

CS 11114

Introduction to Software Design

Spring 2017 - Michael Irwin

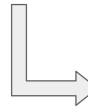


Program #1

Performing Repetitive Tasks

- We make repeating decisions everyday based on input
 - If the music is too quiet, turn up the volume
 - If I don't feel ready for a test, keep studying
- Computers are designed to easily repeat tasks
 - Humans easily get bored, sidetracked, or lost in the process

While a certain condition exists



Perform an action

While music is too quiet



Increase volume

Representing While Loops in Code

- There are two main types of loops
 - while loops
 - for loops (we'll talk about in a future lecture)
- The recipe...
 - Starts with reserved word `while`
 - Parentheses surround the test (same as `if` statements)
 - Actions surrounded by braces

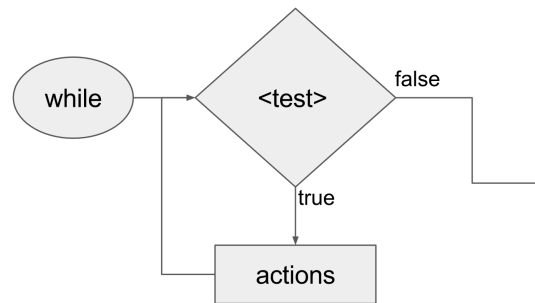
```
while (<conditional test>) {  
    // actions go here  
}
```

```
while (musicTooQuiet()) {  
    increaseVolume();  
}
```

How's it work?

1. Loop starts by evaluating the `<test>`
2. If `<test>` is true, execute the actions. Go back to step 1
3. If `<test>` is false, skip over actions

```
while (<test>) {  
    // actions go here  
}
```



Building a while loop

1. Figure out what must be true to finish looping
2. Define a test that is the opposite of Step 1's condition
3. Within the `while` loop body, make progress towards the goal

Looping errors

- What's wrong with the code snippet below?

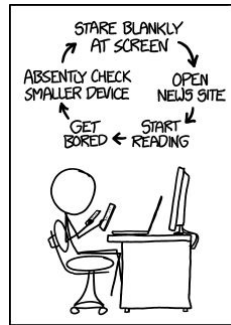
```
while (this.isFacing(NORTH)) {  
    this.hop();  
    this.pick();  
}
```

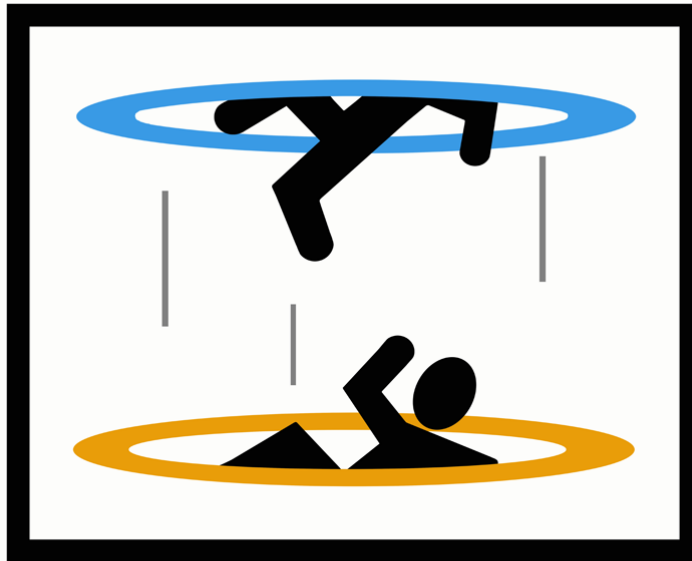
Looping errors

- What's wrong with the code snippet below?

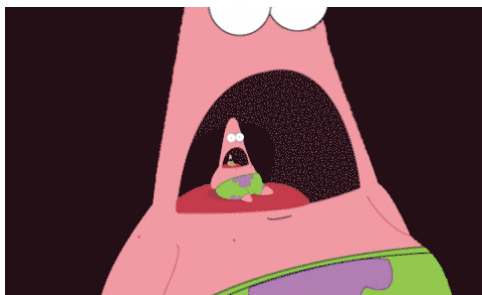
```
while (this.isFacing(NORTH)) {  
    this.hop();  
    this.pick();  
}
```

It's an **infinite loop**!





CAUTION



Don't get stuck in infinite loops!

Make progress towards the goal

Today's Scenario

- We have a world that creates random "hurdles"
- Want to make our `Jeroo` smart enough to hop "over" the hurdles
- Scenario ZIP has TODO comments to provide hints

