

# Repetition Structure Techniques and Common Issues

953103 Programming Logical Thinking

# Flag Variable

# Flag variable

- A special variable use to indicate a status in the source code.
- The value remain the same until the status changes.
- Generally, the flag variable is a Boolean.
  - True for one status
  - False for one status

# Example

Set the  
initial  
state



initialize global counter to 0

initialize global num1 to 0

initialize global flag to false

initialize global num2 to 0

```
when Button1 .Click
do
  set global num1 to TextBox1 . Text
  set global num2 to TextBox2 . Text
  set global counter to get global num1
  while test get global counter ≤ get global num2
  do
    if get global counter = 10
    then
      set global flag to true
      set global counter to get global counter + 1
    if get global flag
    then
      set Label1 . Text to "We have found 10"
```

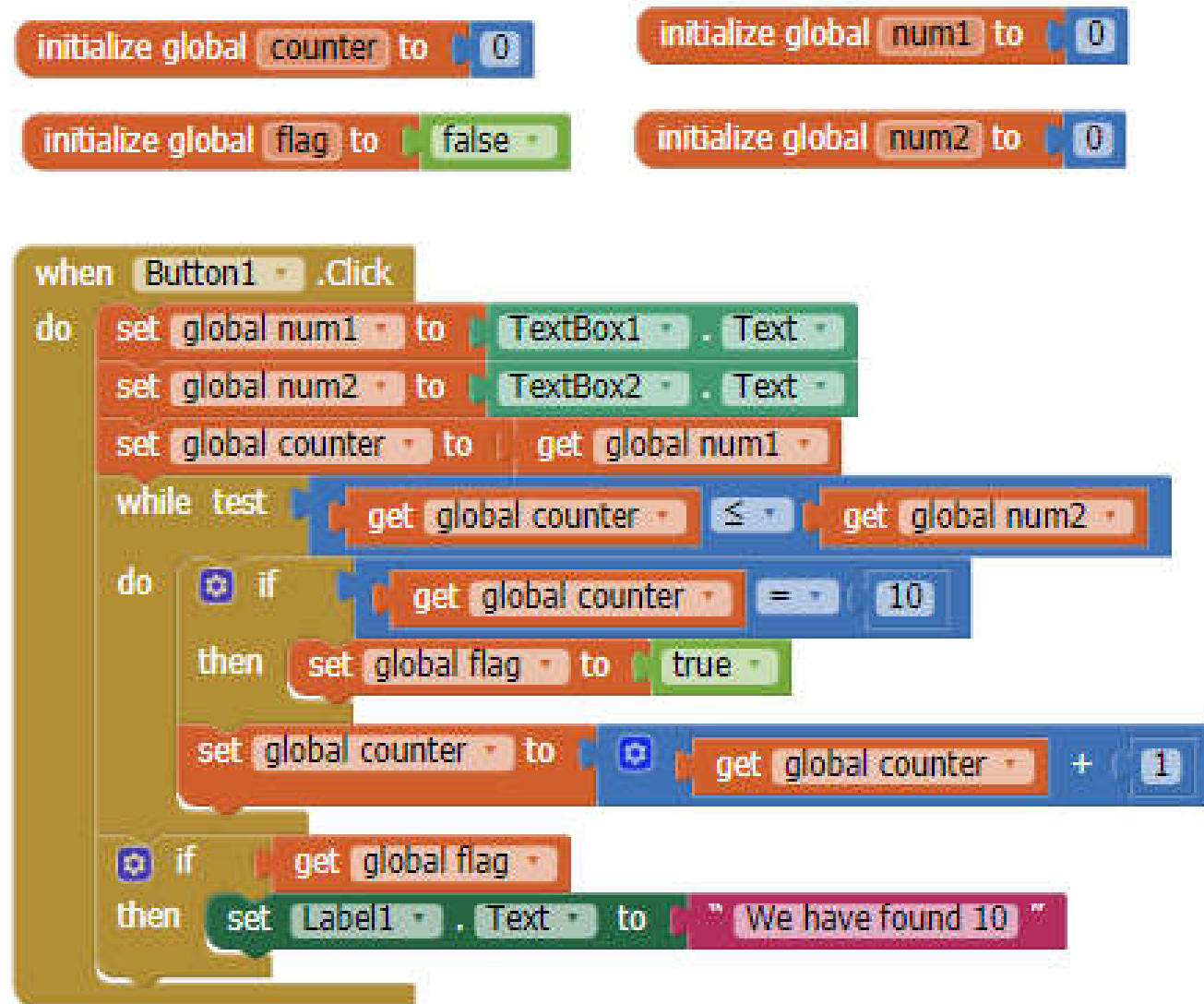


