

# Programming seminar 2015

## Session 3: "Loopy" C/C++

Massimo Cavallaro

School of Mathematical Sciences  
Queen Mary, University of London

4 March 2015

# Outline

- 1 "For" loops
- 2 "While" loops
- 3 Fine flow control
- 4 Exercises

# Outline

- 1 "For" loops
- 2 "While" loops
- 3 Fine flow control
- 4 Exercises

# Motivation

## Problem

Computers are very good at performing repetitive tasks. In this section we learn how to exploit them in real-life situations.

## Example

Write a sentence on the blackboard 500 times

```
#include <stdio.h>
int main(void)
{
    int count;

    for (count = 1; count <= 500; count++)
        printf("I will not throw paper airplanes in class.");
    return 0;
}
```

NICE TRY.



© 2003 Bill Amend. (Downloaded by Universal Press Syndicate)

# "For" Loops

## Typical use

**for** loops run while a certain condition is true, but allow separate statement(s) to be run (1) before the first iteration and (2) after each iteration. The archetypal use for the **for** loop is to loop some pre-determined number of times indexed by a counter variable:

```
int count;
for(count=1; count<=500; count++){
    cout<<"I will not throw paper ←
        airplanes in class"<<endl;
}
```

Variable counter is referred to as an "index". See **forloop0.cpp** for a complete program to play with.

# "For" Loops

More generally

```
for(Statement1; Condition; ←
    Statement2)
{ /* Code block here is repeated ←
    while Condition is true.*/ }
```

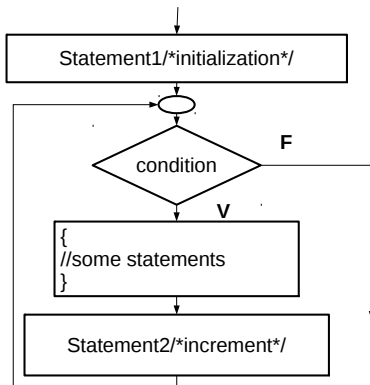
- Execute Statement1 (only the first time)
- Evaluate Condition
  - If Condition is true:
    - Execute the block
    - Execute Statement2
    - Back to the Condition
  - If Condition is false, jump directly at the end of the block

"Condition" may be any boolean expression. "Condition", "Statement1", "Statement2" can be empty (but the separators ';' are necessary).

# "For" Loops

## Flow chart

```
for(Statement1; Condition; ←  
    Statement2){ //Statements
```



# Good programming practices

though not necessary

- Use indentation.
- Curly brackets `{...}` are necessary only if the code block has more than one statement...
- ...but I suggest to use them in any case.
- Don't declare more than one variable in Statement1.
- Use short name for indexes, e.g., *i*.



# Examples

Print the first  $n$  numbers of the Fibonacci sequence.

```
int fib1=0;
int fib2=1;
int fib=fib1+fib2;
for (int i=0; i<=n; i++){
    cout<<i<<" " <<fib<<endl;
    fib=fib1+fib2;
    fib1=fib2;
    fib2=fib;
}
```

## Exercise

write your own program!

# Examples

Compute and print  $n!$ .

```
int n, factorial;
cout<<"Enter an integer: ";
cin>>n;
factorial=n; //init
for(int i=n-1;i>1;i--)
    factorial *= i;
cout<<"The factorial of "<<n<<" is<←
    "<<factorial<<". "<<endl;
```

## Exercise

write your own program!

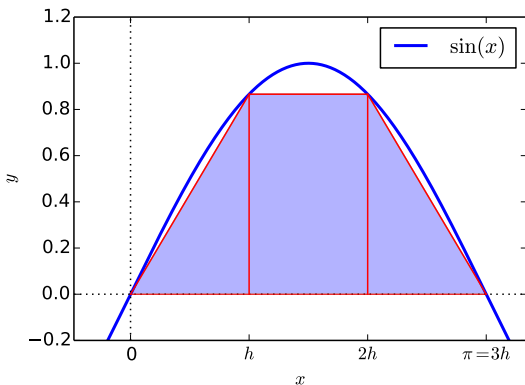
# Example

## Numerical solution of a definite integral: theory

The trapezium rule is a method for approximating an integral

$$\int_{a=0}^{b=\pi} \sin(x) dx \approx \pi/3[\sin(\pi/3) - \sin(0)]/2$$

$$+ \pi/3[\sin(2\pi/3) - \sin(\pi/3)]/2 + \pi/3[\sin(\pi) - \sin(2\pi/3)]/2$$



# Example

Numerical solution of a definite integral: snippet

For domain discretised into  $n$  equally spaced intervals with extremes at points  $a, a + h, a + 2h, \dots, b$ , after some algebraic manipulation, the approximation becomes:

$$\int_a^b f(x)dx \approx \frac{h}{2}[f(a) + 2 \sum_i f(a + ih) + f(b)]$$

```
sum = sin(from) + sin(to);
for(int i = 1; i < n; i++) {
    sum += 2.0*sin(from + i * h);
}
```

