

# REPETITION STRUCTURES

## Introduction

A repetition structure causes a statement or set of statements to execute repeatedly.

**A *repetition structure*, which is more commonly known as a *loop* causes repeating of a sequence of statements.**

Instead of writing the same sequence of statements over and over we can write the code for the operation once, and then place that code in a structure that makes the computer repeat it as many times as necessary.

There are two types of loops:

- **A *count-controlled loop*** repeats a specific number of times. (for)
- **A *condition-controlled loop*** uses a true/false condition to control the number of times that it repeats. (while)
- **The for Loop: A Count-Controlled Loop**

A count-controlled loop iterates a specific number of times. In Python you use the **for** statement to write a count-controlled loop.

In Python, the **for** statement is designed to work with a sequence of data items. When the statement executes, it iterates once for each item in the sequence.

## Using a list with the for Loop

The general format of the for loop in Python:

```
for variable in [value1, value2, etc.]:  
    statement  
    statement  
    etc.
```

In the **for** clause, *variable* is the name of a variable. Inside the brackets a sequence of values appears, with a comma separating each value.

In Python, a comma-separated sequence of data items that are enclosed in a set of brackets is called a **list**.

The **for** statement executes in the following manner:

The *variable* is assigned the first value in the list, and then the statements that appear in the block are executed. Then, *variable* is assigned the next value in the list, and the statements in the block are executed again. This continues until *variable* has been assigned the last value in the list.

## Using the range Function with the for Loop

Python provides a built-in function named **range** that simplifies the process of writing a count-controlled for loop.

The range function creates a type of object known as an iterable.

An *iterable* is an object that is similar to a list; it contains a sequence of values that can be iterated over with something like a loop.

Example of a for loop that uses the range function:

```
for num in range(5):  
    print(num)
```

This code works the same as the following:

```
for num in [0, 1, 2, 3, 4]:  
    print(num)
```

**If you pass one argument to the range function**, that argument is used as the ending limit of the sequence of numbers.

**If you pass two arguments to the range function**, the first argument is used as the starting value of the sequence and the second argument is used as the ending limit.

Example:

```
for num in range(1, 5):  
    print(num)
```

This code will display the following:

```
1  
2  
3  
4
```

By default, the range function produces a sequence of numbers that increase by 1 for each successive number in the list.

**If you pass a third argument to the range function**, that argument is used as *step value*. Instead of increasing by 1, each successive number in the sequence will increase by the step value.

Example:

```
for num in range(1, 10, 2):  
    print(num)
```

This code will display the following:

```
1
3
5
7
9
```

### **Generating an Iterable Sequence that Ranges from Highest to Lowest**

We can use the range function to generate sequences of numbers that go from highest to lowest.

Example:

```
range(10, 0, -1)
```

Example of a for loop that prints the numbers 5 down to 1:

```
for num in range(5, 0, -1):
    print(num)
```

### **Calculating a Running Total**

A running total is a sum of numbers that accumulates with each iteration of a loop. The variable used to keep the running total is called an accumulator.

Programs that calculate the total of a series of numbers typically use two elements:

- A loop that reads each number in the series.
- A variable that accumulates the total of the numbers as they are read.

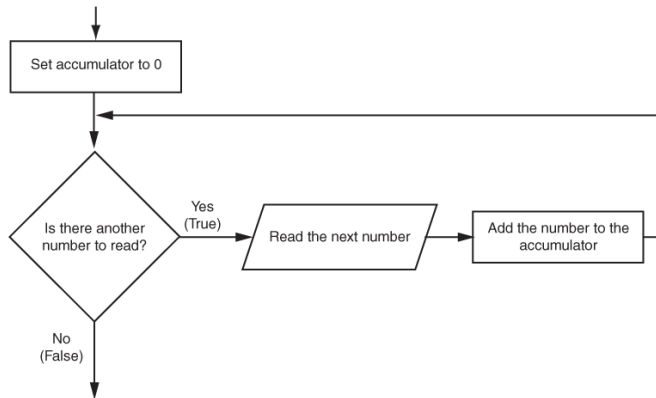


Figure 4-6 Logic for calculating a running total

## The Augmented Assignment Operators

Programs can have assignment statements in which the variable that is on the left side of the = operator also appears on the right side of the = operator.

Example:

$$x = x + 1$$

On the right side of the assignment operator, 1 is added to x. The result is then assigned to x, replacing the value that x previously referenced. Effectively, this statement adds 1 to x.

Examples of this type of statement:

$$\text{total} = \text{total} + \text{number}$$

$$\text{balance} = \text{balance} - \text{withdrawal}$$

**Table 4-2 Augmented assignment operators**

Operator	Example Usage	Equivalent To
<code>+=</code>	<code>x += 5</code>	<code>x = x + 5</code>
<code>-=</code>	<code>y -= 2</code>	<code>y = y - 2</code>
<code>*=</code>	<code>z *= 10</code>	<code>z = z * 10</code>
<code>/=</code>	<code>a /= b</code>	<code>a = a / b</code>
<code>%=</code>	<code>c %= 3</code>	<code>c = c % 3</code>