Change the state  
when an event  
takes places

# Example

num1 = 11,  
num2 = 22

What is the  
Text of  
Label1?



# Example

initialize global counter to 0

initialize global num1 to 0

initialize global flag to false

initialize global num2 to 0

num1 = 1,  
num2 = 15

What is the  
Text of  
Label1?

```
when Button1 .Click
do
  set global num1 to TextBox1 . Text
  set global num2 to TextBox2 . Text
  set global counter to get global num1
  while test get global counter ≤ get global num2
  do
    if get global counter = 10
    then set global flag to true
    set global counter to get global counter + 1
  if get global flag
  then set Label1 . Text to "We have found 10"
```

# Case study

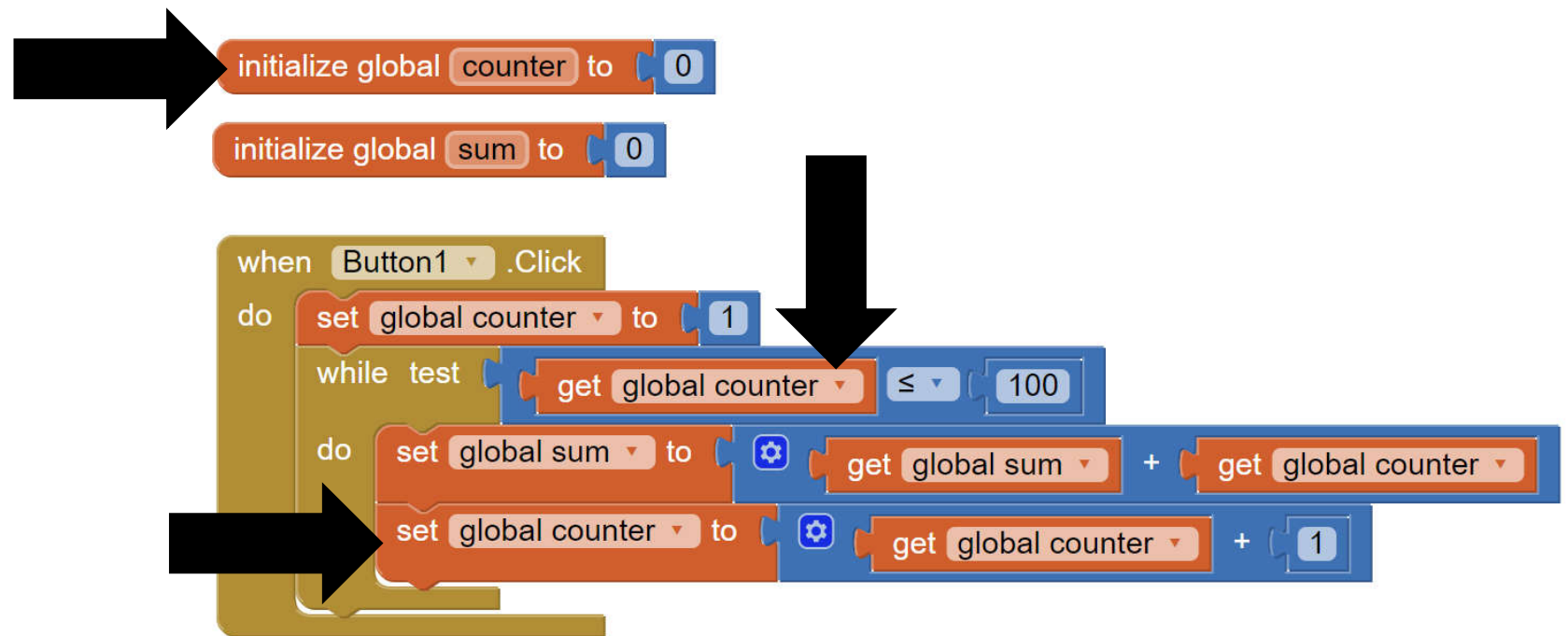
*You have to read 2 non-negative integers. The program shall display 'Wow, I have found it' when there exists an number that is divisible by 3 and 17. Otherwise, the program shall display 'So, Sad...'*

