



Basic Program Structure

Repetition (Looping)

Lesson Objectives



At the end of this lesson, you should be able to:

- Explain the need for repetition in programming
- Familiarize with the structure of a loop
- Apply the loop design strategy when developing loops
- Distinguish between counter-controlled loop and sentinel-controlled loop

Topic Outline



The Structure of a Loop



The Loop Design Strategy



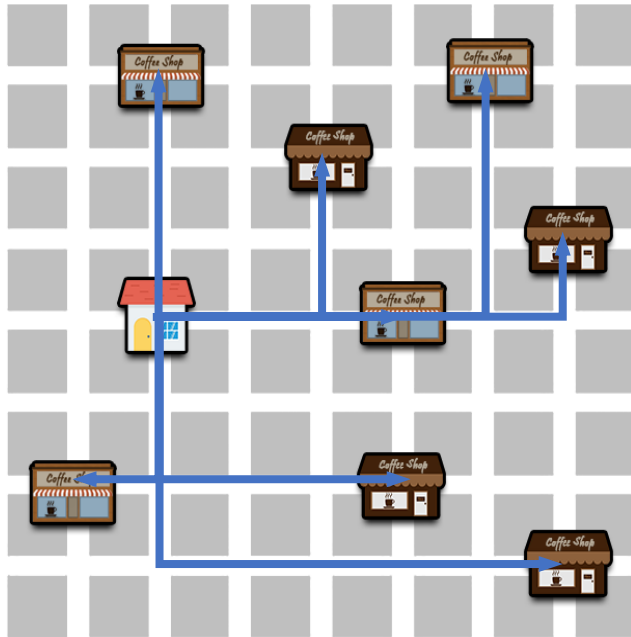
Counter-Controlled Loop



Sentinel-Controlled Loop

Recall: Finding Distance Between Two Points

What if there were many coffee shops?



If we only have a *sequence*... \Rightarrow **Tedious**

We need to **repeat** certain instruction(s).

E.g., calculate the travel distance between two points **exactly N times**, where N is the total number of coffee shops.

N times

```
Read horizonDist
Read vertDist
dist = horizonDist + vertDist
Display distance traveled between these two points

Read horizonDist
Read vertDist
dist = horizonDist + vertDist
Display distance traveled between these two points

:
```

Recall: Finding Distance Between Two Points

What if there were many coffee shops?

If we only have a *sequence*...

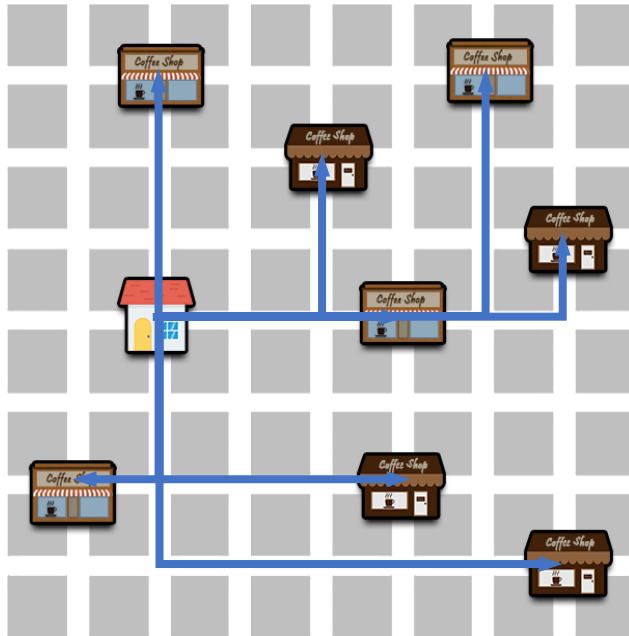
⇒ **Not reusable**



Example

Different users have different numbers of coffee shops nearby.

Hence, the number to repeat the certain instruction has to be changed for different users.