# Example

Numerical solution of a definite integral: snippet

Alternative: we can approximate the integral with the sum of rectangles:

$$\int_a^b f(x)dx \approx h \sum_{i=0}^{(b-a)/h} f(a + h * i)$$

```
sum = sin(from) + sin(to);
for(int i = 1; i < n; i++) {
    sum += 2.0*sin(from + i * h);
}
```

Play with **forloopintegral.cpp**.

# Outline

- 1 "For" loops
- 2 "While" loops
- 3 Fine flow control
- 4 Exercises

# “While” loops

Purely conditioned loops

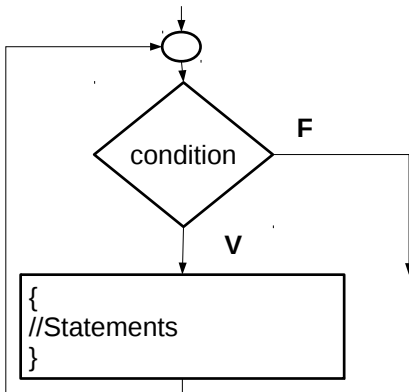
A **while** statement runs a block of code as long as a certain condition is true:

```
while(condition){
    /* Code here is repeated while ↵
       condition is true (and will ↵
       never run at all if condition ↵
       is false to start with).*/
}
```

# "While" Loops

## Flow chart

```
while(condition){ /*code block*/}
```





## Series expansion of transcendental function

- You are familiar with  $\exp(x) = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$
- To approximate  $\exp(x)$ , iterate over the terms of this series, up to a certain order.
- You may not know how many terms are needed. Therefore a `while` is preferred over the `for` loop.
- The loop can be interrupted when the term  $\frac{x^n}{n!}$  is smaller than a pre-setted threshold.
- Play with **`whileloopexponential.cpp`**

## Exercise

compute  $\sin(\pi)$  using its series expansion.

# "Do-while" loops

## Post-conditioned loops

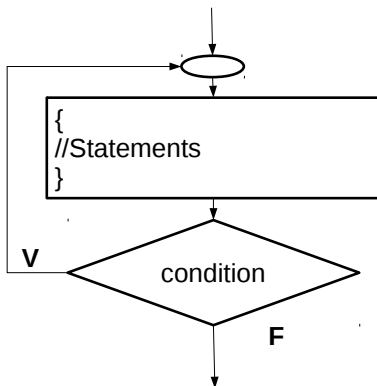
A `while` loop checks its condition even before its first iteration. Sometimes we don't want this: i.e., we want the loop always to run the first time, and only to test the condition before subsequent iterations. To do this, we use the `do-while` construct:

```
do{
    /* Code here is repeated while ←
       condition is true (but will ←
       always run at least once) */
} while(condition);
```

# "Do-while" Loops

Flow chart

```
do{  
    //Statements  
} while(condition);
```



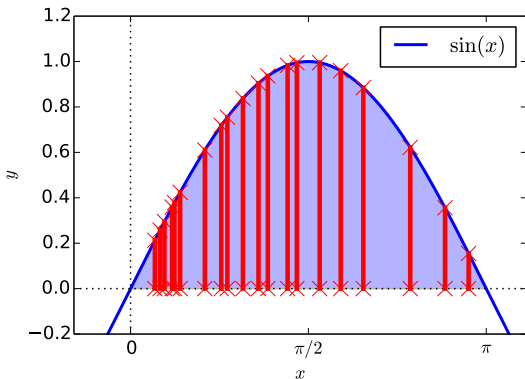
# Example

## Monte Carlo solution of a definite integral: theory

### Strategy 1

Same idea of rectangle rules, but with random uniform sampling of  $n$  points in  $[a, b]$ .

$$\int_0^\pi \sin(x) \approx \pi/n \sum_{i=1}^n \sin(x_i), \text{ where } x_i \in [0, \pi]$$



# Example

## Monte Carlo solution of a definite integral: theory

### Strategy 1

Same idea of rectangle rules, but with random uniform sampling of  $n$  points in  $[a, b]$ .

$$\int_0^\pi \sin(x) \approx Q_n \equiv \pi/n \sum_{i=1}^n \sin(x_i), \text{ where } x_i \in [0, \pi]$$

- $i$  is the counter,  $n$  is number of iterations.
- We don't know a priori the best value for  $n$ .
- Iterate as long as the *relative error*  $\pi \text{Var}(Q_n)/\sqrt{n}$  is above a certain threshold.

for or while loop?

