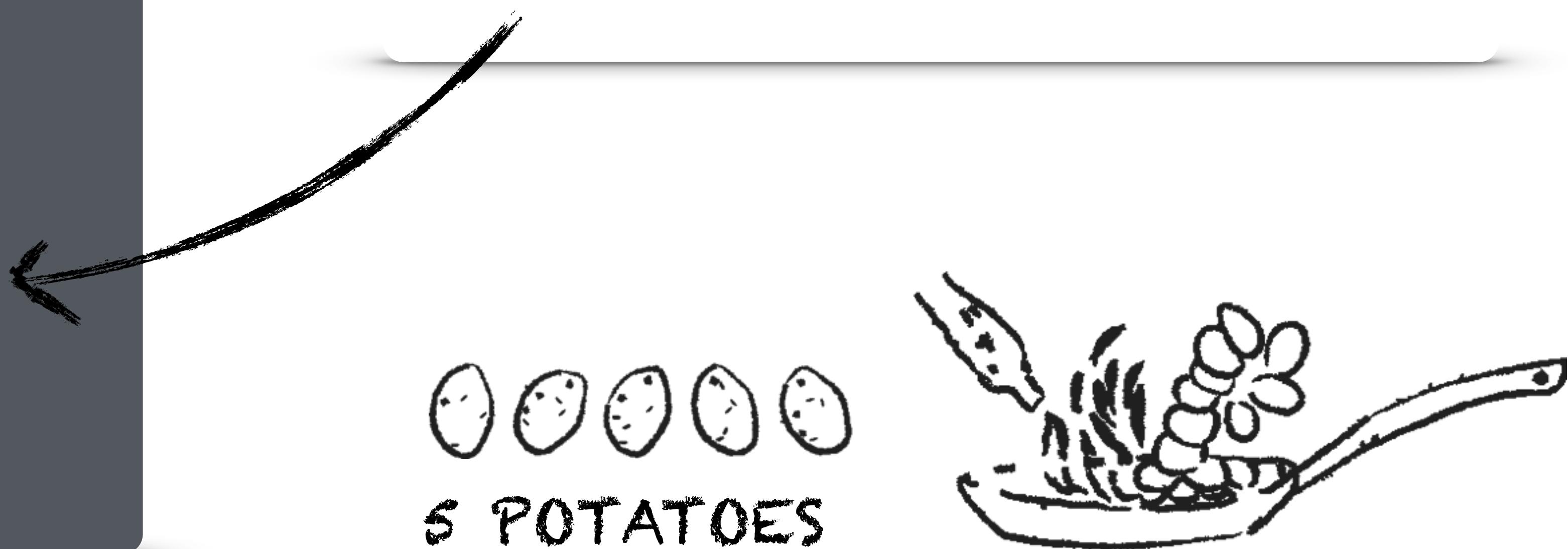
# For Loop

```
$ ruby recipe.rb
```

Add potato 1 to the pan.  
Add potato 2 to the pan.  
Add potato 3 to the pan.  
Add potato 4 to the pan.  
Add potato 5 to the pan.

Add onion to the pan.

```
# Add potatoes and onion to the pan  
for counter in 1...6  
  puts "Add potato #{counter}  
        to the pan."  
end  
  
puts "Add onion to the pan."
```



# For Loop



```
$ ruby recipe.rb
```

Add potato 1 to the pan.  
Add potato 2 to the pan.  
Add potato 3 to the pan.  
Add potato 4 to the pan.  
Add potato 5 to the pan.

Add onion to the pan.

```
# Add potatoes and onion to the pan
```

```
    puts "Add potato #{counter}  
          to the pan."  
end
```

```
    puts "Add onion to the pan."
```



0 0 0 0  
5 POTATOES



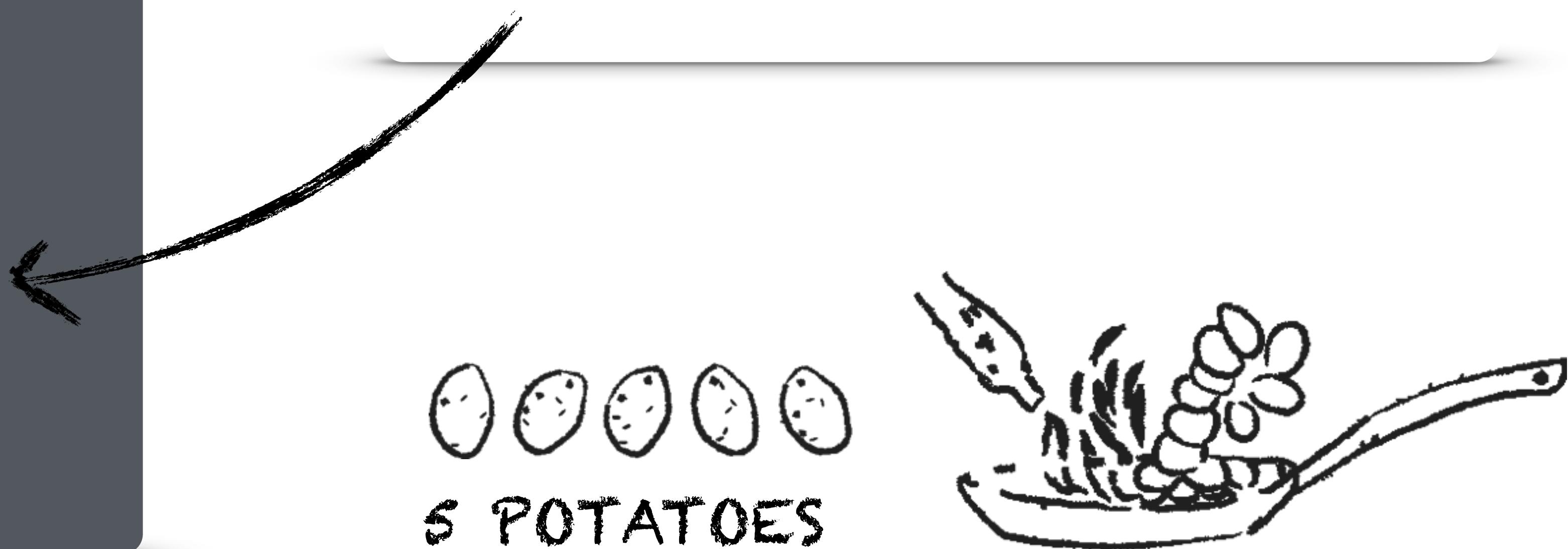
# For Loop

```
$ ruby recipe.rb
```

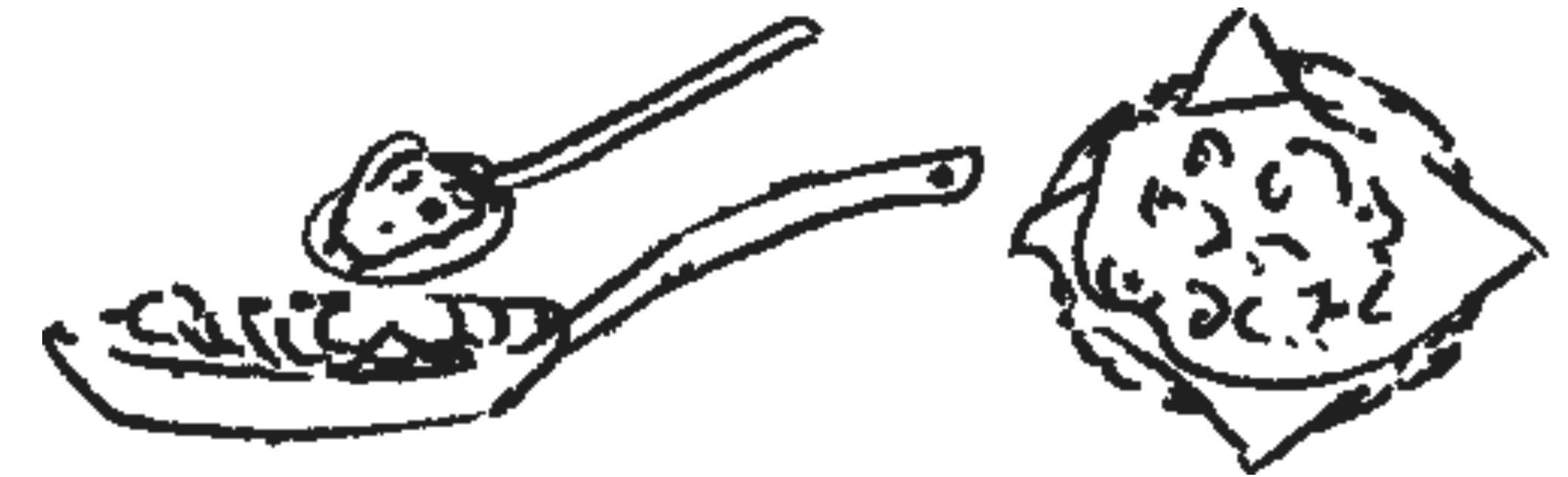
Add potato 1 to the pan.  
Add potato 2 to the pan.  
Add potato 3 to the pan.  
Add potato 4 to the pan.  
Add potato 5 to the pan.