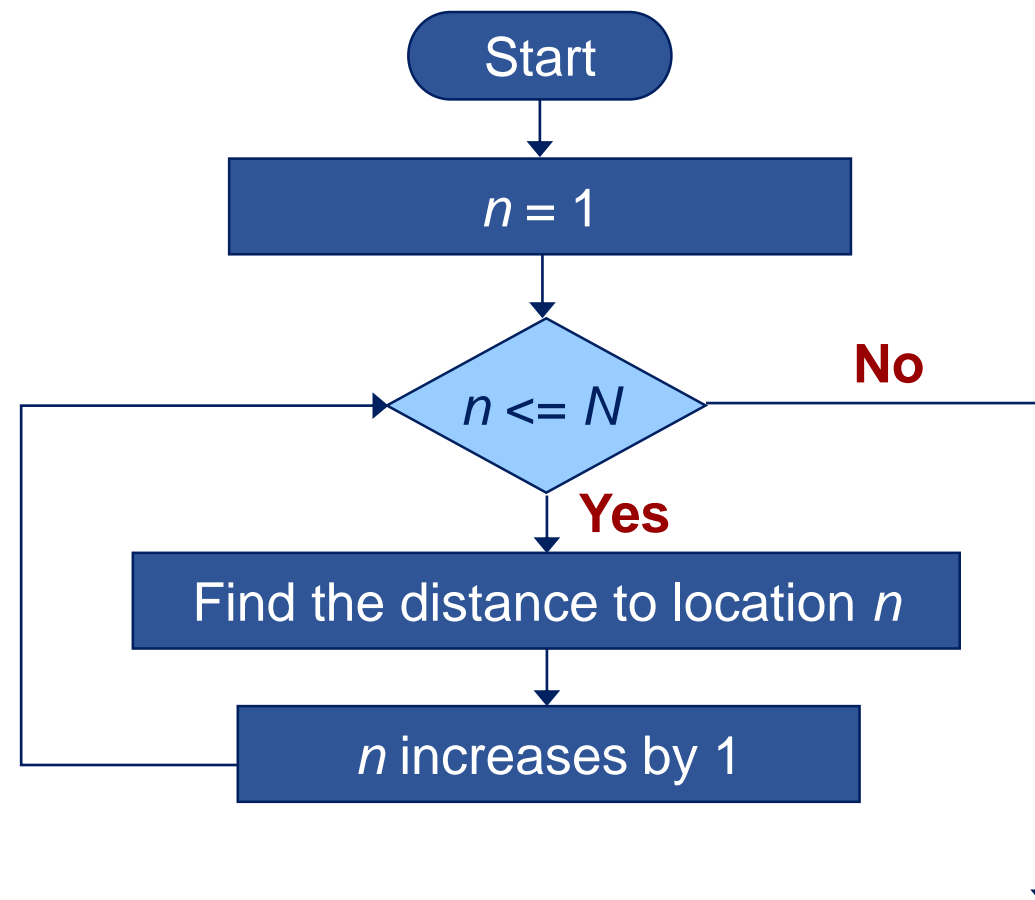
Solution: Looping

Looping

A computer program **can dynamically** choose how many times it repeats certain instruction(s) **during** the programme runtime.

Program instructions can be repeated **dynamically**.

- Sometimes three times, sometimes 1,000 times, or sometimes not even repeat at all.



Solution: Looping (Cont'd)

The program is the same for different users (it doesn't need to change for different numbers of repetitions).

Pseudocode

```
Count = 1
WHILE count <= N
    Read horizonDist
    Read vertDist
    dist = horizonDist + vertDist
    Display distance traveled between two points
    Increase count by 1
END WHILE
```


