

You can access these slides on the course Github:  
<https://github.com/natrask/ENM1050>

# **ENGR 1050**

# **Intro to Scientific Computation**

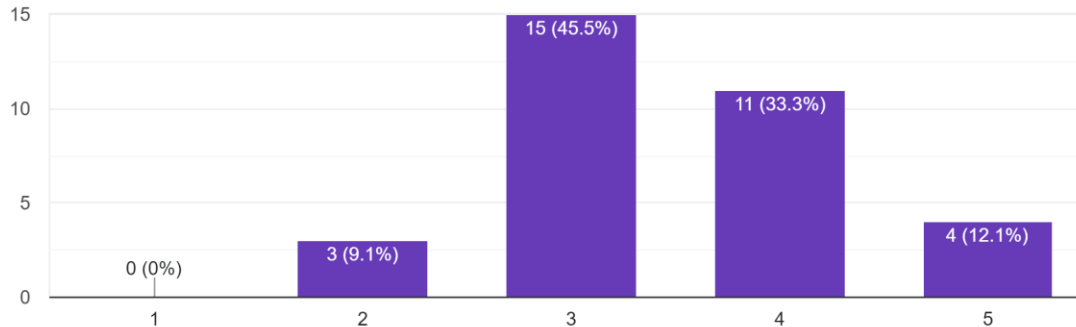
## **Lecture 04 – For and while loops**

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# Course feedback: Pacing, pair coding

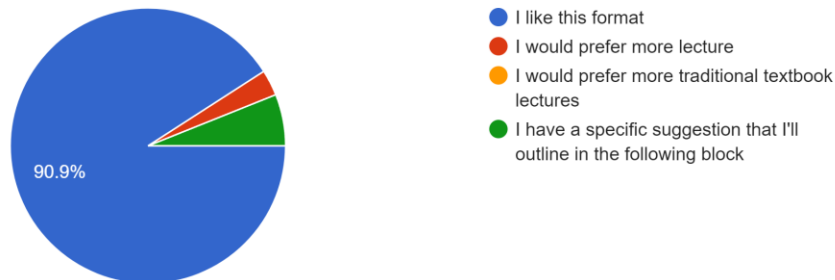
How is the pace of the course (1 too slow, 3 good, 5 too fast)

33 responses



How do you feel about the current lecture format (20-30m lecture + pairwise coding exercises with 1-1 support through raising your hand)

33 responses



**Shorter inclclasses, shifting toward scientific apps** 2

# **Review from last week**

# What is the difference between:

```
val = # some number
```

```
if val < 0 :
```

```
    a = 0
```

```
elif val > 1 :
```

```
    a = 1
```

```
else :
```

```
    a = val
```

```
val = # some number
```

```
a = val
```

```
if val < 0 :
```

```
    a = 0
```

```
elif val > 1 :
```

```
    a = 1
```

# What is the difference between:

```
val = # some number
```

```
if val < 0 :
```

```
    a = 0
```

```
elif val > 1 :
```

```
    a = 1
```

```
else :
```

```
    a = val
```

For this one, you need to make sure  
you wrote all the possible paths

```
val = # some number
```

```
a = val
```

```
if val < 0 :
```

```
    a = 0
```

```
elif val > 1 :
```

```
    a = 1
```

