[301] Iteration

Tyler Caraza-Harter

Learning Objectives Today

Reason about loops

- Motivation: need for repetition
- Condition and body of loop
- "while" syntax
- loops inside loops

Understand common use cases

- Taking input from a user
- Computing over ranges of numbers

Learn to avoid pitfalls

- Infinite loops (when unintentional)
- Off-by-one mistakes

Chapter 7 of Think Python



Code:

- 1. Put 1 in the "total" box
- 2. If "N" equals 1, skip to step 6, otherwise continue to step 3
- 3. Multiply the value in "total" by the value in "N", and put the result back in "total"
- 4. Decrease the value in "N" by 1
- 5. Go to step 2
- 6. Copy the value in total to the answer box

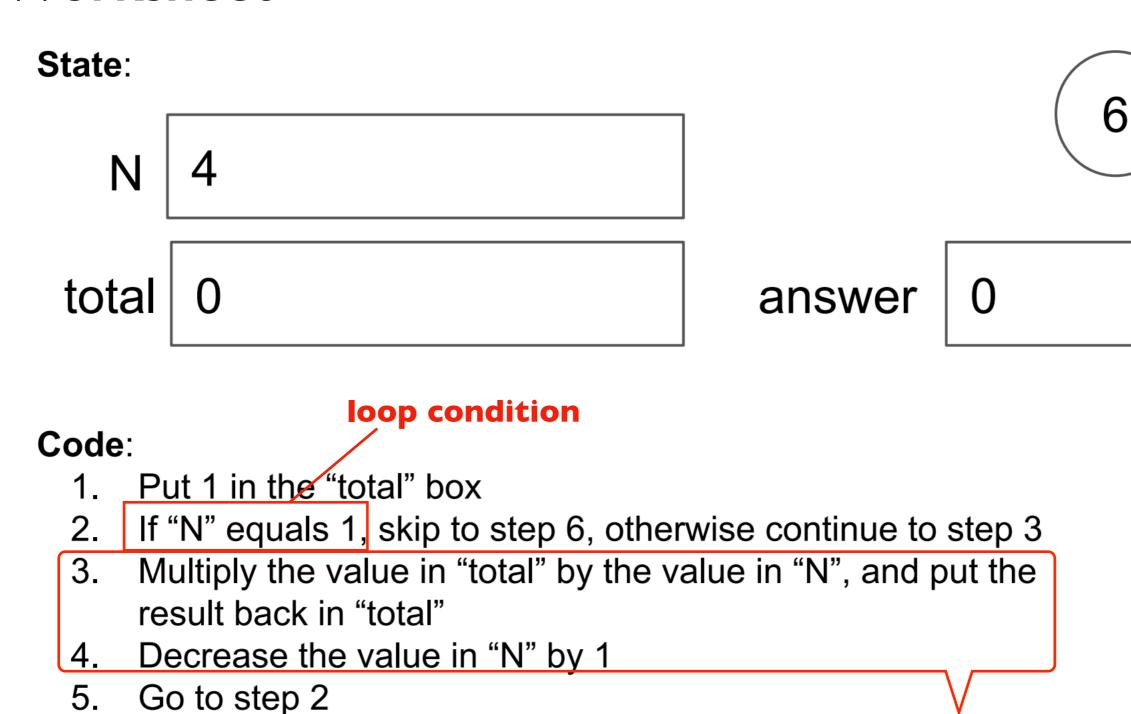


Code:

- 1. Put 1 in the "total" box
- 2. If "N" equals 1, skip to step 6, otherwise continue to step 3
- 3. Multiply the value in "total" by the value in "N", and put the result back in "total"
- 4. Decrease the value in "N" by 1
- 5. Go to step 2
- 6. Copy the value in total to the answer box

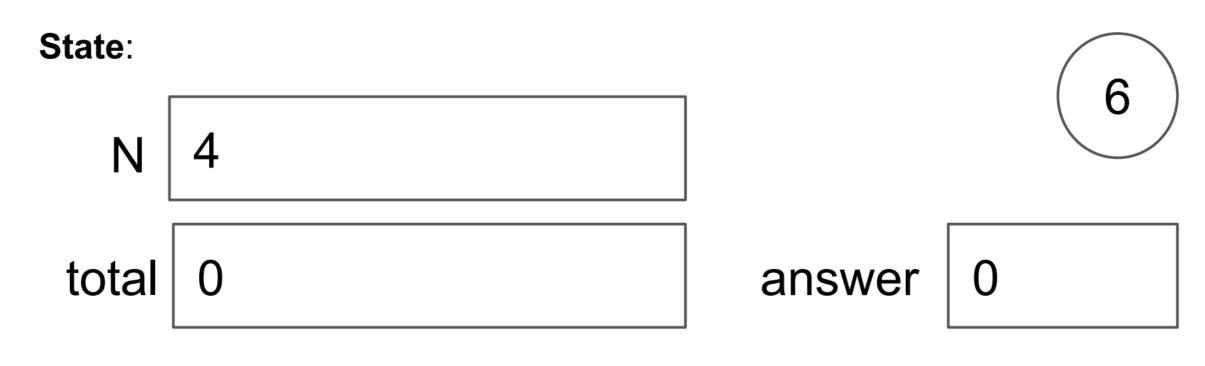
Combination of conditionally skipping forward (2) with going back is (5) is called a "while loop"

6.



