SOU SOUR BOOKHILE LOOPS

Unit 3 Control Structures

4/23-4/26/21





DO NOW

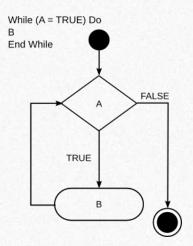
Waterfall Style!

Some people say,
"It's better to ask forgiveness than permission."

In the chat, explain why that might be true – or give a situation where it would be better to act first and check in later!

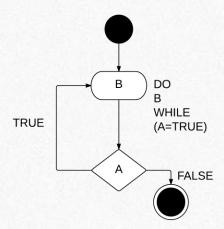
while loops

- 7. check if a condition is true
- 2. execute code if condition is true
- 3. check; if condition still true, rerun code
- 4. exit loop when condition becomes false



do-while loops

- 1. execute code
- 2. check if a condition is true
- 3. re-run code ONLY if condition is true
- 4. exit loop when condition becomes false





while loops

```
int x = 100;
while (x<100) {
   Lightshow();
};</pre>
```

- 1. sets x to 100
- 2. checks if 100 < 100 (false)
- 3. DOES NOT RUN LIGHTSHOW

do-while loops

```
int x = 100;

do {
   Lightshow();
} while (x < 100);</pre>
```

- 1. sets x to 100
- 2. runs Lightshow function
- 3. checks if 100 < 100 (false)
- 4. exits the loop

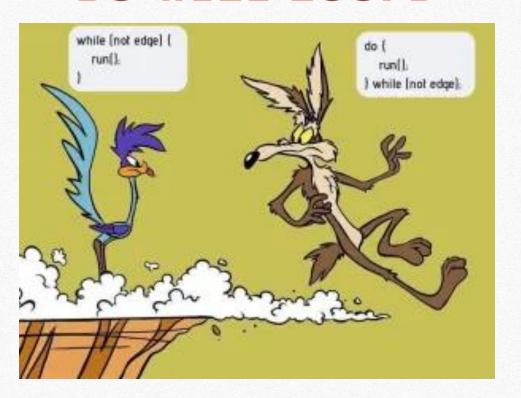
```
int x = 0;

do {
   Serial.println(x); // print variable
   x++; // increment x
} while (x < 100); // check condition</pre>
```

```
String destReached = "no";

do {
    Serial.println("Are we there yet?");
    while(!Serial.available()) {}
    destReached = Serial.readString();
    Serial.println(destReached);
} while (destReached == "no");

Serial.println("I'm so happy we're here!");
```



GOALS:

- Understand the difference between "while" and "do-while" control structures
- Identify programming situations where a do-while loop would be useful!

TUTORIAL TASK:

Revisit one of our previous tutorials (sample code OR challenges) and implement a dowhile loop.

Your tutorial or project MUST include a minimum of 2 components (inputs or outputs).

You may choose to additionally streamline the code using any functions or structures we have learned so far.