This one is safer

# Last Week:

```
if CONDITION1:  
    BODY1  
elif CONDITION2:  
    BODY2  
else:  
    BODY3
```

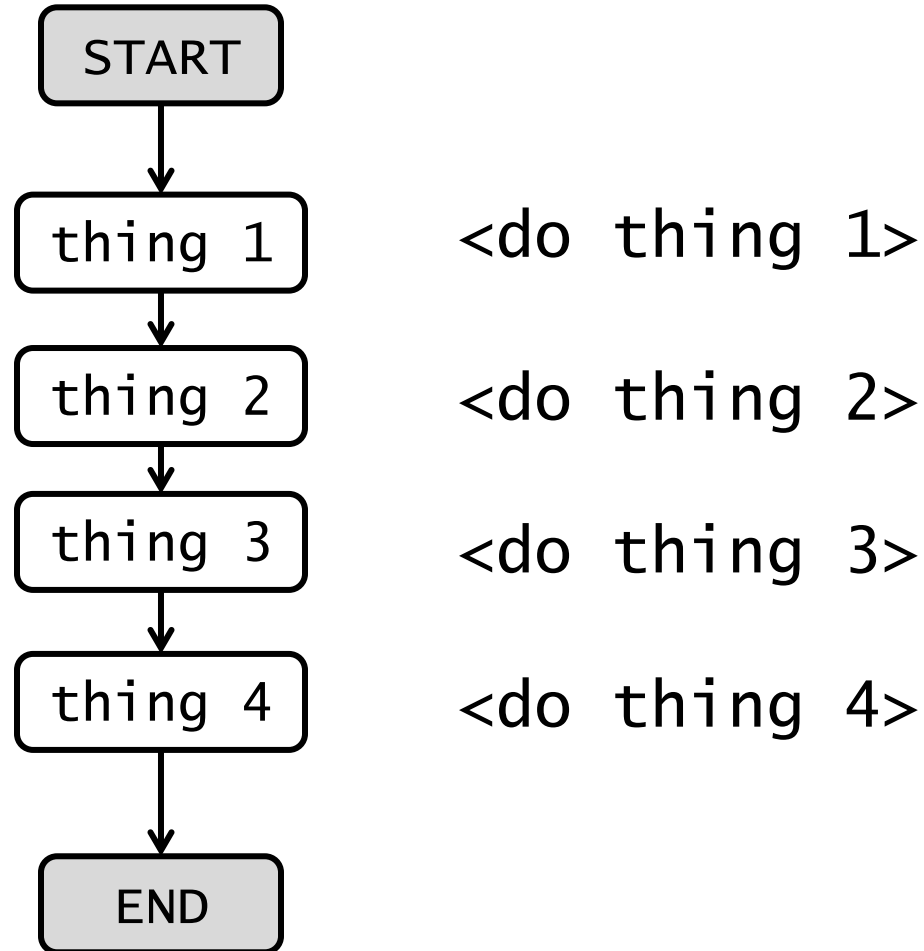
**CONDITION** must produce a **Boolean**

<code>x == y</code>	true if x equals y
<code>x ~= y</code>	true if x does not equal y
<code>x &gt; y</code>	true if x greater than y
<code>x &lt; y</code>	true if x less than y
<code>x &gt;= y</code>	true if x greater than or equal to y
<code>x &lt;= y</code>	true if x less than or equal to y
<code>x and y</code>	true if both x and y are true
<code>x or y</code>	true if either x or y are true
<code>not x</code>	true if x is false