loop body

Copy the value in total to the answer box

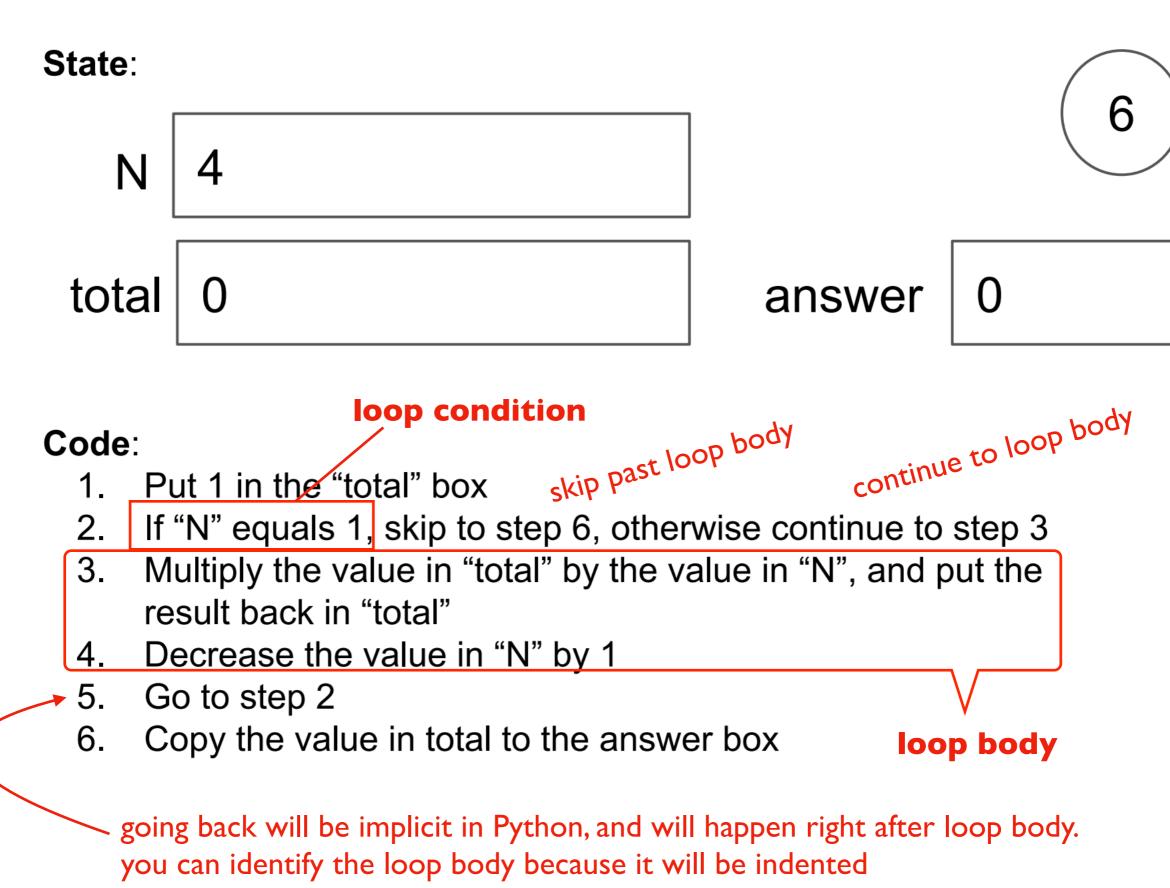


loop condition

Code:

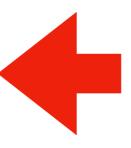
- 1. Put 1 in the "total" box
- 2. If "N" equals 1, skip to step 6, otherwise continue to step 3
- 3. Multiply the value in "total" by the value in "N", and put the result back in "total"
- 4. Decrease the value in "N" by 1
- 5. Go to step 2
- 6. Copy the value in total to the answer box loop body

going back will be implicit in Python, and will happen right after loop body. you can identify the loop body because it will be indented