Add onion to the pan.

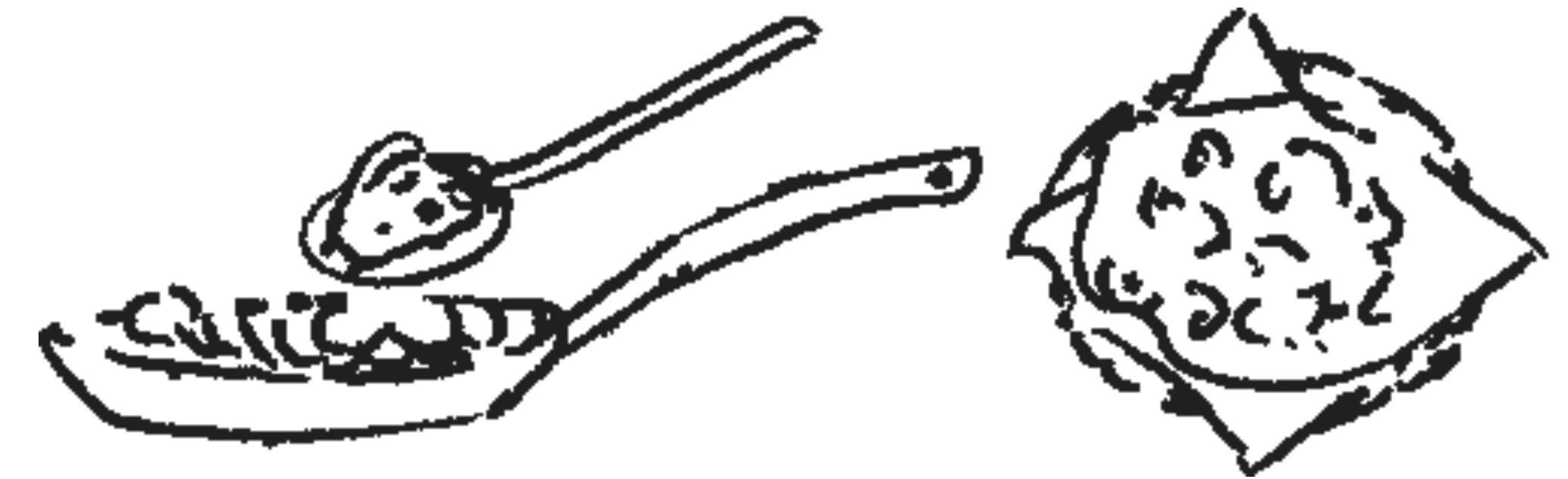
```
# Add potatoes and onion to the pan  
for counter in 1..5  
  puts "Add potato #{counter}  
        to the pan."  
end  
  
puts "Add onion to the pan."
```



Keep Cooking



# Keep Cooking



**puts "Strain potatoes and onions through a colander into a large bowl."**



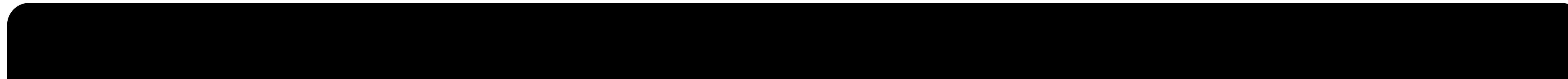
# Arrays

## Ordered lists of items

An array is a collection of items,  
ordered from first to last.

# Syntax

---



# Syntax

---

```
collection = [item0, item1, item2, ...]
```

# Syntax

---

```
collection = [item0, item1, item2, ...]
```

```
empty_collection = [ ]
```

```
string_collection = [ 'jan', 'jaap', 'karel', 'kees' ]
```

```
number_collection = [ 88, 54, 13, 6, 8 ]
```

```
mixed_collection = [ 88, 'hallo', [ 4, 5 ], 0.16 ]
```

# Adding items

---



# Adding items

---

```
collection.push( 'my new item' )
```

OR

```
collection << 'my new item'
```

# Retrieving items

---



# Retrieving items

---

Each item in an array has an **index**.  
You can get at that item with **square brackets**.

# Retrieving items

---

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You can get at that item with **square brackets**.

```
people = [ 'jan', 'jaap', 'karel', 'kees' ]
```

# Retrieving items

---

Each item in an array has an **index**.  
You can get at that item with **square brackets**.

```
    0   1   2   3  
people = [ 'jan', 'jaap', 'karel', 'kees' ]
```

# Retrieving items

---

Each item in an array has an **index**.  
You can get at that item with **square brackets**.

```
    0   1   2   3  
people = [ 'jan', 'jaap', 'karel', 'kees' ]
```

Here, **people[0]** is 'jan' and **people[2]** is 'karel'.

# Retrieving items

---

Each item in an array has an **index**.  
You can get at that item with **square brackets**.

```
    0   1   2   3  
people = [ 'jan', 'jaap', 'karel', 'kees' ]
```