**This week: for and while loops**

# Beyond sequential execution

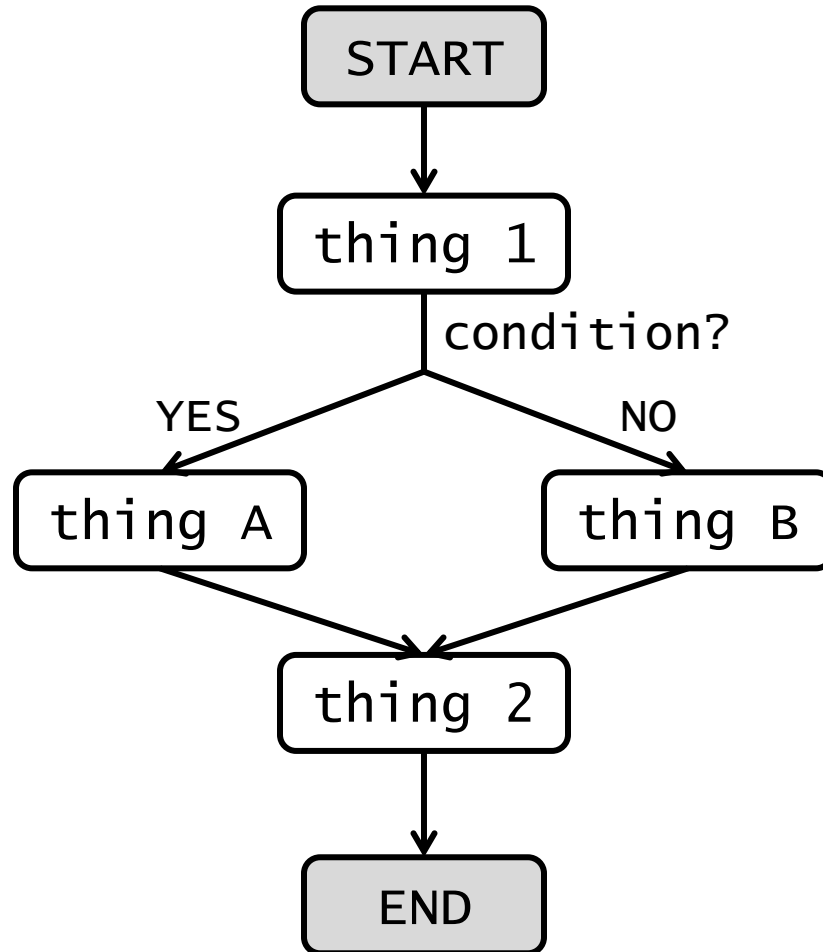
Our first programs looked like this



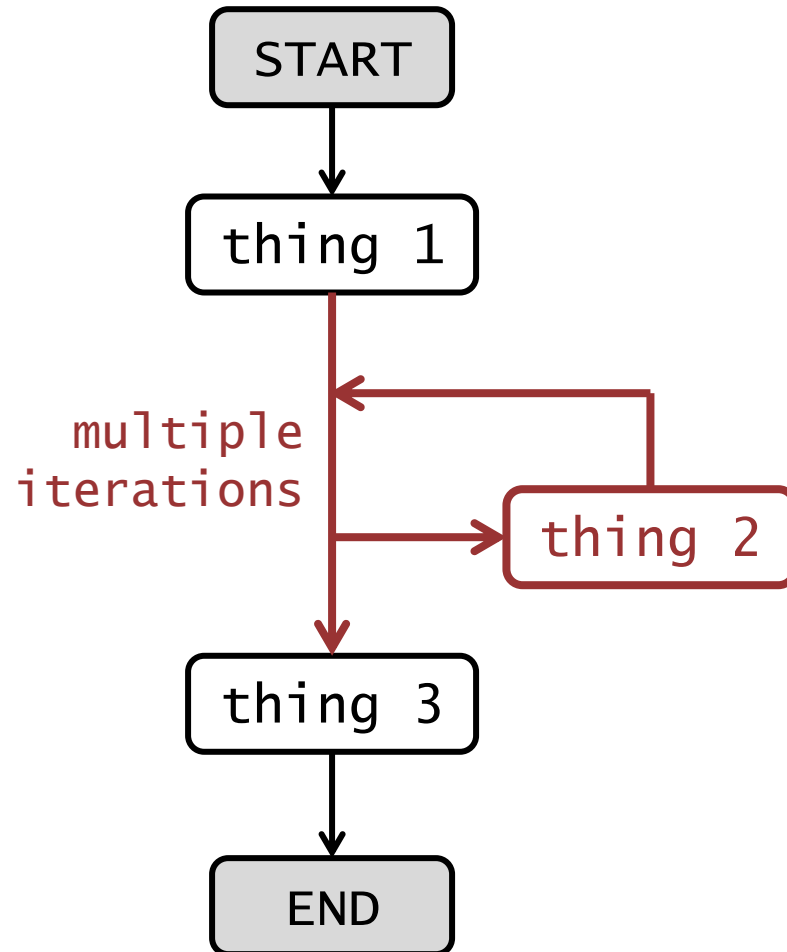


# Beyond sequential execution

Last week, sequential execution was not enough



# What if I want something more complicated?



## First: Back to Lists

```
numbers = [10, 20, 30]
```

```
list_of_lists = [[1, 2, 3], [4, 5, 6]]
```

# Getting the length of an array

## `len(s)`

Return the length (the number of items) of an object. The argument may be a sequence (such as a string, bytes, tuple, list, or range) or a collection (such as a dictionary, set, or frozen set).

Example:

```
list1 = [1, 2, 3]  
len(list1)
```

You can also use `len` on `numpy.array`s. (We'll get to these later)

Example:

```
array1 = numpy.array([1, 2, 3])  
len(array1)
```

# Using range

Generates a **list** from **start** up to (but excluding) **stop** in increments of **step**

```
range([start=0], stop, [step=1])
```



Optional args  
(default params)

**Super-useful:** range(n)

- Generates a list from 0 up to (but excluding) n

```
range(4)  
range(1, 7, 2)
```

# for loops

Iterate (move one by one) through the elements of a sequence (list, string, etc)

```
for ELEMENT in SEQUENCE:  
    BODY
```

For each **ELEMENT** in **SEQUENCE**, the **BODY** is executed  
**BODY** may or may not use **ELEMENT**

```
for i in [0, 1, 2, 3]:  
    print('howdy \n')
```

```
for i in [0, 1, 2, 3]:  
    print('i =' + str(i))
```

# Combining Loops, Conditionals, and Functions

Everything we have learned so far can be nested

```
for i in range(6) :  
    if (i % 2 == 0) :  
        print(str(i)+" is even")  
    else:  
        print(str(i)+" is odd")
```

```
for i in range(1,6) :  
    for j in range(1,6) :  
        print(i, j, i+j)
```

You can use commas instead of + in print as a shorthand for printing multiple values

