# LOOPS

# Lab 1 - Recap

### Lab 01 - Selection

For this lab you will adapt the program we wrote in class that calc cylinder, cone, or cube. The volume equations are shown below.

Volume of Sphere:  $V = (4/3) * P * R^3$ 

Volume of a Cylinder:  $V = P * R^2 * height$ 

Volume of a Cone:  $V = (1/3) * P * R^2 * height$ 

Volume of a Cube: V = height <sup>3</sup>

Note, you must decide on the best way to allow the user to commun pick any character to represent any shape (i.e. ask the user to press 'y

# while Loop Syntax

```
while ( boolean expression ) {
    statements to execute....
}
```

# Designing While Loops

- while loops run <u>until</u> a condition <u>fails</u>
  - Step 1: Determine Ending condition
    - Expressed as a boolean expression
  - Step 2: Initialization
    - Determine what, if any, steps are needed to make sure the "first" execution works as expected.
  - Step 3: Ensure statements within loop will eventually meet end condition
    - Statements inside while loop must make some change to to the variables in the boolean expression!

### Pre-Test

- □ A while loop is a **pre-test** loop:
  - Before executing any statements within the loop, the boolean expression is checked.
- □ Often, we will want to execute **at least** once...
  - Execute the statements, then test to see if we should repeat...

### Post-Test

Do - While Loop

```
do {
    statements...
} while ( boolean expression );
```

□ Always executes at least 1 iteration.

### Exercise

- Ask the user to enter a series of numbers
- □ They can stop by entering "-1"
- Compute and display the sum of all the numbers entered.

### Counting v.s. Conditional Loops

- Conditional Loops: We do not know how many times we will loop...
  - Sentinel (number entered != -1)
  - □ Continue? (y/n)
  - Input validation

# Counting Loops

 Counting: We will loop some set number of times, known before loop is entered

All counting loops share common features.

## for Loops

```
for ( initialization; test; update) {
         statements...
}

for ( int i = 0; i < 30; i++) {
    statements...
}</pre>
```

# Estimating Pl

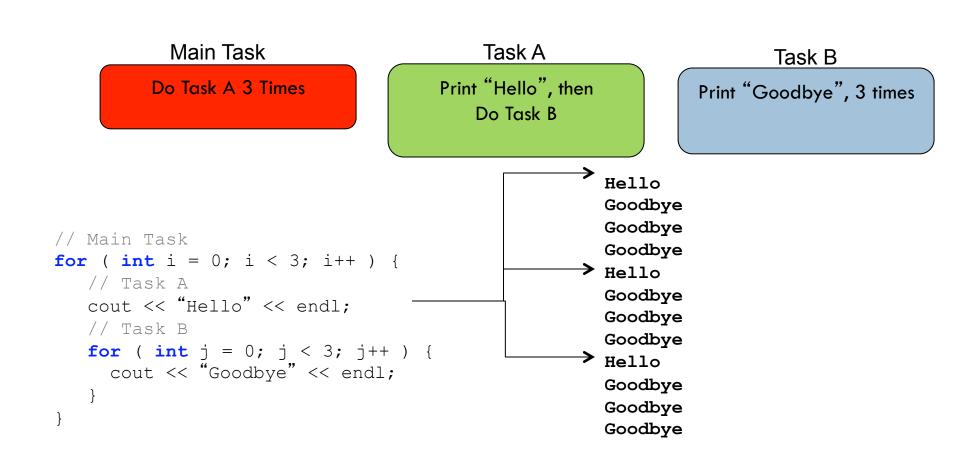
PI can be estimated by computing an *infinite* series...

$$PI = 4 * (1 - 1/3 + 1/5 - 1/7 + 1/9 - 1/11 + ...)$$

Write a program to estimate PI...

How long does it take to get to 3.14159?

# Nested for-loops



### Prime Numbers

- Ask the user to enter a positive number between 1 and 50 (input validation) -> N
- □ Then find the first N prime numbers
  - A number is prime if it is not divisible by any numbers between 1 and the number
  - do-while loop for validation
  - while loop for computing enough prime numbers
  - for loop for checking if the number is prime

### Lab #2

- The constant "e" is approximately 2.718 and has been calculated to 869,894,101 decimal places.
- e<sup>x</sup> is approximated by the following series.

$$e^{x} = x^{0}/0! + x^{1}/1! + x^{2}/2! + x^{3}/3! + x^{4}/4! + ... + x^{n}/n!$$

□ Write a program that asks the user for a **positive** value for X. Display e<sup>x</sup> based on the above approximation where N is 1, 5, 25, and 125.

```
e^5 (2 iterations) = 6.0000000000
e^5 (6 iterations) = 91.416666667
e^5 (26 iterations) = 148.4131590981
e^5 (126 iterations) = 148.4131591026
```

l used
setprecision(10)
and fixed

# Important Tips for the lab

- This can be a tough problem, since you will end up with 3 levels of nesting (at least)
- For each N  $(N = 1, 5, 25, 125 \dots N*=5)$ 
  - $\blacksquare$  **EX** = 0;
  - For each i = 0 to N (inclusive)
    - Calculate  $A = x^i$  (use pow function)
    - Calculate B = i! (this will be another loop)
    - Add A/B to EX
- □ I highly recommend you do N = 5 first, without using any looping for N. Get that number to be correct.
- Print out i on each iteration along with xi and i!. Make sure they are individually correct on each iteration.
- □ Then wrap your calculation in a loop for N = 1, 5, 25, 125

### Next Class

- Please read chapter 5 in the text (FUNCTIONS)
  - We'll cover functions for the next week or so.
  - Remember to complete the lab for next class (upload to appiversity **before** class starts.