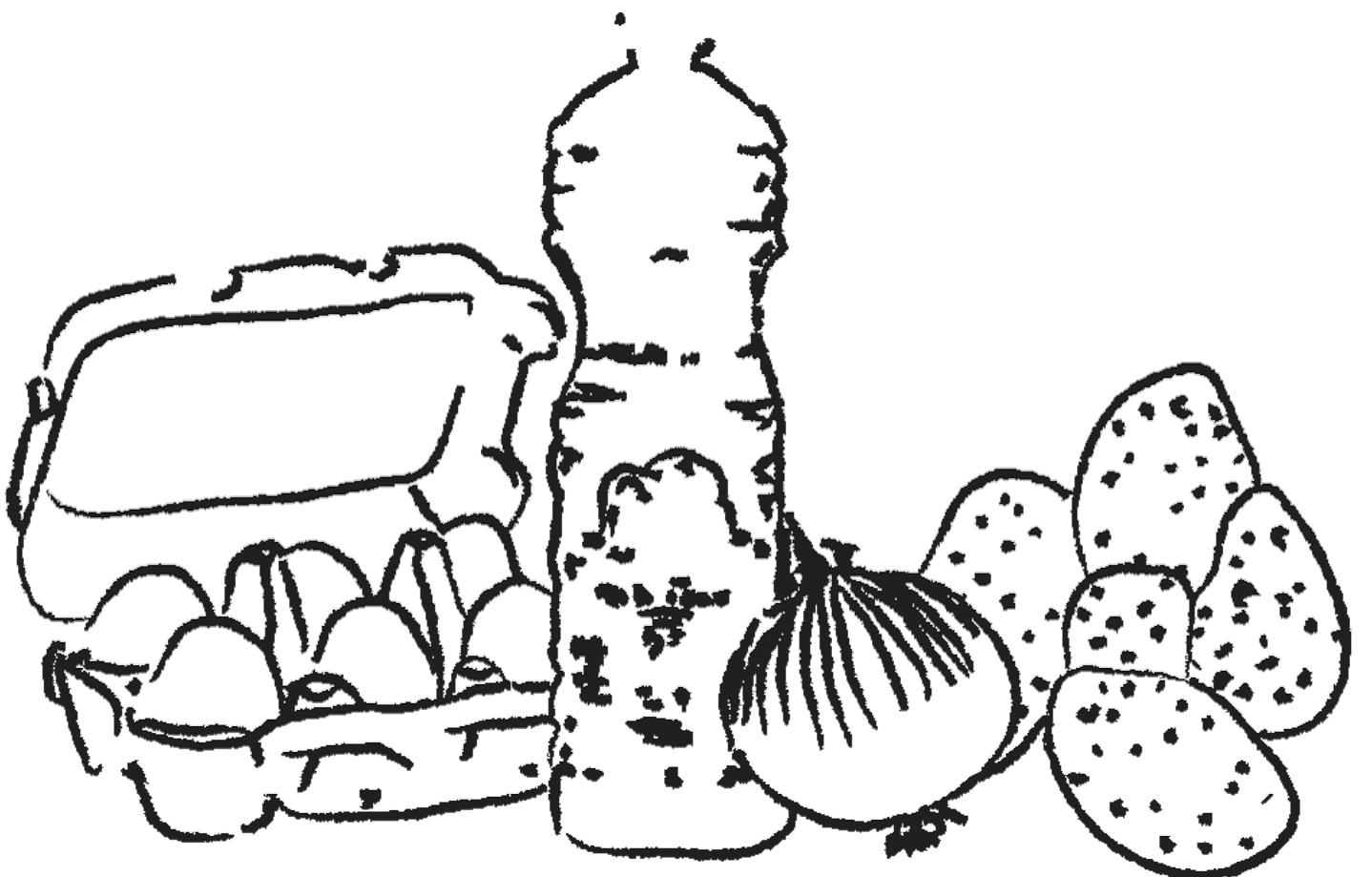
Here, **people[0]** is 'jan' and **people[2]** is 'karel'.

Programmers start counting at zero!