# In-class Demo Code

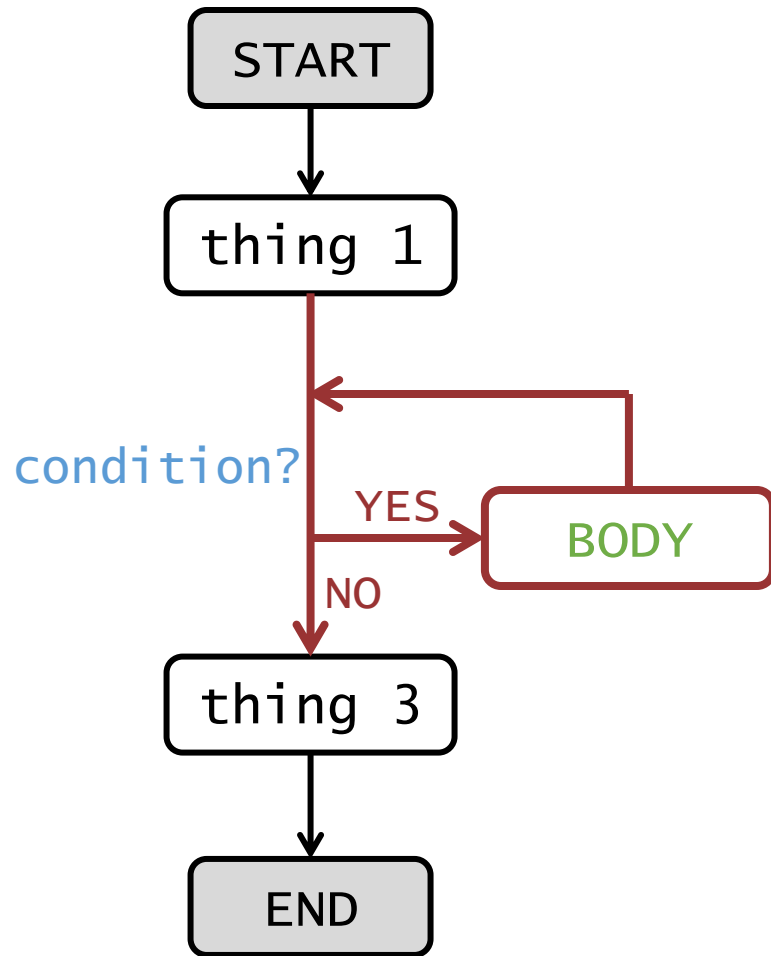
```
a_list = range(3, 20, 2)  
print(list(a_list))
```



```
for i in range(6):  
    if (i%2 == 0):  
        print(str(i)+" is even")  
    else:  
        print(str(i)+" is odd")
```

```
for i in range(1, 6):  
    for j in range(1, 6):  
        print(i, j, i+j)
```

# while loops



```
while CONDITION:  
    BODY
```

While **CONDITION** is **true**,  
**BODY** is executed repeatedly

**BODY** executed as a block

**CONDITION** is checked only at  
the **start** of each block  
execution

# Break and Continue

`break` exits out of the loop

`continue` skips the rest of the loop and continues to the next iteration

**They work on the innermost loop**

```
for i in range(5):  
    for j in range(5):  
        if j > i:  
            break  
        print(i, j)
```

# Compare

```
sum = 0
num = 0
while sum <= 100:

    sum = sum + num;
    num = num + 1

print(num)
```

```
sum = 0

for num in range(10000000):
    if sum > 100:
        break

    sum = sum + num

print(num)
```

# for vs while

for loop is primarily used

- for iterating over a sequence of values
- when we know the number of iterations in advance

while loop is primarily used

- when we don't know the number of iterations in advance (they could be controlled by user input)

# Common (semantic) errors in loops

- Forgetting to increment/decrement index variable
- Incrementing/decrementing in the wrong direction
- Nested loops: using the same index variable twice

## **Some extra tricks**



# Introducing: List comprehension

Compactly generate a list following a rule to assign values

```
lc_list = [EXPRESSION for ITEM in LIST]
```

Evaluate **EXPRESSION** on each **ITEM** in the **LIST**, appending the result to a new list

```
isodd = [bool(i%2) for i in range(10)]  
print(isodd)
```

```
[False, True, False, True, False, True, False, True, False, True]
```

# Introducing: List comprehension

```
lc_list =  
    [EXPRESSION for ITEM in LIST if COND]
```

Evaluate **EXPRESSION** on each **ITEM** in the **LIST**, appending the result to a new list, if **COND** is true

```
oddnums = [i for i in range(10) if (i%2)==1]  
print(oddnums)
```

```
[1, 3, 5, 7, 9]
```

# In-Class: 05\_ForLoops

Do this with a **different partner than last time**.

Turn in as a pair on Canvas.

Tips for pair programming:

- Switch off who is typing.
- The person who is not typing should:
  - Make comments or suggest potential solutions
  - Be “devil’s advocate”: what are potential issues with what is being typed
  - Suggest other things to explore

**At-Home:** HW 2 due tomorrow