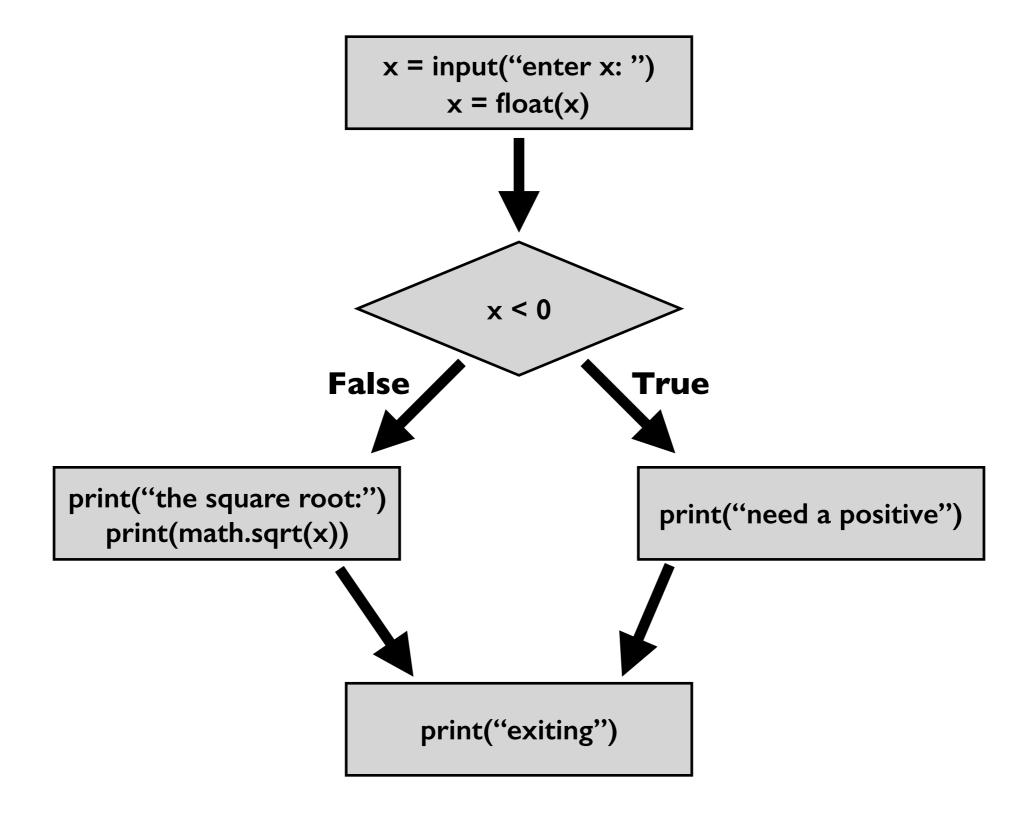
Today's Outline

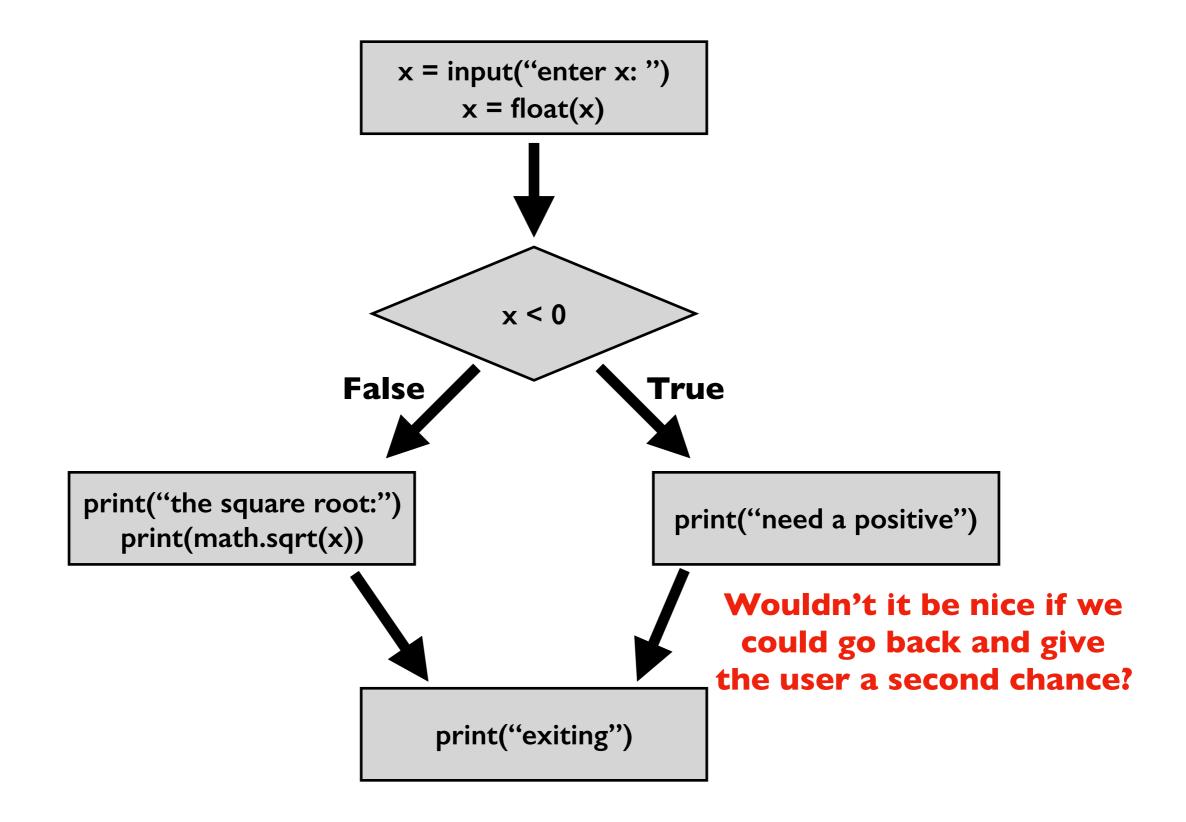
Control Flow Diagrams

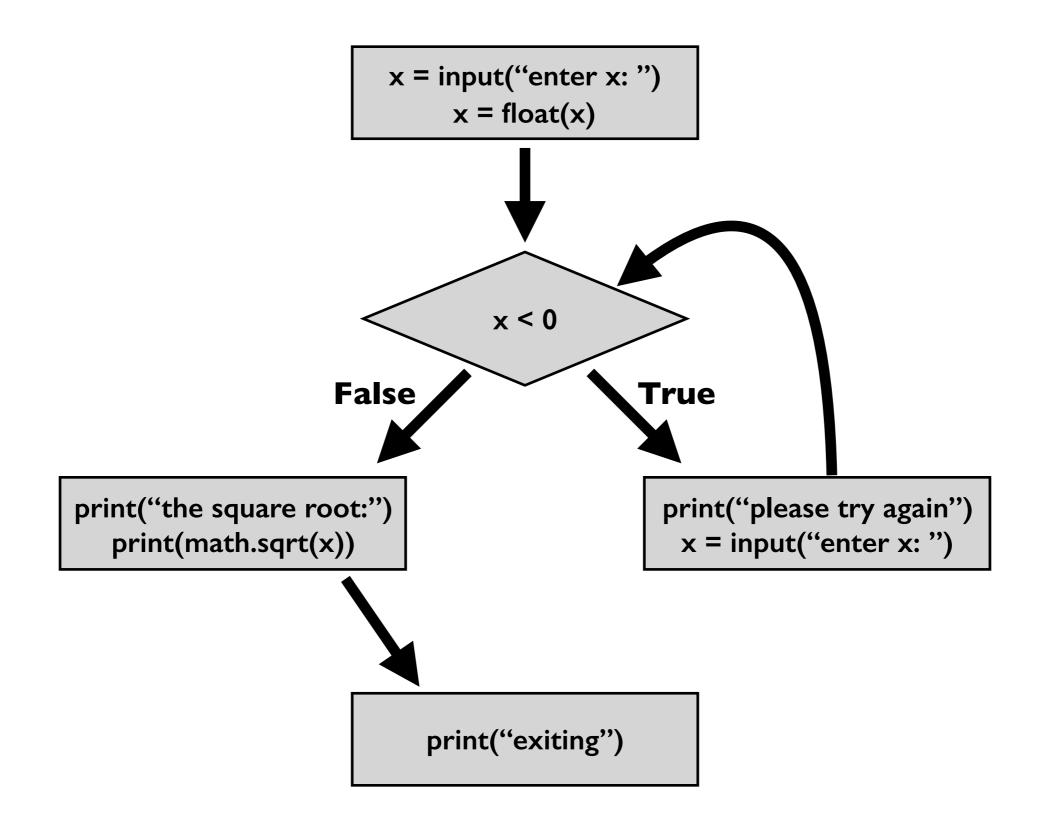


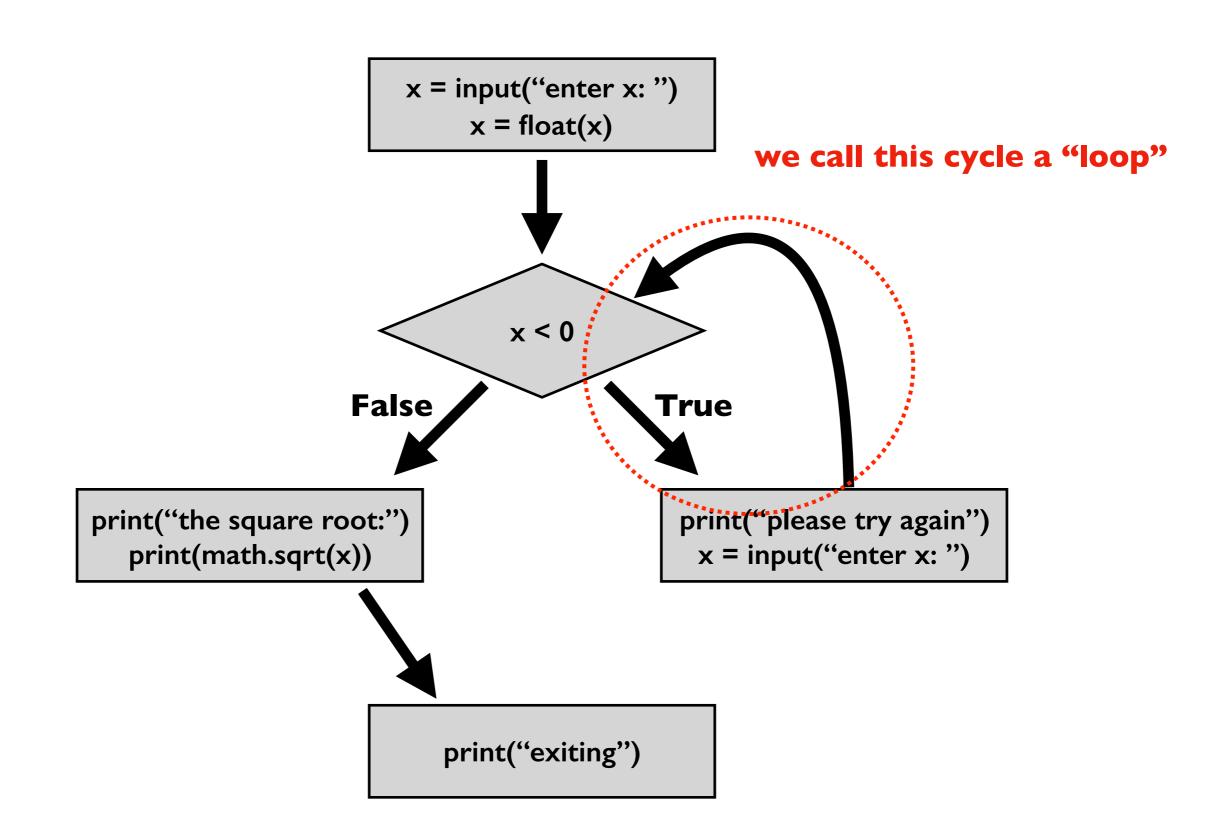
Basic syntax for "while"