# Accessing index



```
$ ruby recipe.rb
```

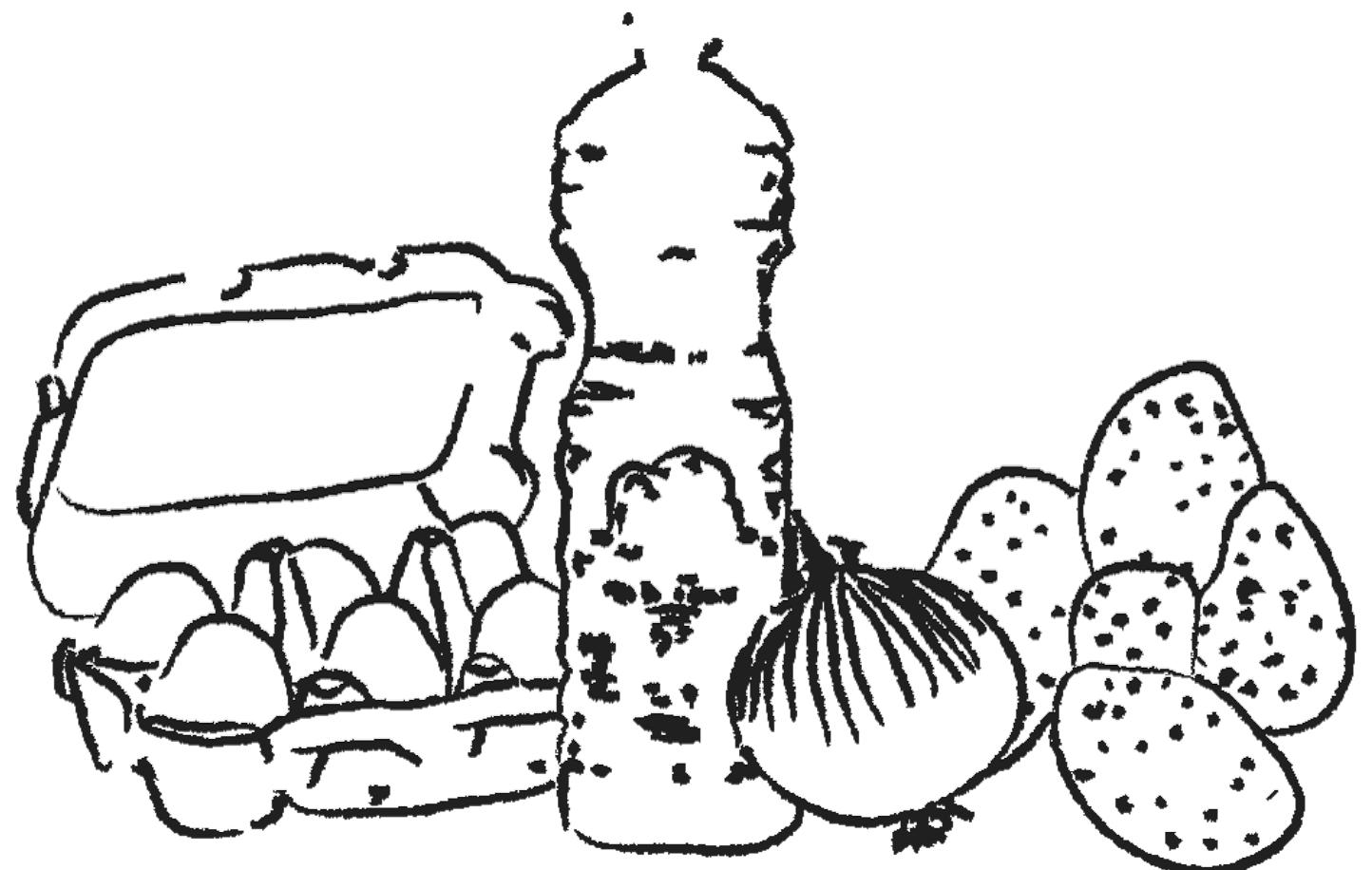


# Accessing index



```
$ ruby recipe.rb
```

```
ingredients = ['potatoes', 'eggs', 'salt']
```

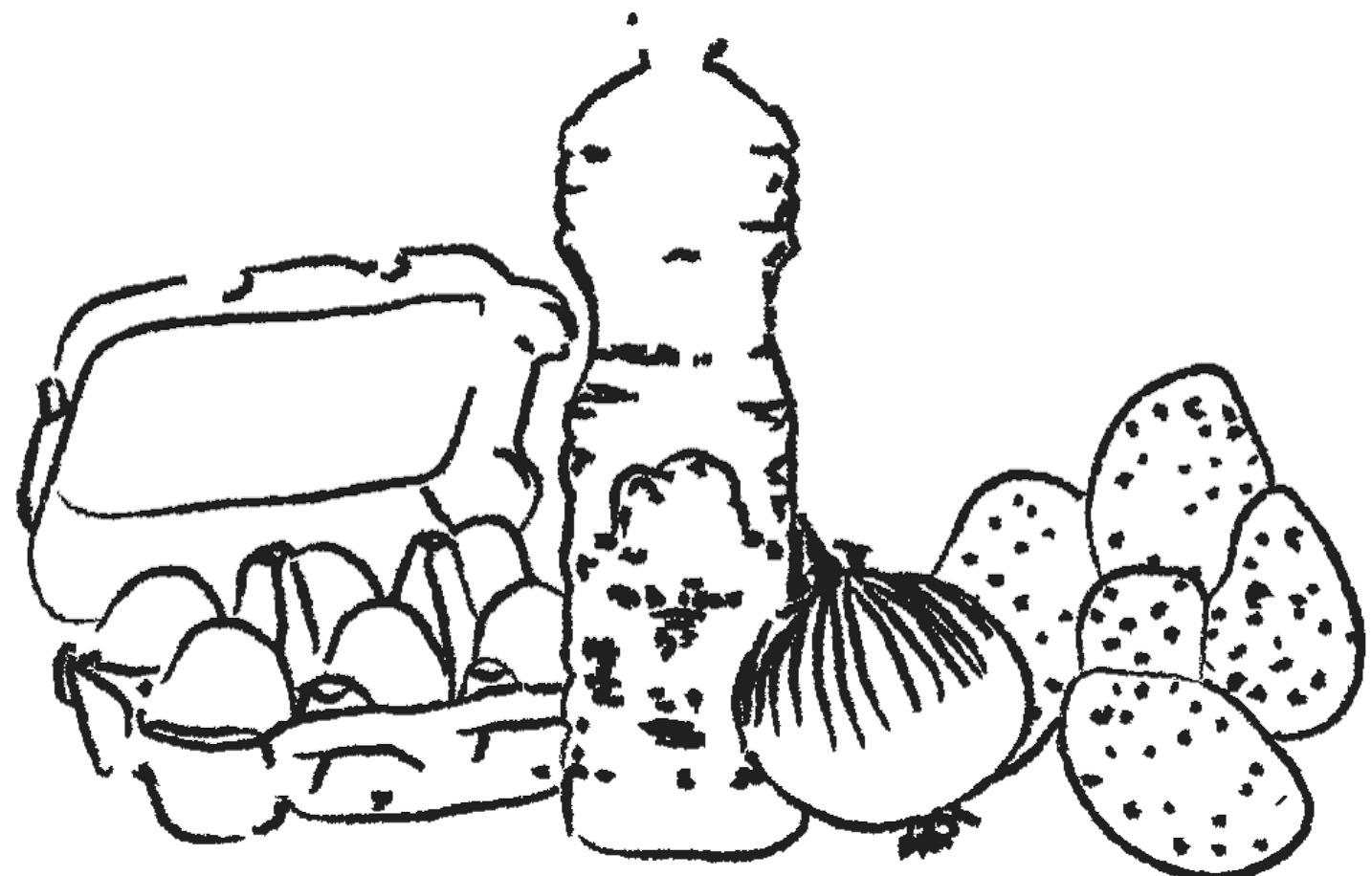


# Accessing index



```
$ ruby recipe.rb
```

```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0
```



# Accessing index

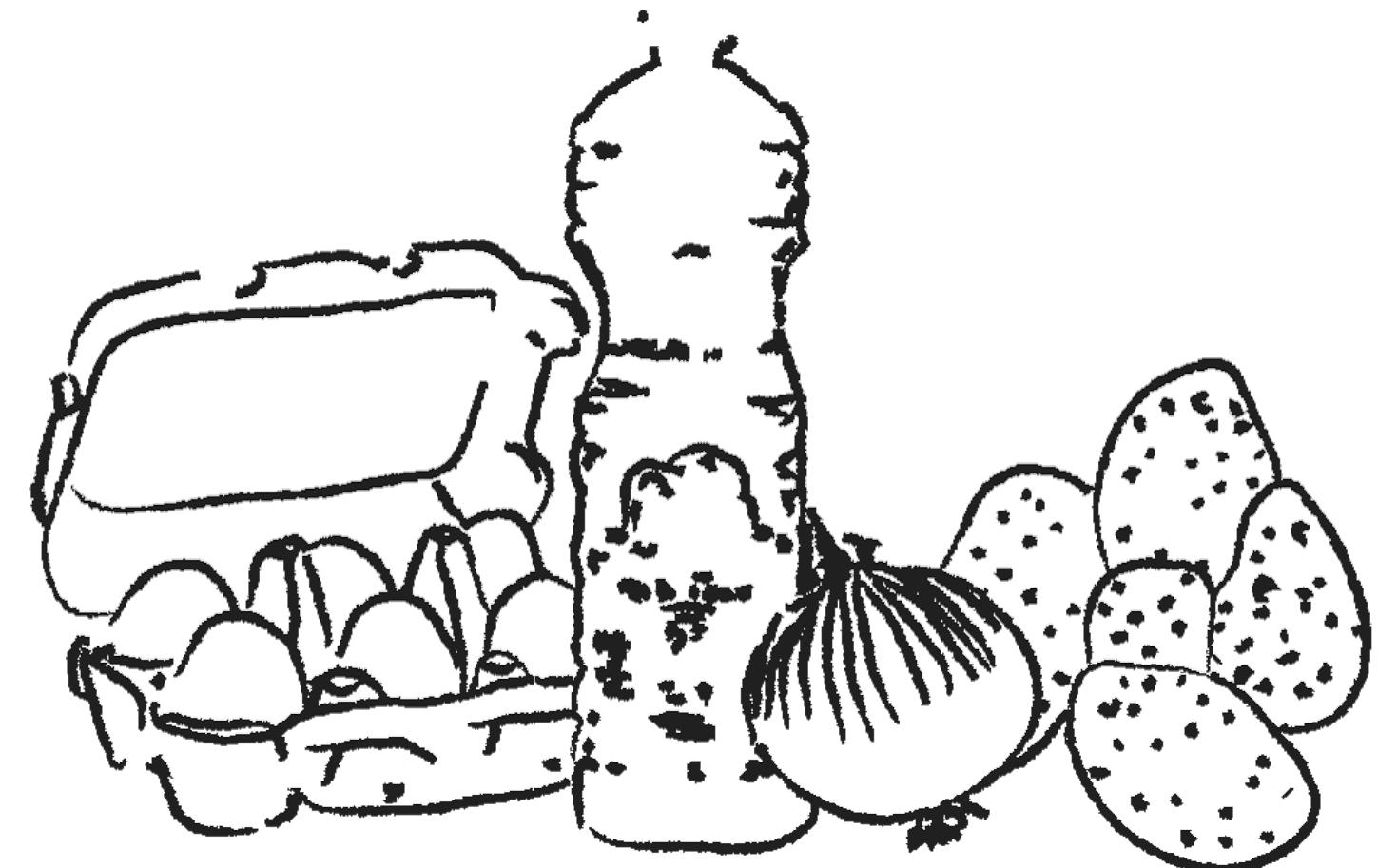


```
$ ruby recipe.rb
```

```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0

while index < ingredients.length

end
```