# Example

Monte Carlo solution of a definite integral: snippet

## Strategy 1

```
confidence_level = 0.1;
do{
    x=(double)rand()/RAND_MAX*(xmax-
        xmin)+xmin;
    y=sin(x);
    n++;
    sum=sum+y;
    Q_n=sum/n*(xmax-xmin);
    tmp=tmp+(y-mean)*(y-mean);
    rel_error=sqrt(tmp)/n*(xmax-xmin-
        );
}while(rel_error>confidence_level);
```

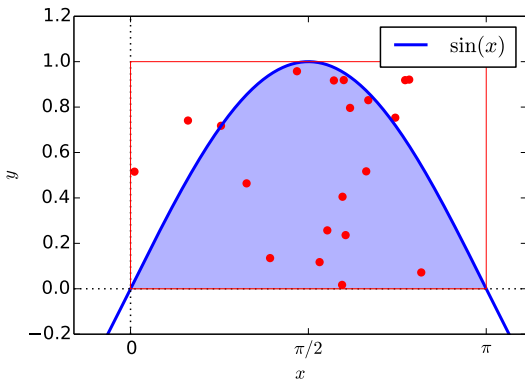
See **dowhileloopmontecarlo1.cpp**.

# Example

Monte Carlo solution of a definite integral: theory

## Strategy 2

Count the points that fall inside the shaded area (you need two random numbers for each sample).



# Example

Monte Carlo solution of a definite integral: snippet

## Strategy 2

```
confidence_level=0.01;
do{
    x=(double)rand()/RAND_MAX*(xmax-↵
        xmin)+xmin;
    y=(double)rand()/RAND_MAX;
    if (y<sin(x)) k++;
    n++;
    I=(double)k/n*(xmax-xmin);
    tmp=tmp+(1-mean)*(1-mean);
    rel_error=sqrt(tmp)/n*(xmax - ↵
        xmin);
}while(rel_error>confidence_level);
```

See **dowhileloopmontecarlo2.cpp**.



# "For" or "While"?

- It depends on you own style, but...
- ..when the number of iteration is known a priori, the `for` loop is more clear.
- Exercise: implement a Monte-Carlo integration method using the `for` loop.
- Exercise: write a program for the Fibonacci series using a `while` loop.

# Outline

- 1 "For" loops
- 2 "While" loops
- 3 Fine flow control
- 4 Exercises

# Break the loop

The normal flow of a loop can be modified by using one of the following statements inside the loop's body:

- **break** ends a loop immediately. Control passes to the code immediately following the loop.
- **continue** ends the current iteration of a loop. The loop's condition is then evaluated again, and the loop either proceeds to its next iteration, or ends, as appropriate.
- **goto id;** unconditionally transfer the flow to the statement labeled by **id**:

Prefer to control loops by their conditions where possible, rather than by using the **break** and **continue** statements. They will be easier to read.

# Nested Loops

- Any loop can be completely nested inside another loop.
- In case of two nested `for` loops, each loop should have a different *index*.
- `continue` and `break` work only on a single "level".
- In order to exit from all the nested loops you could use `goto ...`
- ... or play with the condition, as in structured programming convention.

# Exit from a nested Loops

Example 1: non-structured code

```
int i,j,v;
for(i=1,v=1; i<=8; i+=3){
    for(j=3; j<6; j++){
        cout<<i<<" "<<j<<endl;
        cin>>v;
        if(v==0){
            goto point;
        }
    }
}
point: //continue from here;
```

See **forloopnested.cpp**.

# Exit from a nested Loops

Example 2: structured code

```
for(i=1, stop=false; i<=8&&stop==false; i+=3){
    for(j=3; j<6&&stop==false; j++) {
        cout<<i<<" " <<j<<endl;
        cin>>v;
        if(v == 0){
            stop=true;
        }
    }
}
//continue from here
```

See **forloopnested.cpp**.

# Outline

- 1 "For" loops
- 2 "While" loops
- 3 Fine flow control
- 4 Exercises

# Exercises

- Find the area of unitary disk using Monte-Carlo strategy 2.
- Prompt the user for an angle and then display a message indicating whether its sine is positive, negative or zero.
- Play guess-the-number with the user: the computer chooses a number, and the user keeps guessing it until they get it right. The computer should report whether each guess is too large or too small.