# Sentinel-Controlled Loop



# Sentinel-Controlled Loop

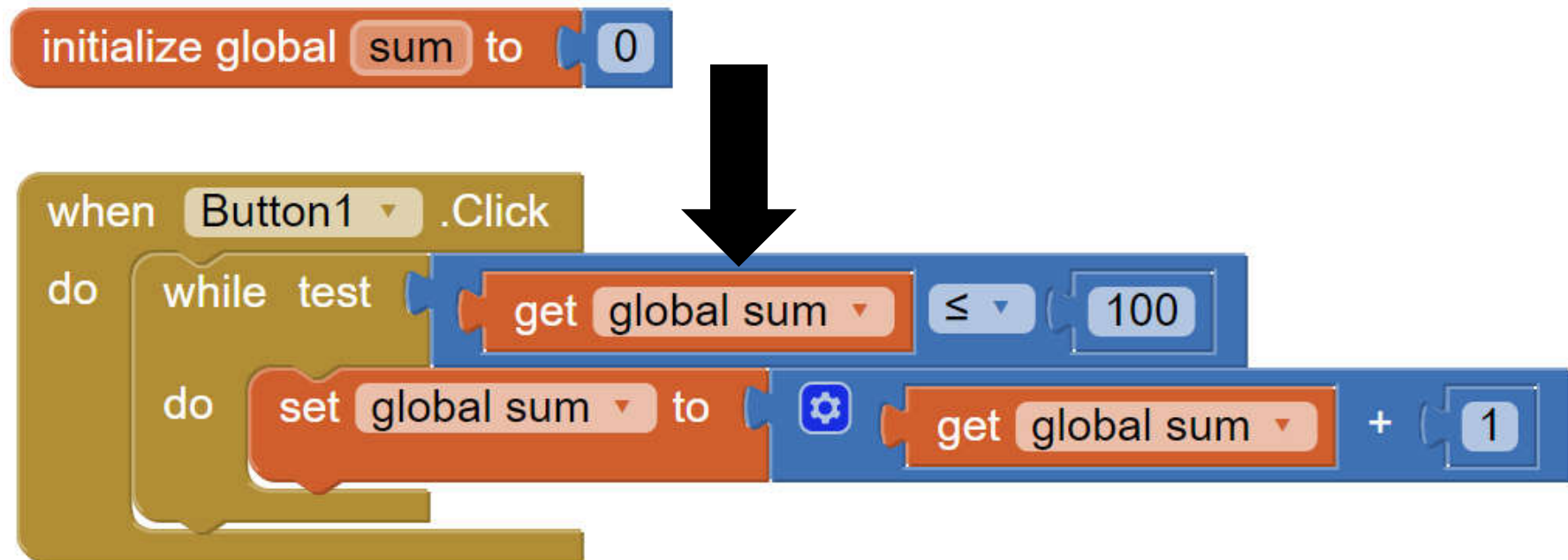
- Generally, the loop is controlled by the iteration.
  - AKA counter-controlled loop



# Sentinel-Controlled Loop

- Sentinel-controlled loop
  - AKA Event-controlled loop
- A type of loop that control by condition
- The number of iteration is not known until the execution.
- The iteration is controlled by sentinel.
  - Signal value, flag value

# Example



# Case study

- Write a flowchart to read the non-negative value from user. The program will terminate when the input is negative.
- Write a pseudocode to read the value from user and add the number to a variable. The program will terminate when summation of all input is equal to 100.