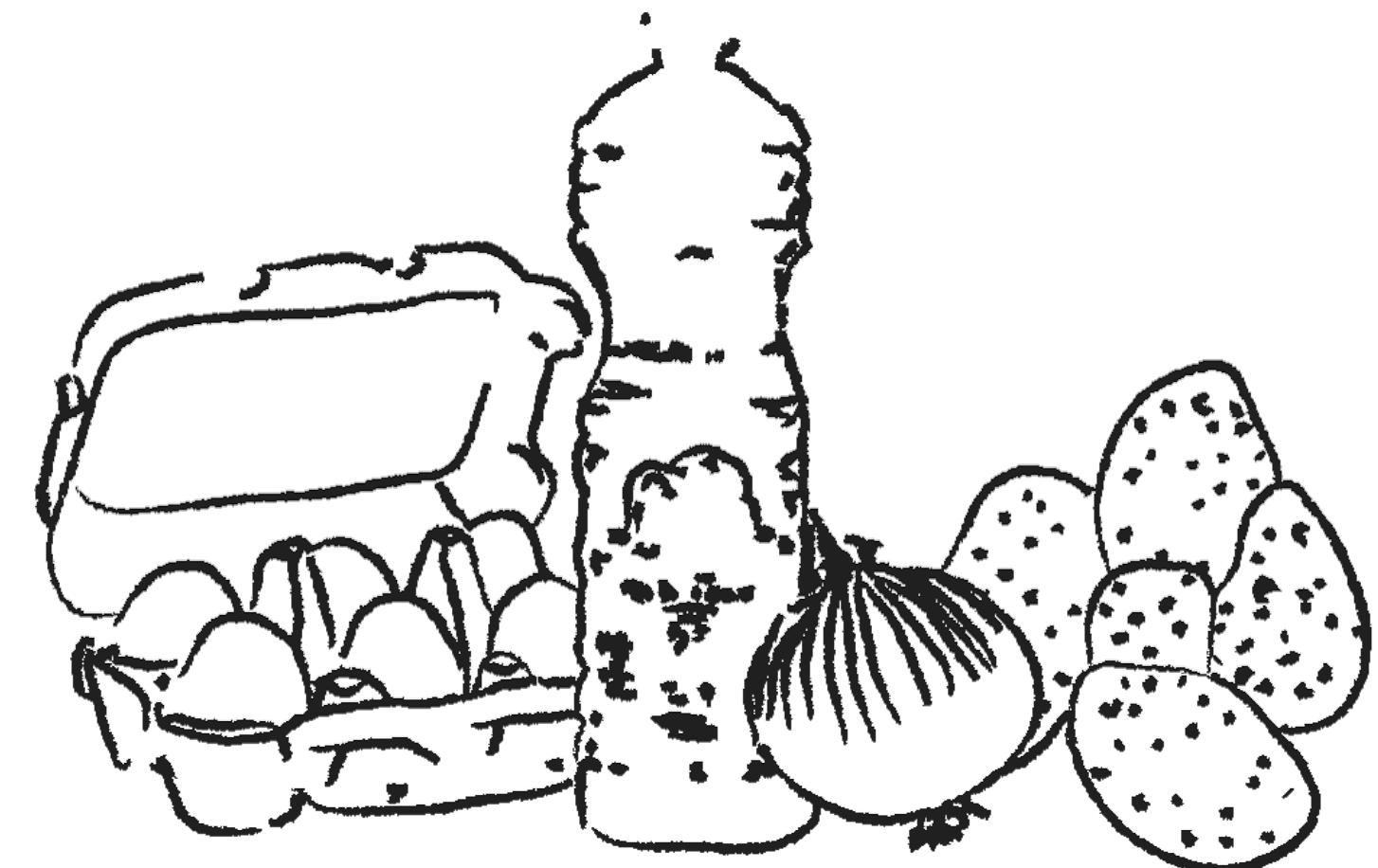
# Accessing index



```
$ ruby recipe.rb
```

```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0

while index < ingredients.length
  puts "#{index}: #{ingredients[index]}"
end
```



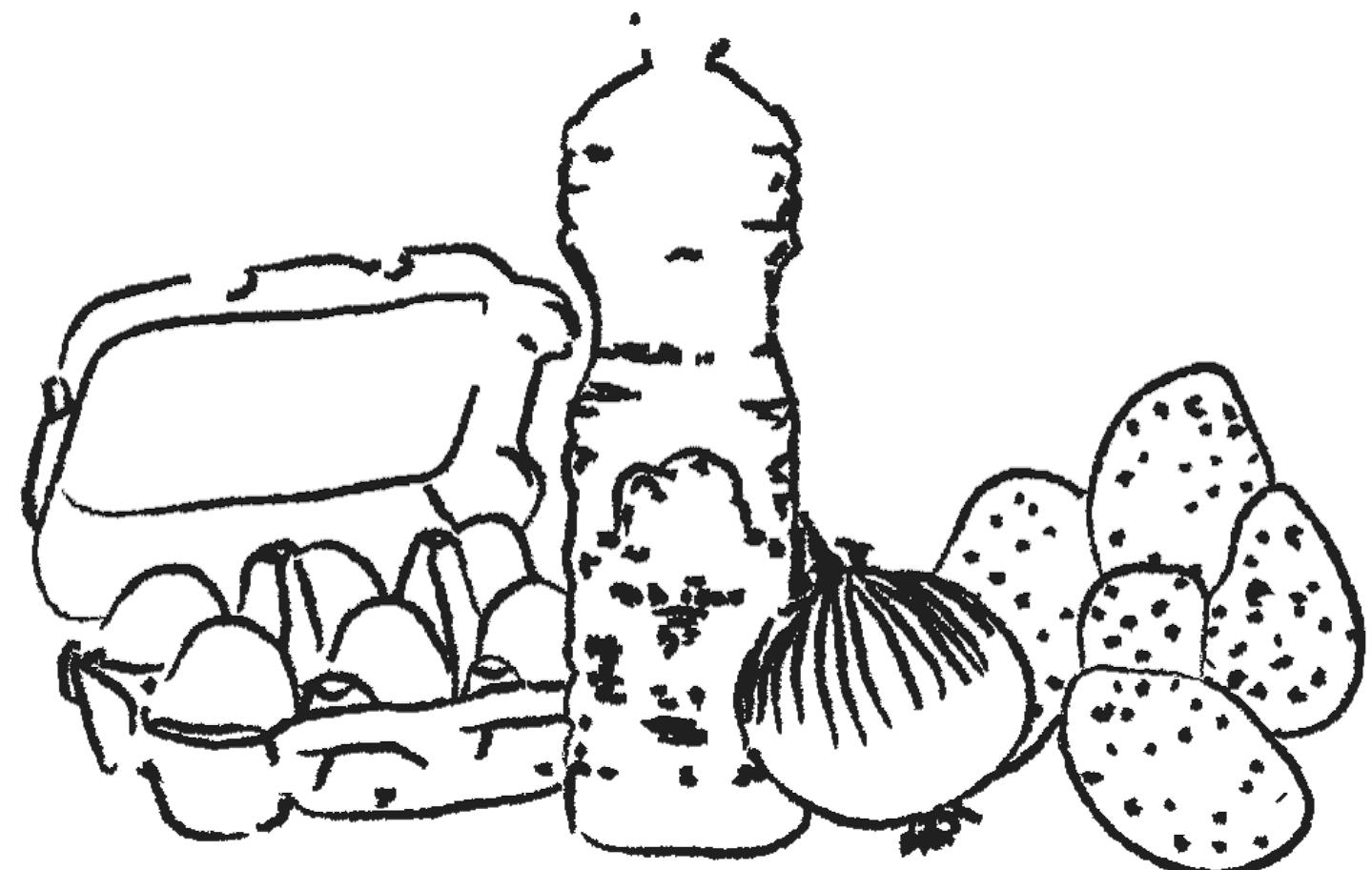
# Accessing index



```
$ ruby recipe.rb
```

```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0

while index < ingredients.length
  puts "#{index}: #{ingredients[index]}"
  index += 1
end
```