General Structure of a Loop

Four Steps

1. Initialize

Loop control variable

2. Test

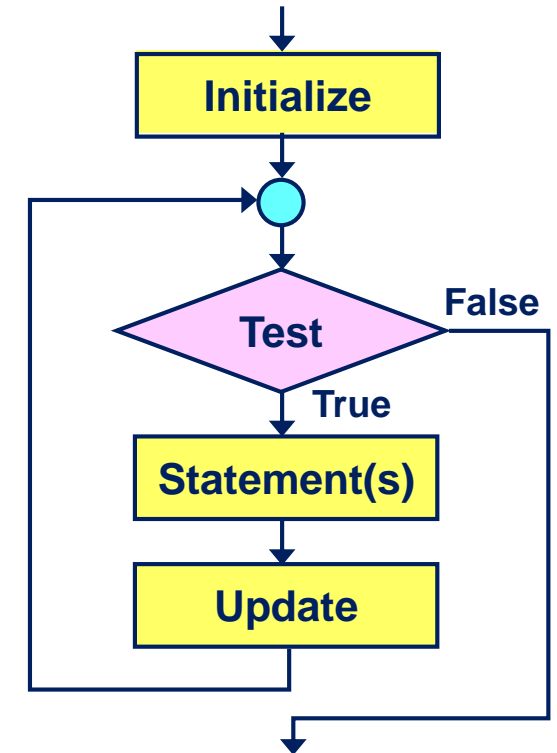
Continue the loop or not?

3. Loop body

Main computation being repeated

4. Update

Modify the value of the loop control variable so that next time when we test, we may exit the loop



- Sometimes a loop may not have all of them. E.g., *Infinite loop* (Test condition is always true).
- A one-time execution of a loop body is referred to as an **iteration** of the loop.

General Structure of a Loop: More Application

Compute the Average Height of the Students in a Class



General Structure of a Loop: More Application (Cont'd)

Compute the Average Height of N Students in a Class

Pseudocode		
	SET sum TO 0	
1	SET counter TO 0	// Initialize
2	WHILE counter < N	// Test
3	{ READ height ADD height TO sum	// Loop body
4	INCREMENT counter BY 1	// Update
	END WHILE	
	COMPUTE average = sum / counter	
	PRINT average	

Loop Design Strategies

Step 1

Identify the statements that need to be repeated

Step 2

Wrap these statements in a loop

```
while (true) {  
    Statements;  
}
```

Step 3

Code the loop-continuation-condition and add appropriate statements for controlling loop

```
while (loop-continuation-condition) {  
    Statements;  
    Additional statements for controlling the loop;  
}
```



Note: In designing loops, consider both the loop control structure and the loop body.

Two Kinds of Loops

Counter-Controlled Loop

The number of repetitions can be **known** before the loop body starts; just repeat the loop on each element in a preset sequence.



Sentinel-Controlled Loop

The number of repetitions is **NOT known** before the loop body starts.

- For example, a *sentinel value* (e.g. -1 , different from normal data).



Counter-Controlled Loop: Application

Compute the Average Height of the Students in a Class



Pseudocode

```
sum = 0.0
REPEAT N times
    ASK user for next student's height
    sum += height
END of REPEAT
Average = sum / N
```

Assumption: The number of students is known before the start of the loop

Sentinel-Controlled Loop: Application

Compute the Average Height of the People Entering Canteen A in a Day



Are we able to know **beforehand** the number of people entering Canteen A before we start the loop body?



NO

Sentinel-Controlled Loop: Application (Cont'd)

Compute the Average Height of the People Entering Canteen A in a Day



A sentinel value is a special value that signifies the end of the loop.