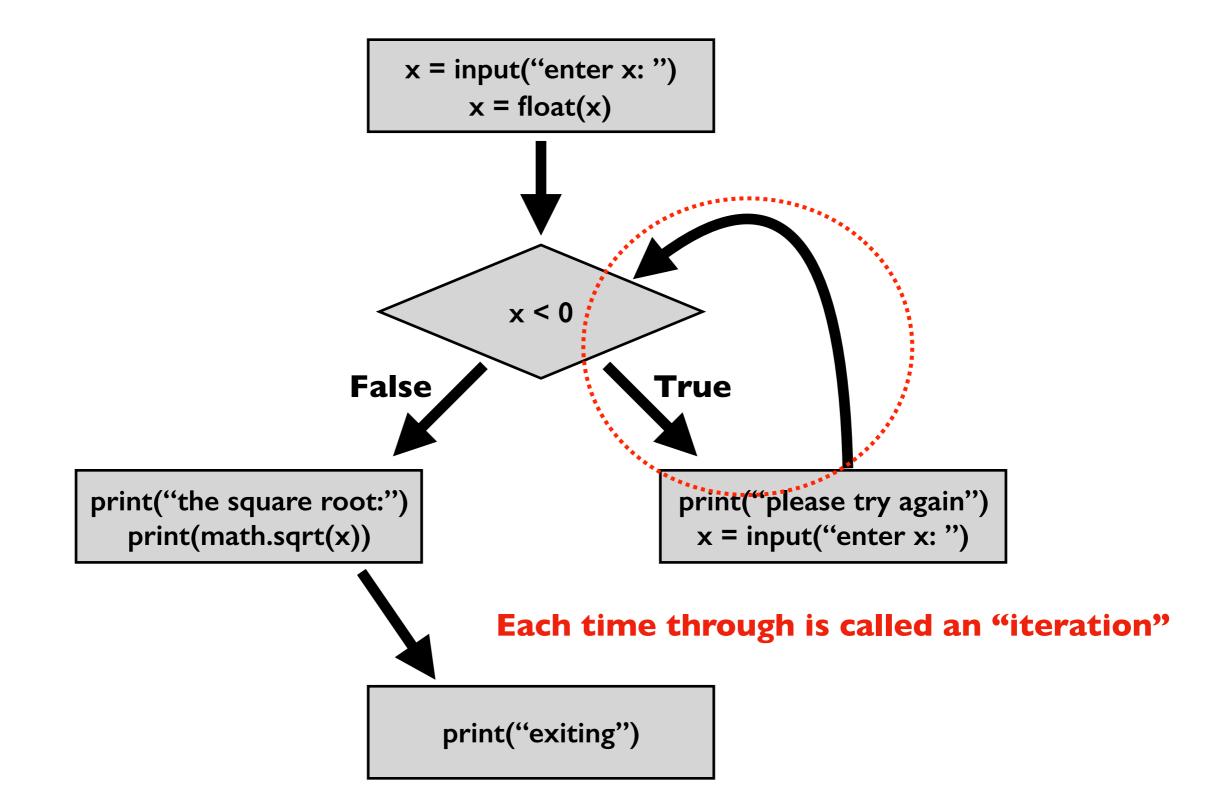
Demos

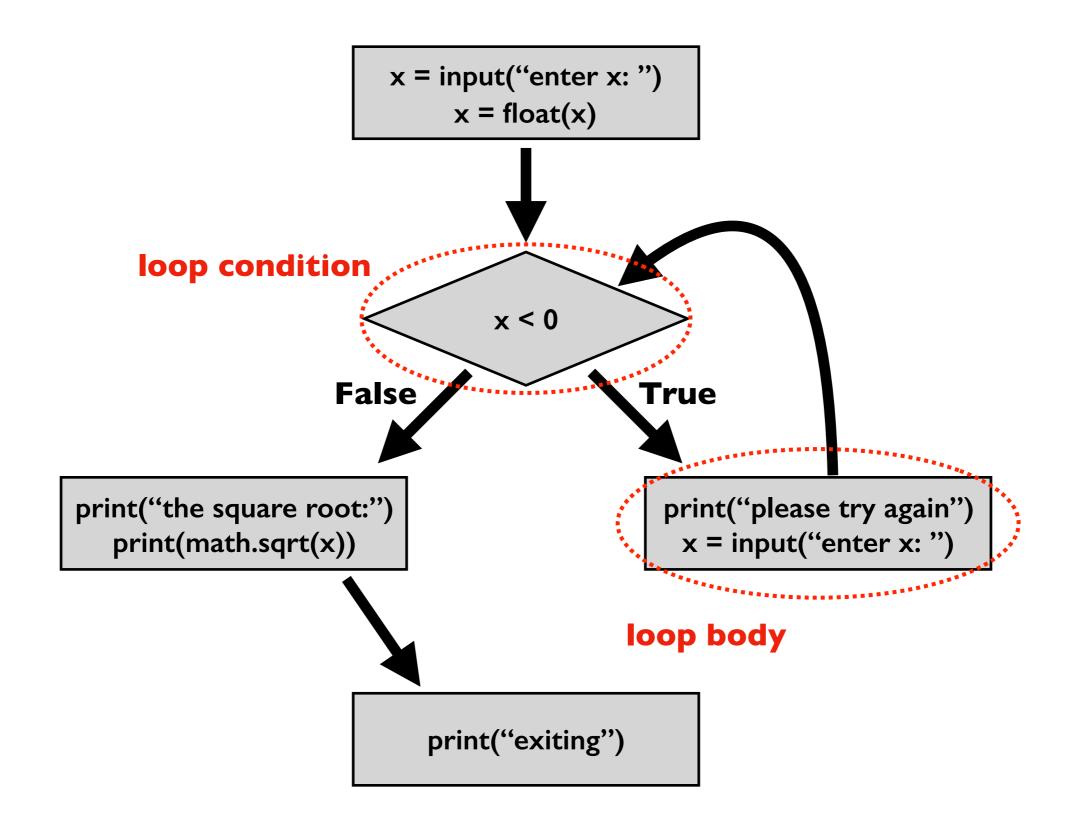


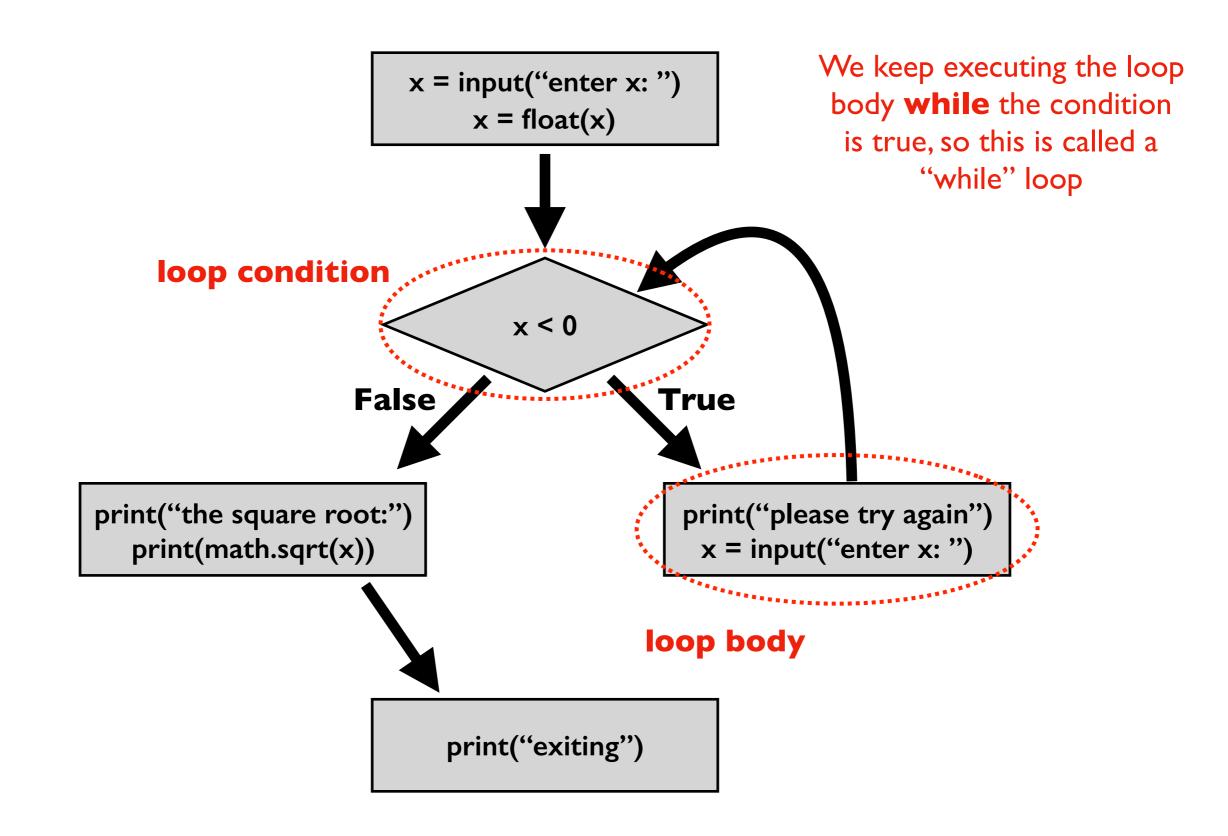


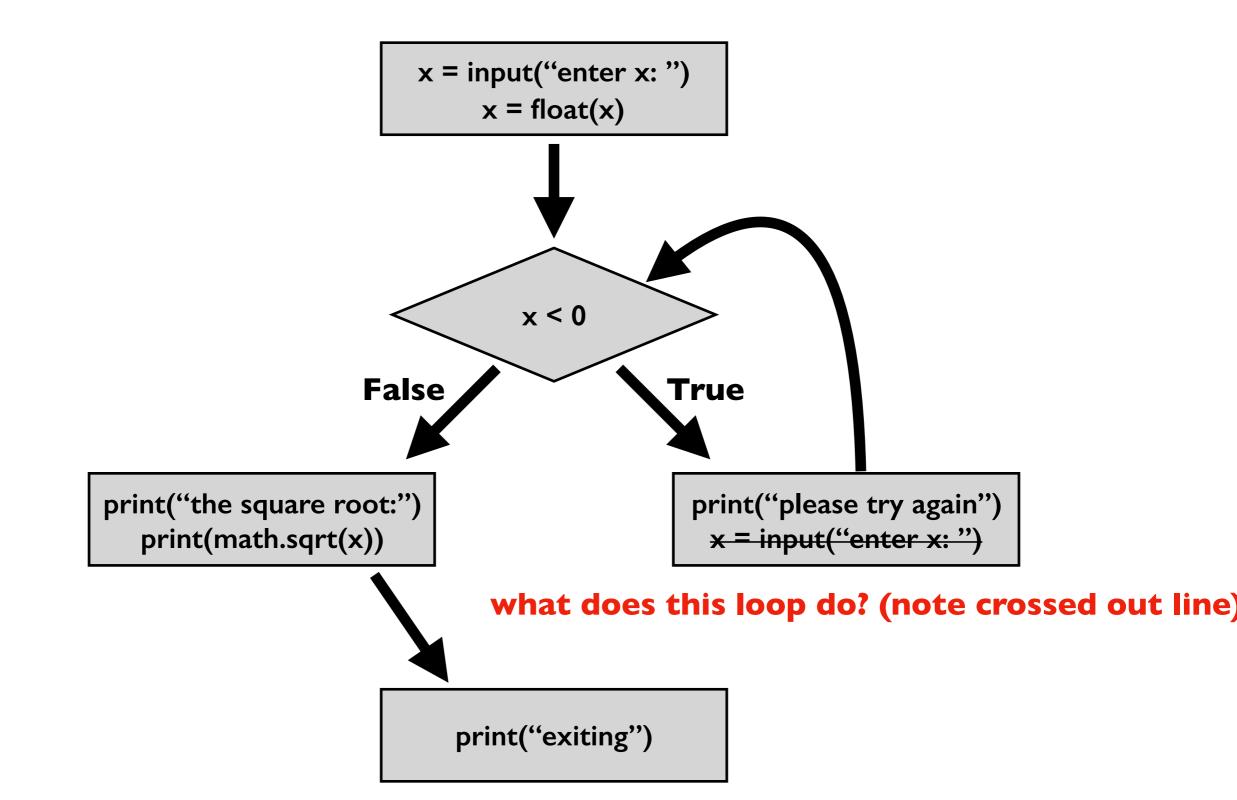


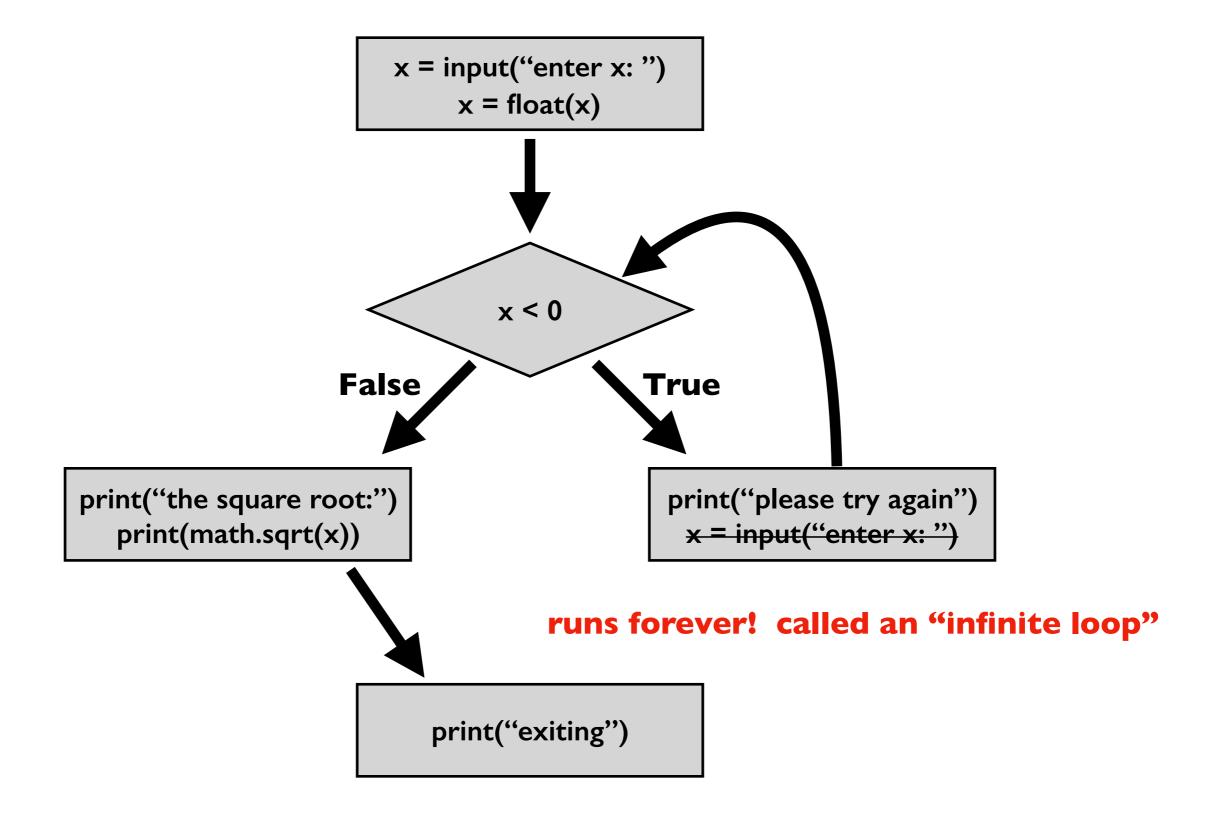


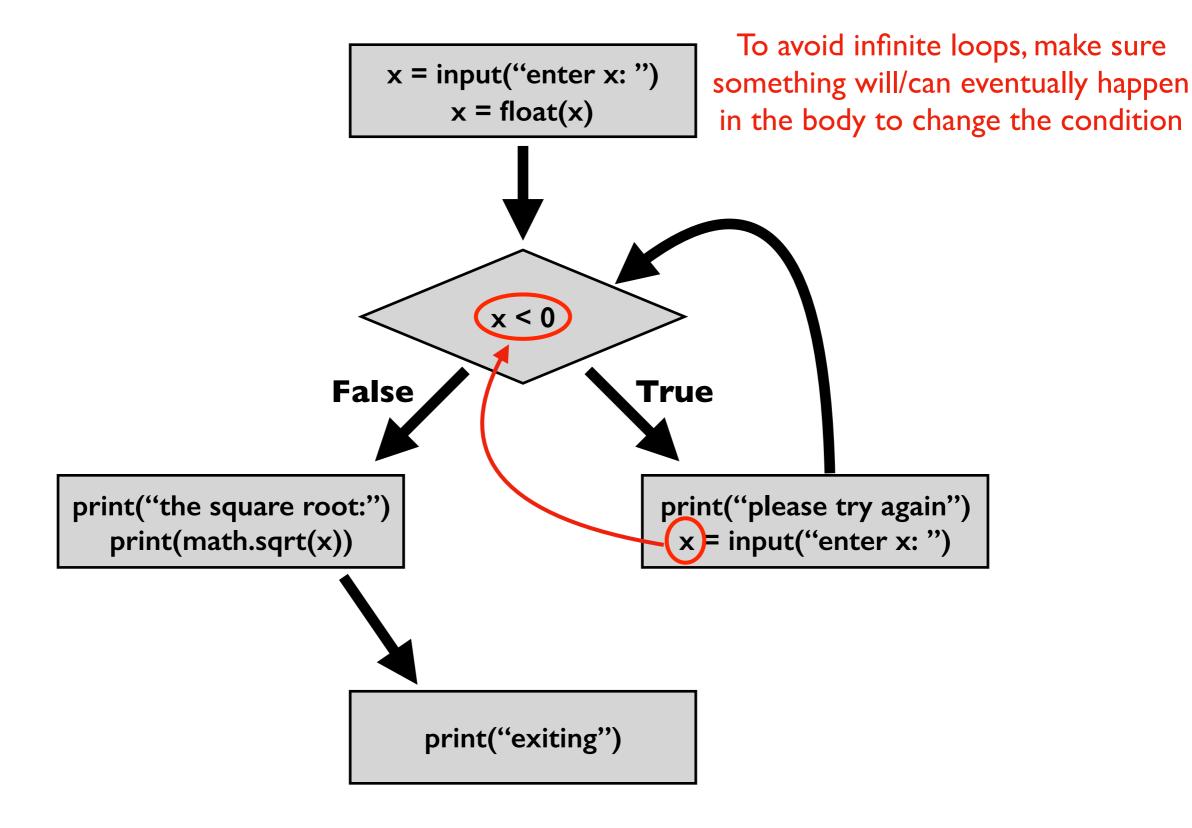








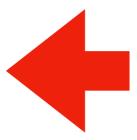




Today's Outline

Control Flow Diagrams