# Off-by-one error

# Off-by-one Error

- AKA OBOE, OBOB, OB1
- It is a problem with the boundary of the loop when the loop iterates 1 round **too many** or **too few**.
- 2 Main causes
  - Not pay attention to the initial state of the loop
  - Use wrong symbol in the stop condition

# Example

*Write a program to add 1 to a variable for 10 times.*

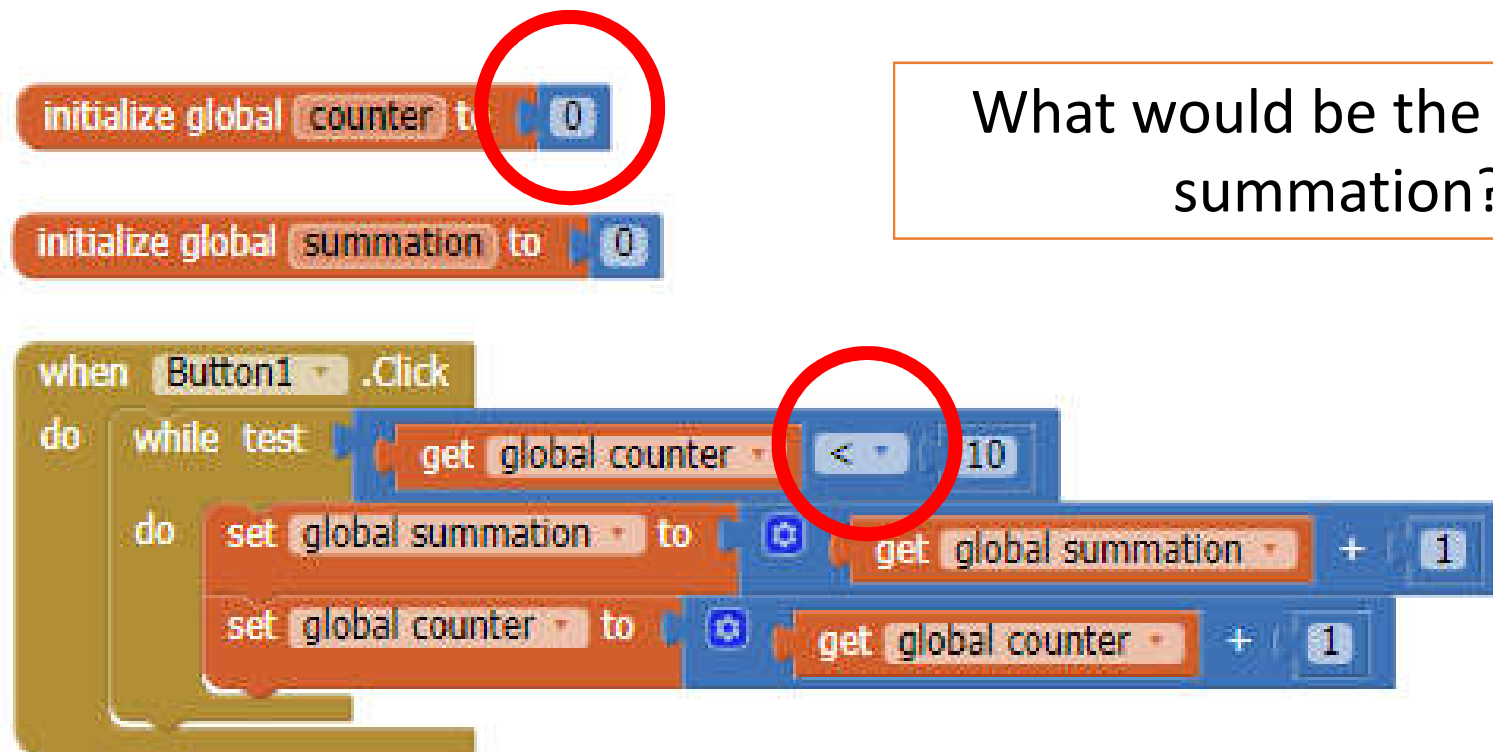
# Example



What would be the value of summation?