# Accessing index

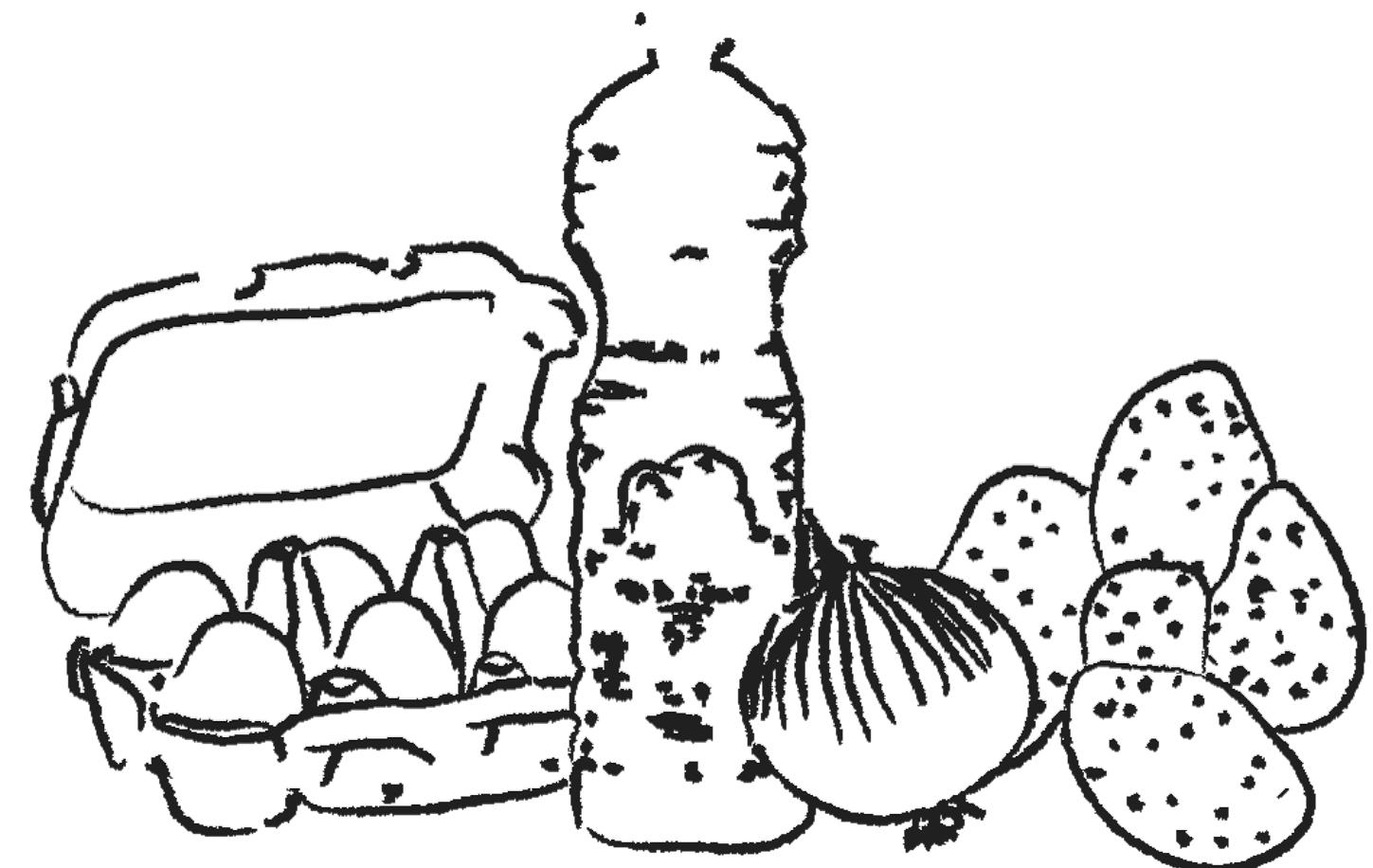


```
$ ruby recipe.rb
```



```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0

while index < ingredients.length
  puts "#{index}: #{ingredients[index]}"
  index += 1
end
```



# Accessing index

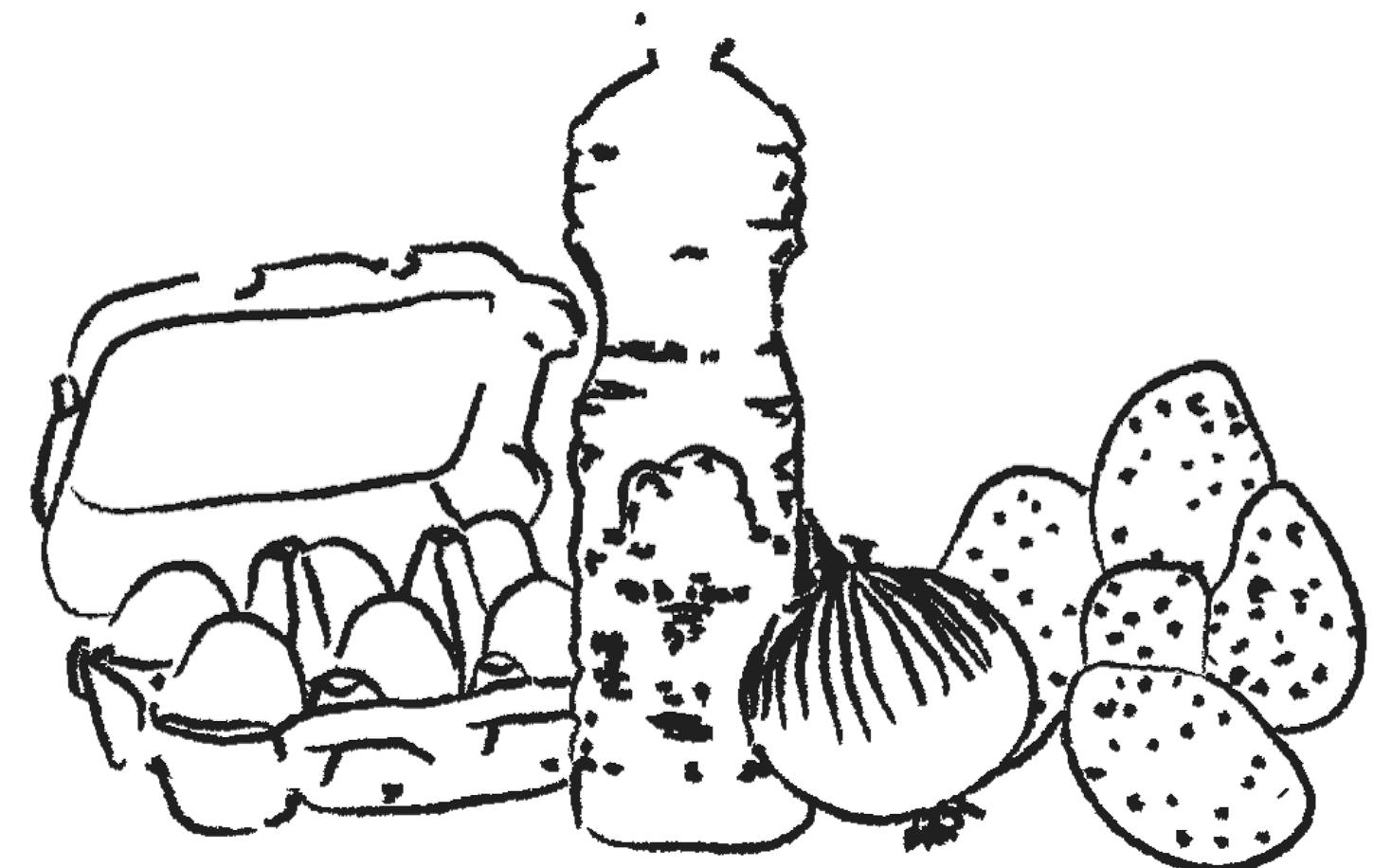
```
$ ruby recipe.rb
```

```
0: potatoes  
1: eggs  
2: salt
```



```
ingredients = ['potatoes', 'eggs', 'salt']
index = 0

while index < ingredients.length
  puts "#{index}: #{ingredients[index]}"
  index += 1
end
```





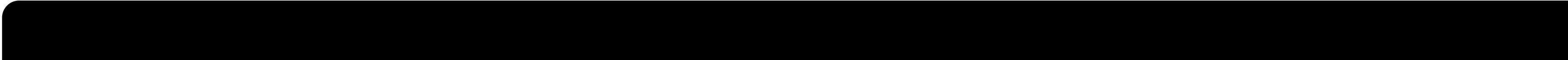
# Each Method

## Powerful iterator

The Ruby Way to iterate over a collection of items,  
like an array, one at a time.