Basic syntax for "while"



Demos

```
x = int(input("enter x: "))
if x < 0:
    x = int(input("please try again: "))</pre>
```

Syntax for "if"

```
x = int(input("enter x: "))

if x < 0:
    x = int(input("please try again: "))</pre>
```

Syntax for "if"

```
x = int(input("enter x: "))
while x < 0:
    x = int(input("please try again: "))</pre>
```

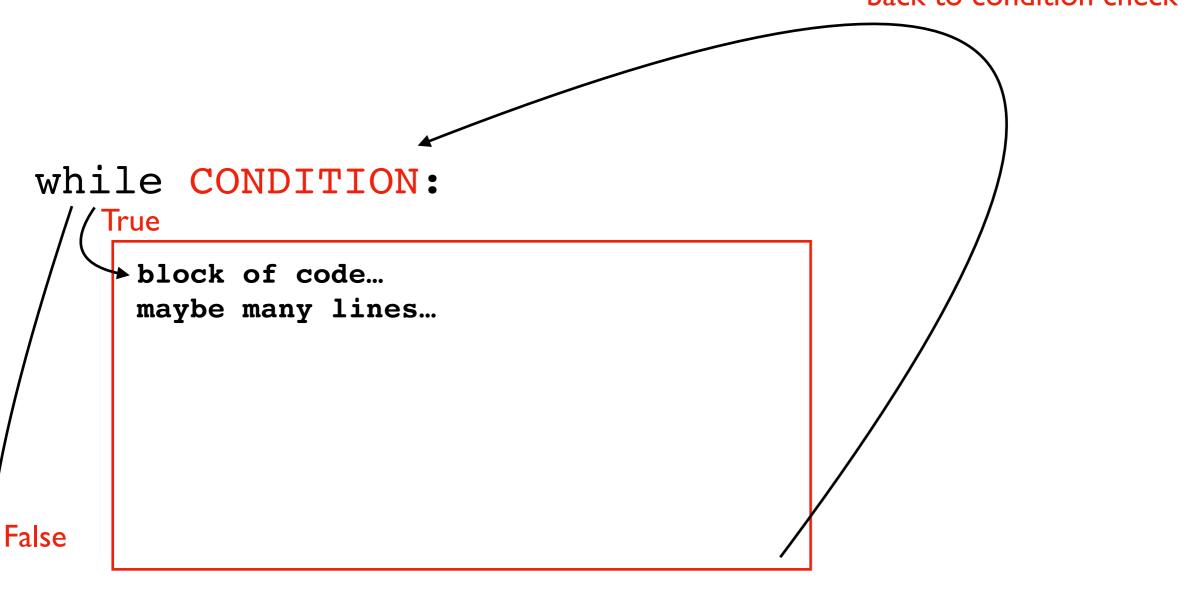
Syntax for "while loop" is just like for "if", just replace "if" with "while"

```
x = int(input("enter x: "))
while x < 0:
    x = int(input("please try again: "))</pre>
```

this example gives user an arbitrary number of tries until they get it right

Control Flow

at end, always go back to condition check



*code after the loop...

