

# Programming in Python

## For Loops

# More Loops

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- There are 2 types of loops in Python
  - › A **while** loop repeats based on a condition
  - › A **for** loop repeats based on a sequence



# for Loop

- Use the reserved words **for** and **in**.



Indentation  
matters!

```
for variable in sequence:  
    statement(s) (using variable)  
    # there may be more statements  
    # code after the loop
```

```
counter = 0  
while counter < 30:  
    print(counter)  
    counter = counter + 1
```

```
for counter in range(30):  
    print(counter)
```

# What is a sequence?

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- A sequence is an "ordered set of things".
  - › A group of items stored together in a collection
- Examples in Python
  - › a "range" of numbers
  - › string variables
  - › lists (in future)

2, 4, 6, 8, 10

"Hello World"

```
["science", "technology", "engineering", "math"]
```

# range() function

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- The **range()** function will generate a sequence of numbers based on some parameters.
  - › **stop** is an example of a parameter and allows us to pass information into a function.
  - › This function returns a sequence of integers that start at 0, increase each time by 1, and count up to (but not including) the **stop** parameter.

```
range(stop)
```

```
for counter in range(6) :  
    print(counter)
```

0  
1  
2  
3  
4  
5

# range() function

- We can add a **start** parameter.
  - › **start** must be before **stop**.

```
range(start, stop)
```

```
for counter in range(1, 11):  
    print(counter)
```

```
1  
2  
3  
4  
5  
6  
7  
8  
9  
10
```

# range() function

- We can also add a **step** parameter.
  - › **start** must be the first parameter.
  - › **step** must be the last parameter.

```
range(start, stop, step)
```

```
for counter in range(10, 0, -1):  
    print(counter)
```

10  
9  
8  
7  
6  
5  
4  
3  
2  
1

# Strings are sequences too!

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- Sequences have order, and so do strings.

```
for variable in string:  
    statement  
        # there may be more statements  
    # code after the loop
```

```
for letter in "STEM":  
    print(letter)
```

S  
T  
E  
M

# for Loop

---

- Use the reserved words **for** and **in**.

```
for variable in sequence:  
    statement  
    # there may be more statements  
    # code after the loop
```

```
for counter in range(30):  
    print(counter)
```

```
for letter in "STEM":  
    print(letter)
```

# The **in** Operator

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- Use **in** within a Boolean expression
  - › Returns **True** if the item is a member of the sequence.
- Branching

```
if item in sequence:  
    statement
```

- While loop

```
while item in sequence:  
    statement
```

# Using the in Operator

- Branching and sequence is a string

```
if string1 in string2:  
    statement
```

```
message = input("Enter a message: ")  
subStr = input("Enter a string: ")  
if subStr in message:  
    print("Found")  
else:  
    print("NOT Found")
```

```
Enter a message: Be the sunshine!  
Enter a string: sun  
Found
```

# Using the in Operator

- While loop and sequence is a string

```
while string1 in string2:  
    statement
```

```
letter = input("Enter a vowel: ")  
while letter not in "aeiou":  
    letter = input("Enter a vowel: ")  
print("You entered the vowel", letter)
```

```
Enter a vowel: b  
Enter a vowel: q  
Enter a vowel: t  
Enter a vowel: e  
You entered the vowel e
```

# Using the `in` Operator

- Branching and use `range()` to get a sequence of ints

```
if intVar in range(start, stop, step):  
    statement
```

```
num = int(input("Enter an integer: "))  
if num in range(0, 11, 2):  
    print("You entered an even number between 0 and 10")
```

```
Enter an integer: 6
```

```
You entered an even number between 0 and 10
```

# len() Function

- The len() function returns the length of any sequence.

```
var = len(sequence)
```

```
message = "Happy Birthday!"  
num = len(message)  
print(message, "has", num, "characters.")
```

Happy Birthday! has 15 characters.

- What type of variable is num?

int

# Nested Loops

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- You can use loops inside of other loops.
- Let's use a for loop inside of a for loop.

```
for num in range(3):  
    for letter in "abc":  
        print(num, letter)
```

0	a
0	b
0	c
1	a
1	b
1	c
2	a
2	b
2	c

- Do you see a pattern?