# Syntax

---



# Syntax

---

```
collection = [item0, item1, item2, ...]
```

# Syntax

---

```
collection = [item0, item1, item2, ...]
```

```
collection.each do | item |
```

```
  # do something
```

```
end
```

# Syntax

---

```
collection = [item0, item1, item2, ...]
```

```
collection.each do | item |
  # do something
end
```

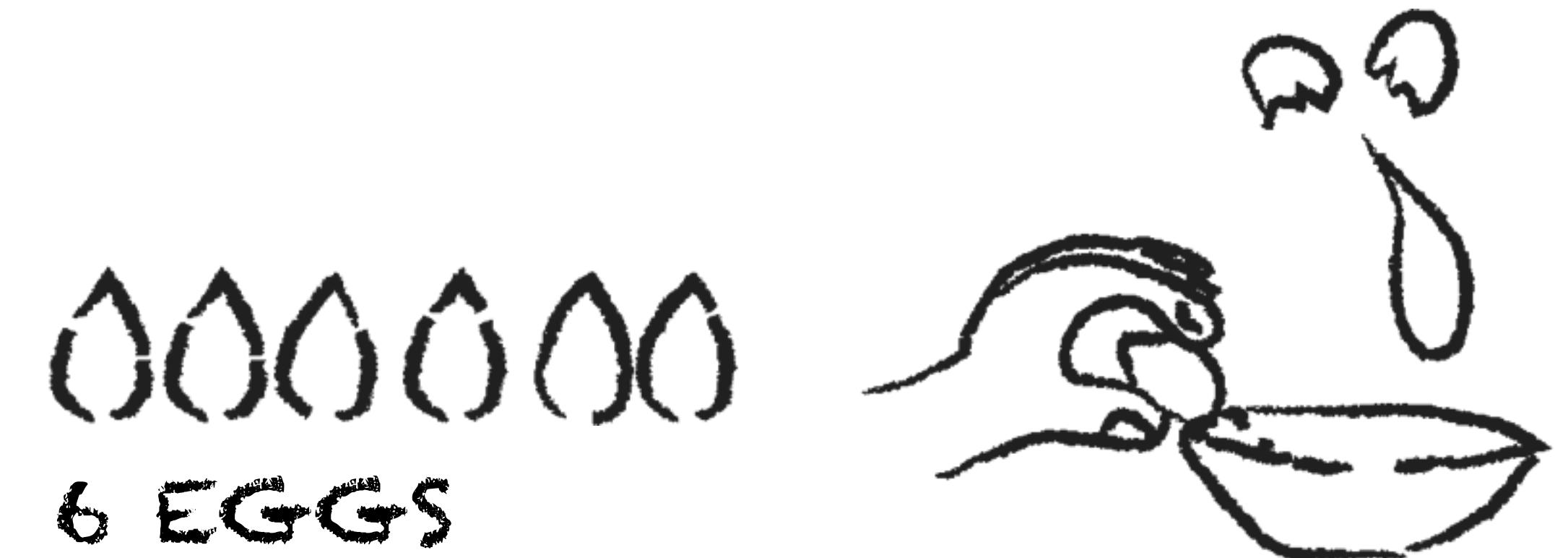
```
mycollection.each { | item | # do something }
```

# Each Operator



```
$ ruby recipe.rb
```

```
# Break the eggs  
and beat them separately.
```



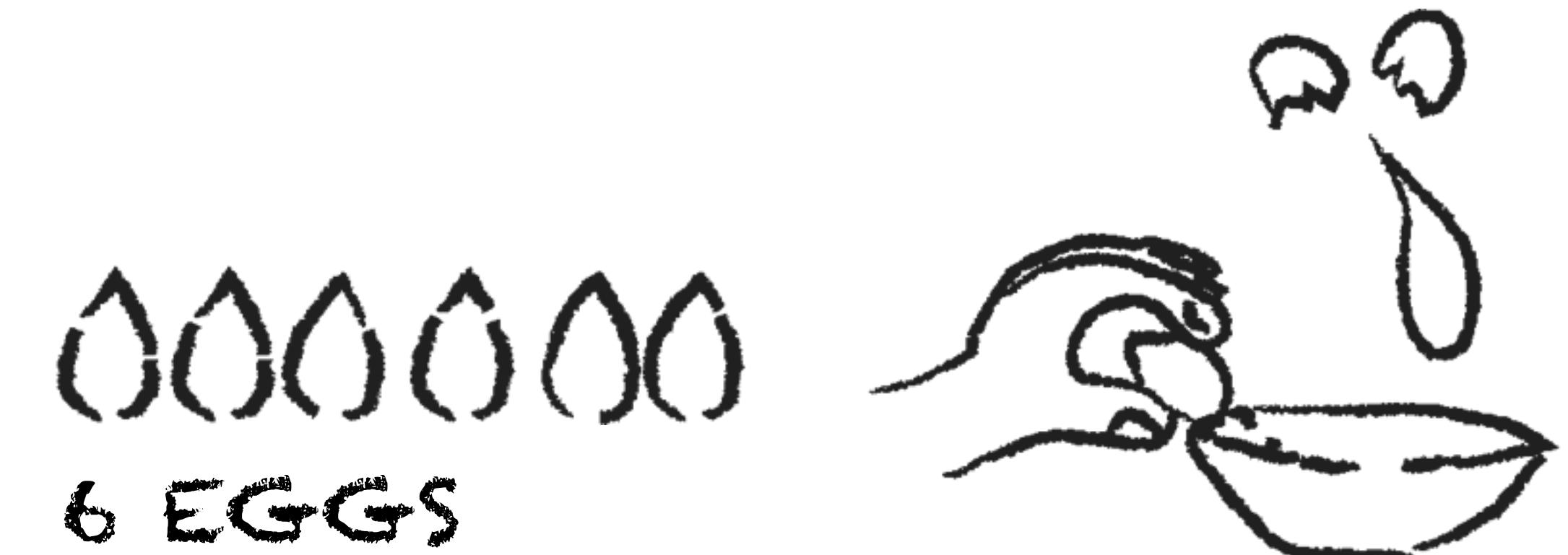
# Each Operator



```
$ ruby recipe.rb
```

```
# Break the eggs  
and beat them separately.
```

```
eggs = [1, 2, 3, 4, 5, 6]
```



# Each Operator



```
$ ruby recipe.rb
```

```
# Break the eggs  
and beat them separately.
```

```
eggs = [1, 2, 3, 4, 5, 6]  
eggs.each do |egg|
```

```
end
```