Congrats!

You now understand the 4 key **Flow of Execution** ideas, in the context of Python.

I. generally, proceed forward, one step at a time

- 2. sometimes go run a "mini program" somewhere else before continuing to the next line
 - This is a function call
- 3. sometimes skip forward over some lines of code
 - Conditional or while loop, when the condition is false
- 4. sometimes go back to a previous line of code
 - while loop. When at the end of body, always go back to condition

three primary exceptions to the general case (I)

Today's Outline

Control Flow Diagrams

Basic syntax for "while"



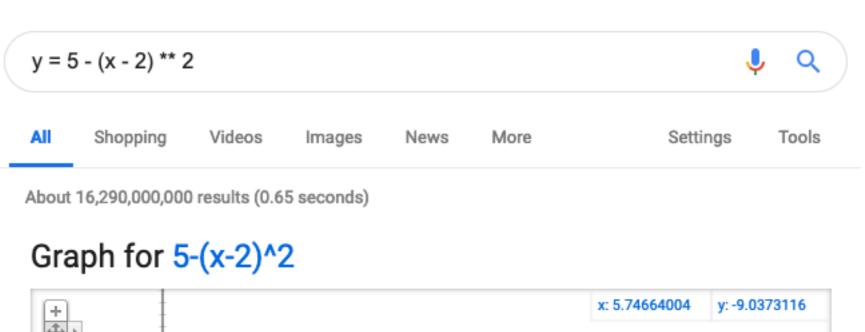


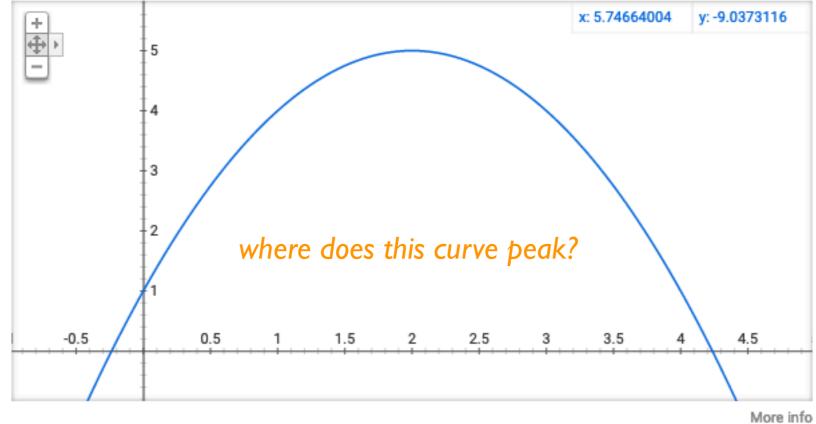
Demo: Countdown Timer

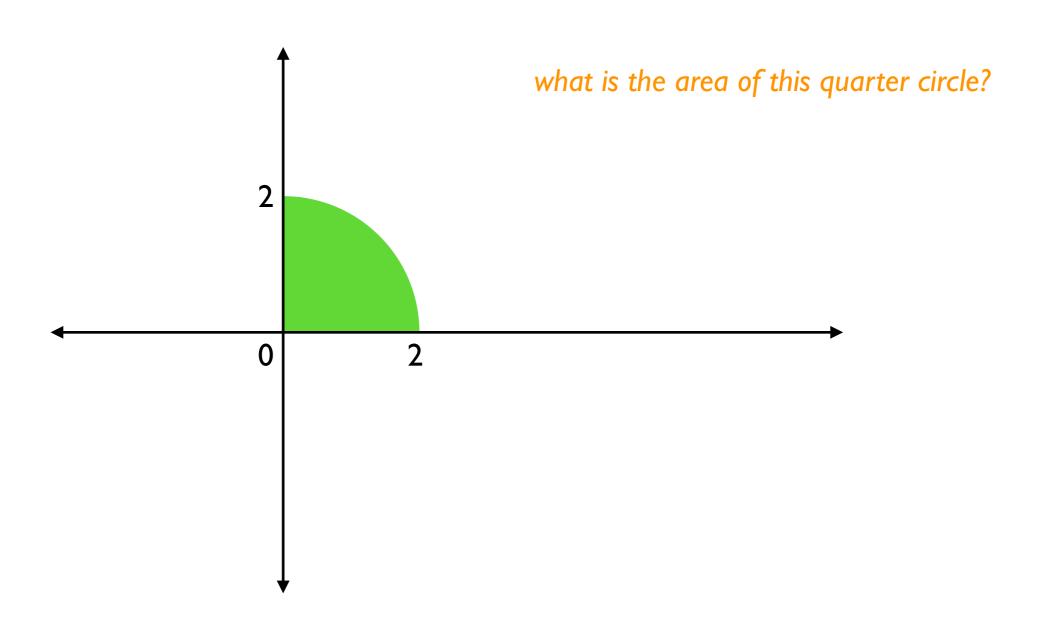
```
how many seconds? 5
                     5
use time.sleep(1) _____
                      3
                     DING DING DING DING!
                     how many seconds? 2
                     2
                     DING DING DING DING!
                     how many seconds? q
                     good bye!
                                                  exit program
```

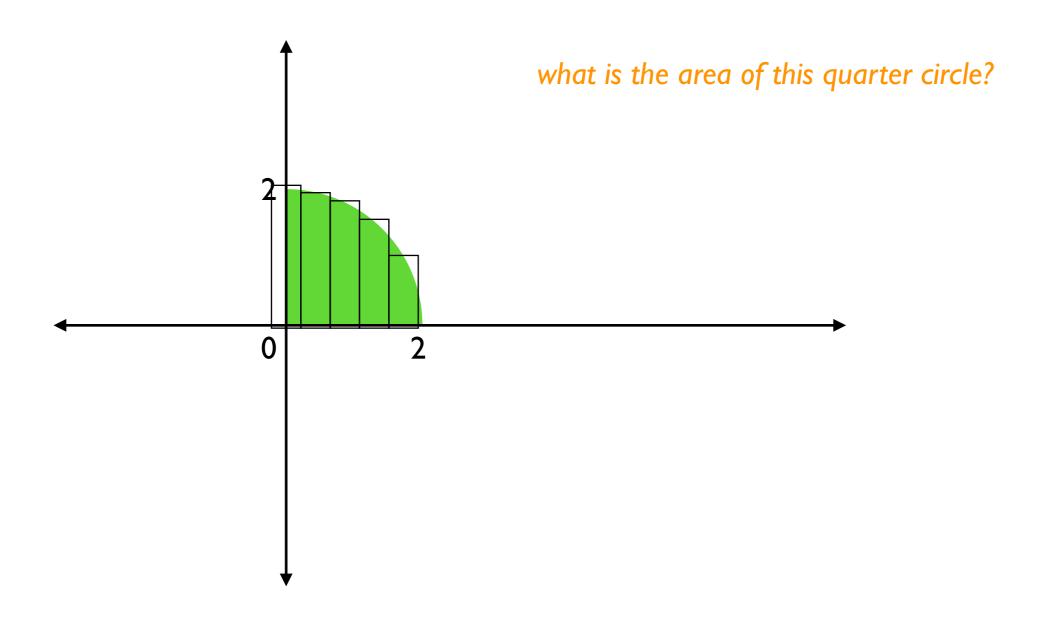
this program will involve a nested loop!!!