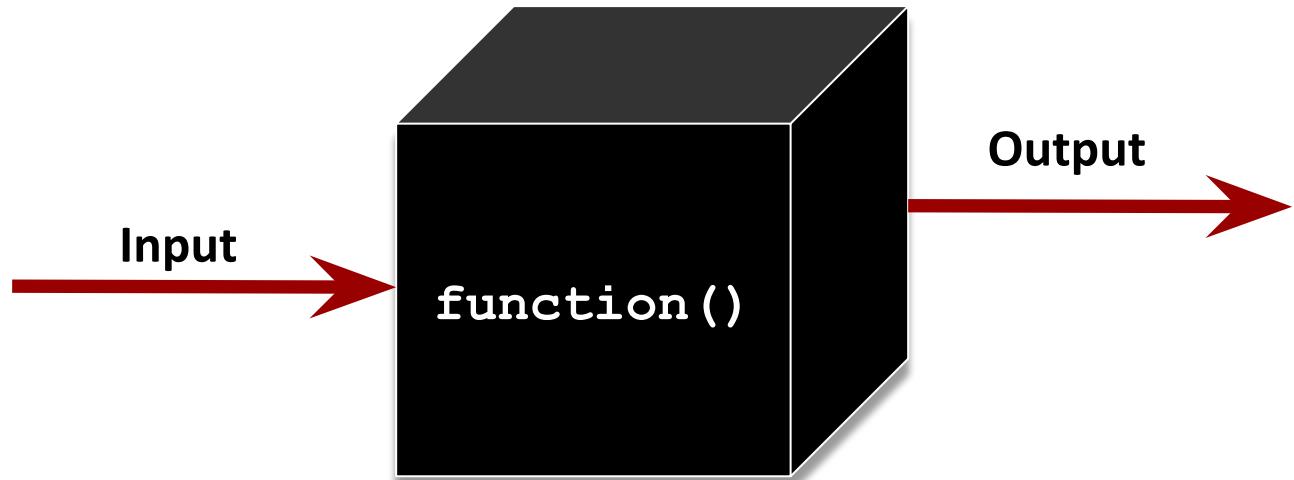
# Programming in Python

## Modules

# Functions

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- Perform a task and then return control to your program
- Reuse code
  - Write once, use many times
- Many functions have been defined that we can use



# Calling Functions

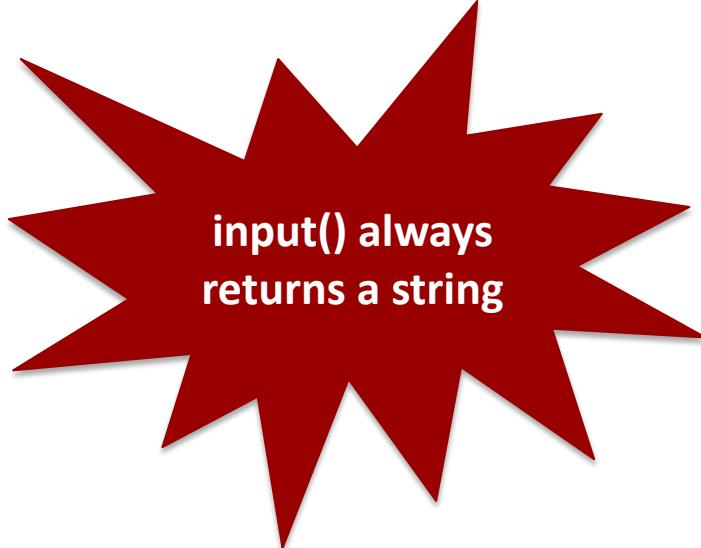
- Call input() function

```
str = input("Prompt: ")
```

- Since input() returns a string,  
need to create a variable
- Examples

```
name = input("Enter your name: ")
print("Hi, " + name + "!")
```

```
Enter your name: Quinn
Hi, Quinn!
```



input() always  
returns a string

# Modules

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- A module is a file containing Python definitions and statements.
- Many modules have been created by other developers with various functions that we want to use.
- To use the function, we have to tell PyCharm about them.
- We need to import a module.

```
import module
```

```
import random
```

- A module is NOT modulo, which is the math operator %.

# Accessing Functions inside Modules

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- To access a function, you must use the module name

*module.functionName()*

```
floatNum = random.random()  
# float between 0.0 and 1.0  
print(floatNum)
```

```
intNum = random.randrange(0, 10)  
# int between 0 and 9 (inclusive)  
print(intNum)
```

0.8293787843926647

6

# Random Module

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- Generates pseudo-random numbers
- Contains various functions that can be called

Function	Description
<code>choice(<i>sequence</i>)</code>	Returns a random element from the given sequence
<code>randint(<i>start</i>, <i>stop</i>)</code>	Returns a random number between the given range inclusive of the stop parameter
<code>randrange(<i>start</i>, <i>stop</i>)</code>	Returns a random number between the given range
<code>random()</code>	Returns a random float number between 0 and 1
<code>seed(<i>a</i>, <i>version</i>)</code>	Initialize the random number generator Both parameters are optional

- Need to import the random module at the top of your code
  - › Right below the top comment block

# Random Examples

```
import random # import the random module
```

```
random_num = random.randrange(10)  
# random number between 0 and 9  
print(random_num)
```

```
random_num = random.randrange(1, 11)  
# random number between 1 and 10  
# random number between 1 and 11 (exclusive)  
print(random_num)
```

```
random_num = random.randrange(0, 101)  
# random number between 0 and 100  
# random number between 0 and 101 (exclusive)  
print(random_num)
```

0  
10  
85

# Random Examples

```
import random # import the random module

random_num = random.randint(1, 10)
# random number between 1 and 10 (inclusive)
# random_num could equal 10
print(random_num)

random_char = random.choice("abcdef")
# random character from the "abcdef" string
print(random_char)

message = "hello world"
random_char = random.choice(message)
# random character from the message variable
# random_char could equal the space character
print(random_char)
```

8  
d  
l

# Math Module

- Contains various mathematical functions

Function	Description
<code>fabs(x)</code>	Returns the absolute value of x
<code>sqrt(x)</code>	Returns the square root of x
<code>cos(x)</code>	Returns the cosine of x radians
<code>sin(x)</code>	Returns the sine of x radians
<code>tan(x)</code>	Returns the tangent of x radians

```
import math # import the math module
num = math.sqrt(16)
print(num)
```

4 . 0