○○○○○○  
6 EGGS

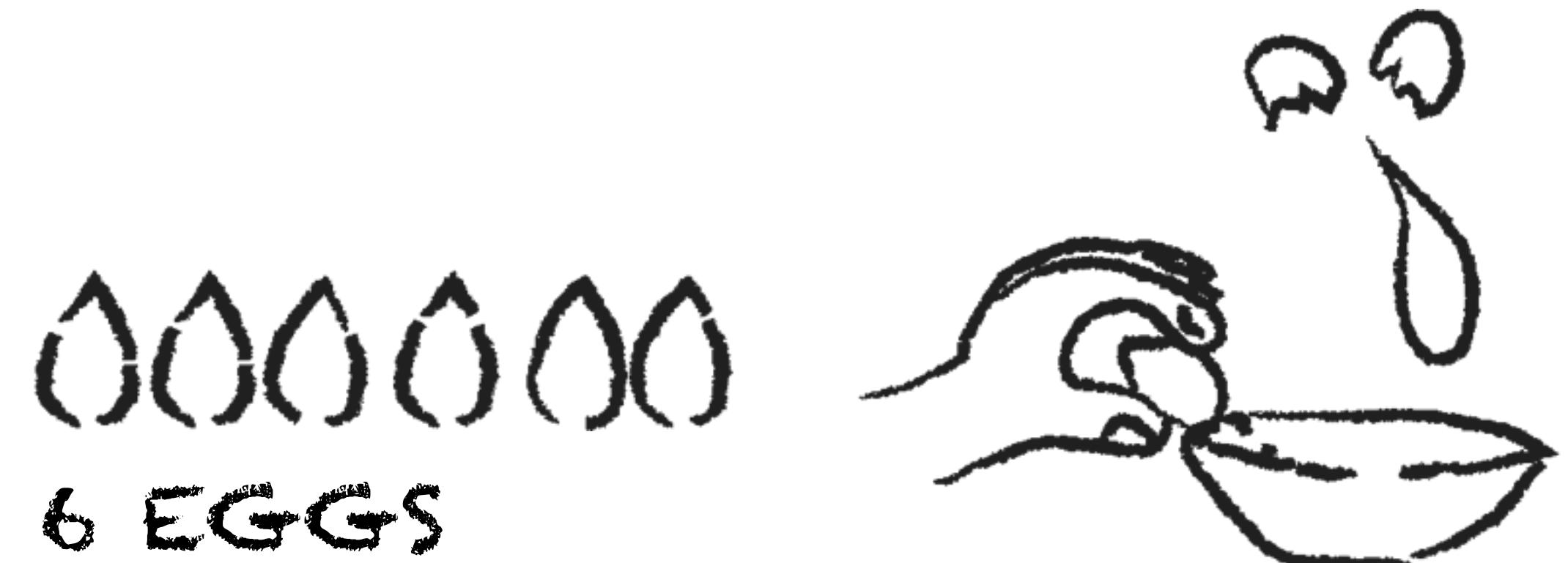


# Each Operator



```
$ ruby recipe.rb
```

```
# Break the eggs  
and beat them separately.  
  
eggs = [1, 2, 3, 4, 5, 6]  
eggs.each do |egg|  
  puts "Break egg #{egg}."  
end  
  
puts "Beat the eggs separately."
```



# Each Operator



```
$ ruby recipe.rb
```

```
# Break the eggs  
and beat them separately.
```

```
eggs = [1, 2, 3, 4, 5, 6]  
eggs.each do |egg|  
  puts "Break egg #{egg}."  
end
```

```
puts "Beat the eggs separately."
```



# Each Operator

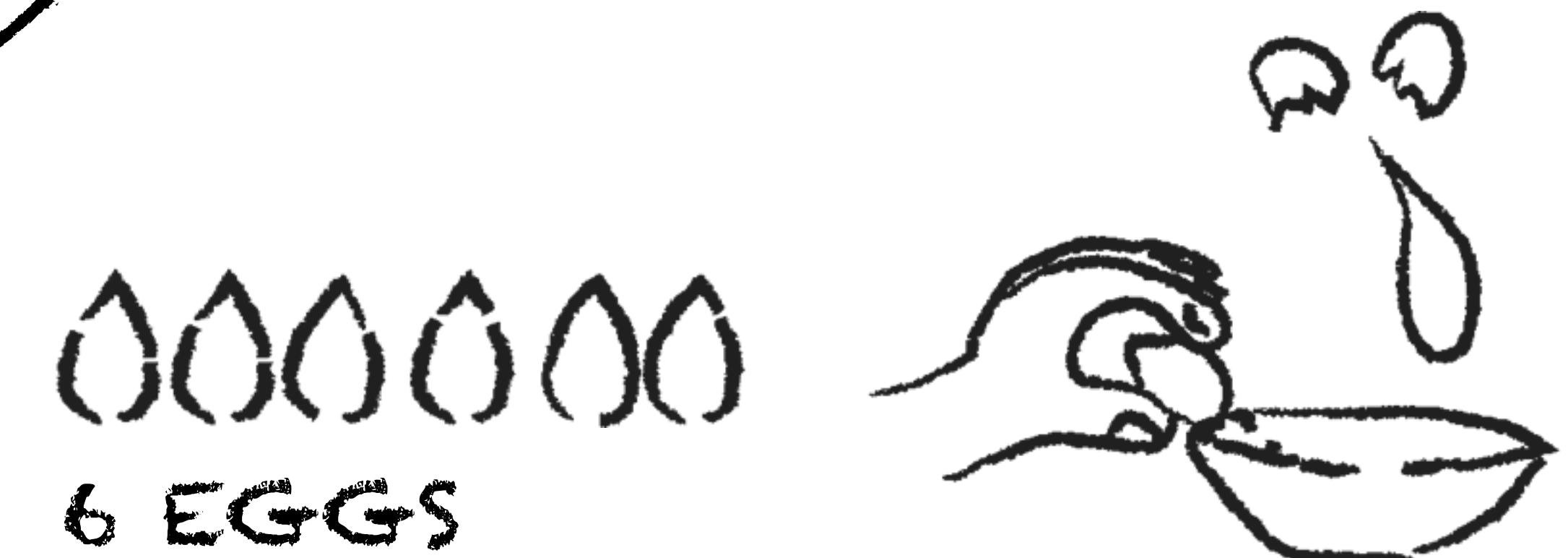


```
$ ruby recipe.rb  
Break egg 1.  
Break egg 2.  
Break egg 3.  
Break egg 4.  
Break egg 5.  
Break egg 6.
```

Beat the eggs separately.



```
# Break the eggs  
and beat them separately.  
eggs = [1, 2, 3, 4, 5, 6]  
eggs.each do |egg|  
  puts "Break egg #{egg}."  
end  
  
puts "Beat the eggs separately."
```





# Hashes

## Associative collections

A hash is a collection of key/value pairs,  
storing the association between each key and value.

# Syntax

---

Hashes associate keys with values.

# Syntax

---

Hashes associate keys with values.

```
myhash = { 'jan' => 34, 'jaap' => 26, 'karel' => 40 }
```

# Syntax

---

Hashes associate keys with values.

```
myhash = { 'jan' => 34, 'jaap' => 26, 'karel' => 40 }
```

```
myhash['anna'] = 28
```

# Each Operator



```
$ ruby recipe.rb
```



# Each Operator



```
$ ruby recipe.rb
```

```
ingredients = {  
    "onions" => 2,  
    "potatoes" => 5,  
    "eggs" => 6 }
```

```
ingredients.each do | name, number |  
    puts "Take #{number} #{name}."  
end
```

# Each Operator

```
$ ruby recipe.rb
```

```
ingredients = {  
  "onions" => 2,  
  "potatoes" => 5,  
  "eggs" => 6 }
```

```
ingredients.each do | name, number |  
  puts "Take #{number} #{name}."  
end
```

# Each Operator



```
$ ruby recipe.rb
```

Take 2 onions.

Take 5 potatoes.

Take 6 eggs.



```
ingredients = {  
  "onions" => 2,  
  "potatoes" => 5,  
  "eggs" => 6 }
```

```
ingredients.each do |name, number|  
  puts "Take #{number} #{name}."  
end
```

Keep Cooking

LISTO!



**LISTO!**



```
puts "Then stir into the bowl the potatoes with plenty of salt."  
puts "Heat a little of the strained oil in a smaller pan."  
puts "Tip everything into the pan and cook on a moderate heat."  
puts "When almost set, invert on a plate and slide back into the pan."  
puts "Cook a few more minutes."  
puts "Slide on to a plate and cool for 10 minutes before serving."
```

# Final review

---

```
while <conditional>  
  # do something  
end
```

Questions?



```
for <variable> in <range>  
  # do something  
end
```

```
collection.each do |item|  
  # do something  
end
```



**Time to code  
Go and shine looping!**

Choose one of your favourite recipes  
and give it a try!

# Go to Your Shop Use Loops and Collections

---

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---

Use Arrays/Hashes where needed

# Go to Your Shop Use Loops and Collections

---

Use Arrays/Hashes where needed  
Add a Shopping Cart (Array or Hash)

# Go to Your Shop Use Loops and Collections

---

Use Arrays/Hashes where needed  
Add a Shopping Cart (Array or Hash)  
Let User Order Items in a Loop

# Go to Your Shop Use Loops and Collections

---

Use Arrays/Hashes where needed

Add a Shopping Cart (Array or Hash)

Let User Order Items in a Loop

Use Loops to Print List of Items & Cart

# Go to Your Shop Use Loops and Collections

---

Use Arrays/Hashes where needed

Add a Shopping Cart (Array or Hash)

Let User Order Items in a Loop

Use Loops to Print List of Items & Cart

Show Total Price of Cart