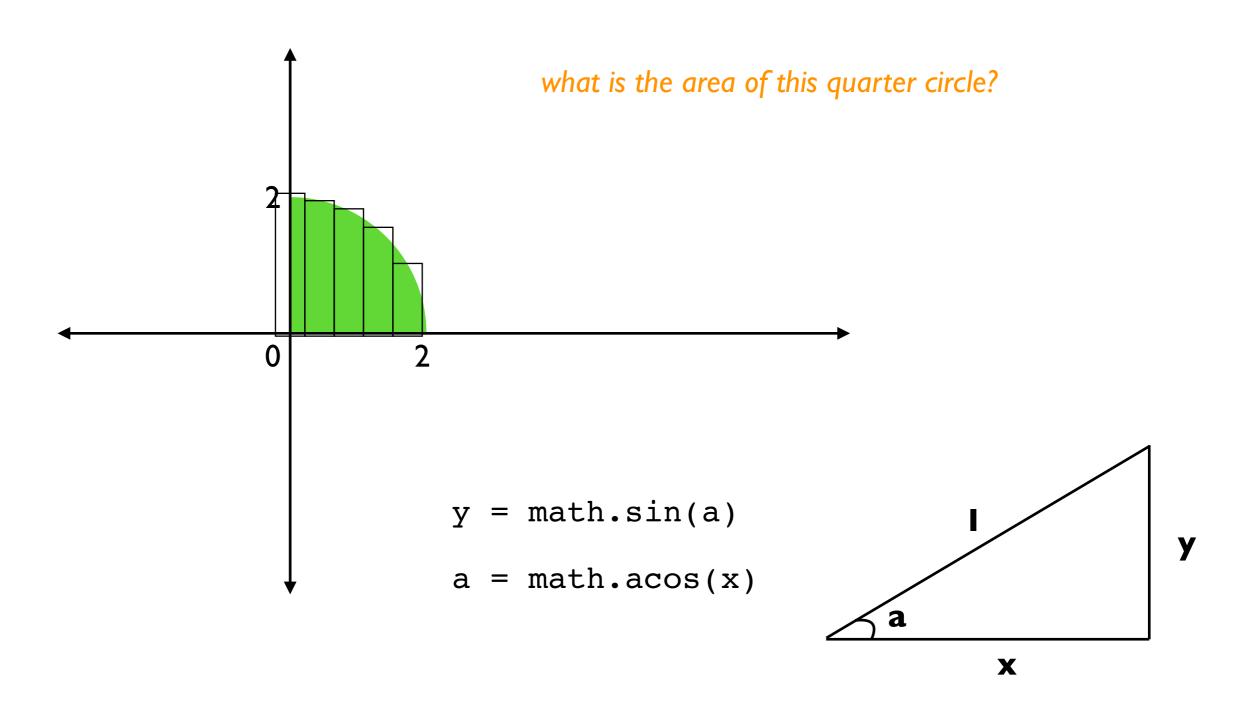
Demo: Maximum (Finding the Peak)

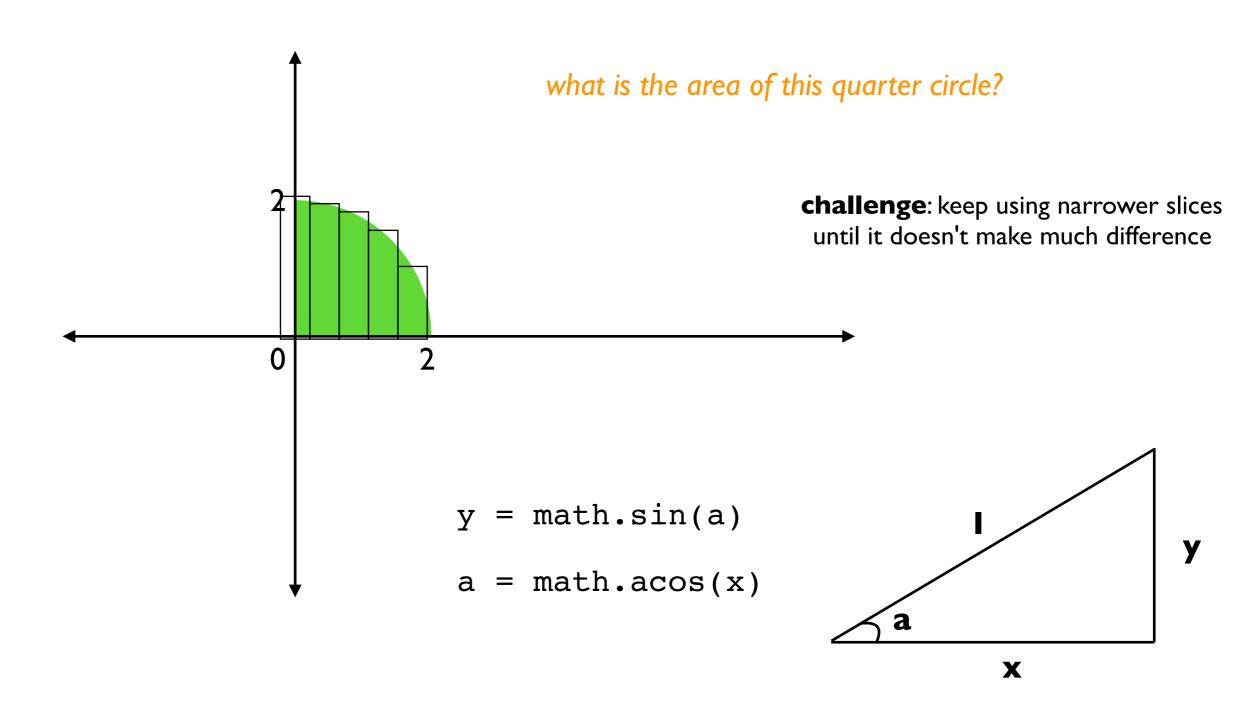












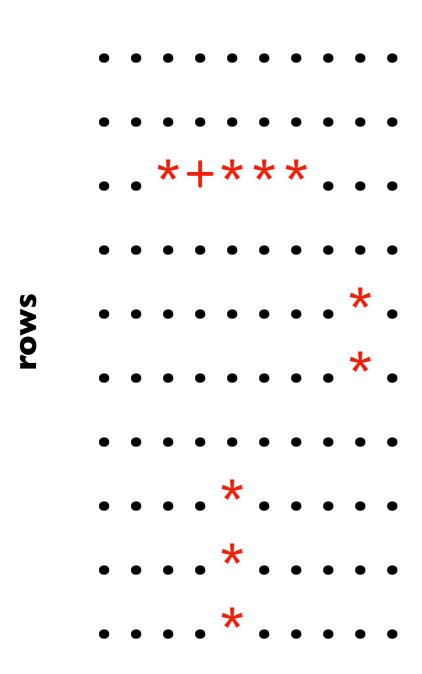
Demo: Prime Finder

```
Here are a "few" primes:

2
3
5
7
11
13
... runs forever ...
```

Demo: Battleship

columns



show where ship(s) are after guess

```
guess and ship: +
   just ship: *
guess and miss: -
   blank spot: .
```