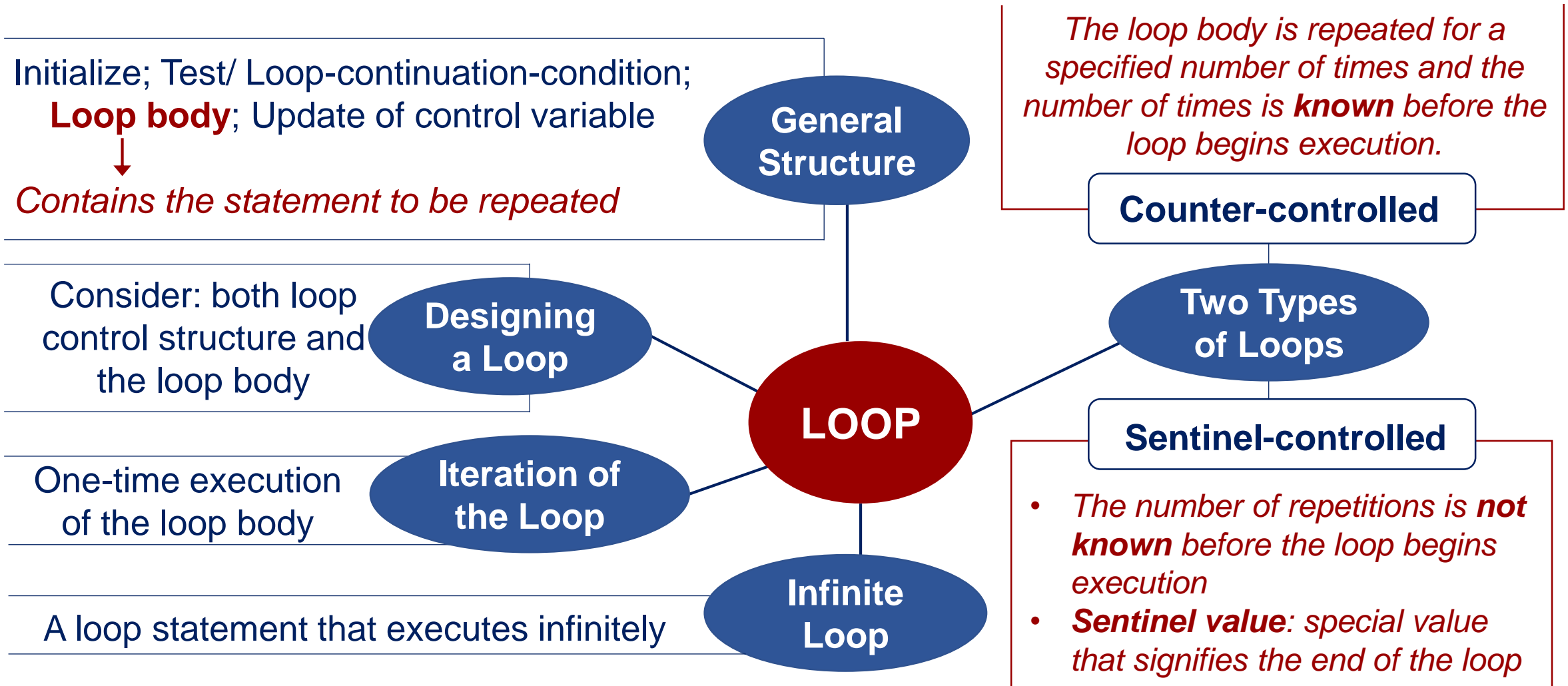


Note: **Time** is the loop control variable.





Loop-continuation-condition: *time is earlier than closing time.*

Pseudocode

```
Initialize {  
    sum = count = 0  
    time = get current time  
Test → WHILE time < Canteen A closing time  
    Loop body {  
        height = get height of next guy  
        sum += height  
        count += 1  
    Update → time = get current time  
    END WHILE
```



References for Images

No.	Slide No.	Image	Reference
1	6		Survey icon [Online Image]. Retrieved April 18, 2018 from https://pixabay.com/en/survey-icon-survey-icon-2316468/ .
2	13		By Arlington National Cemetery - Medal of Honor Day Bus Tour - loading bus, Public Domain, retrieved June 7, 2018 from https://commons.wikimedia.org/w/index.php?curid=63839066 .
3	13		Alpha (2007). Queueing for Tian Tian Hainanese Chicken Rice-Maxwell Road Hawker Center [Online Image]. Retrieved June 16, 2018 from https://www.flickr.com/photos/avlxyz/2498427281 .
4	15		Question problem [Online Image]. Retrieved April 18, 2018 from https://pixabay.com/en/question-problem-think-thinking-622164/ .