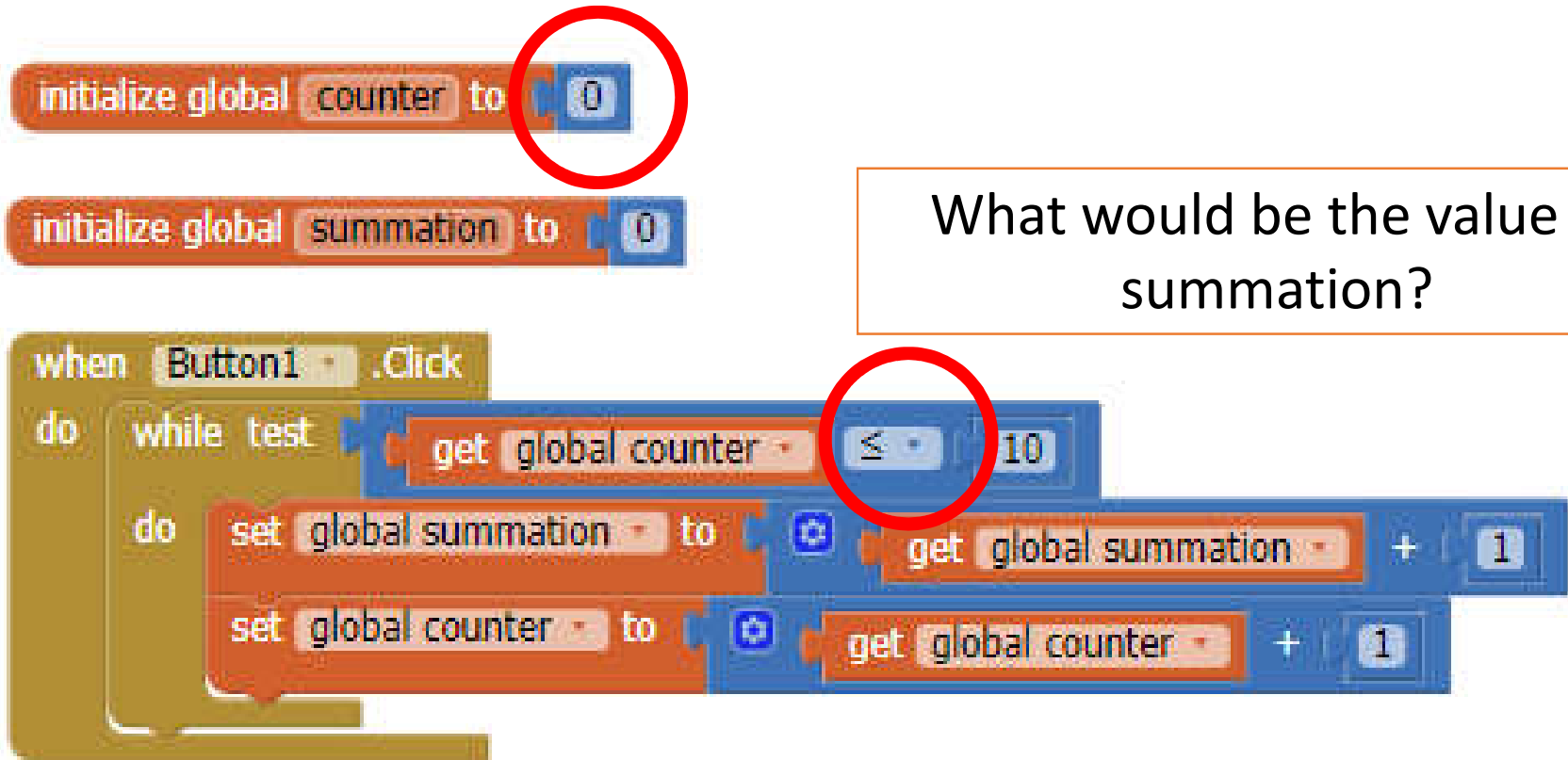


# Example



What would be the value of summation?

# Example



What would be the value of summation?

# Infinite Loop

# Infinite loop error

- Classic problem when working with loop
- It is a problem when the loop does not terminate.
- 2 Main causes
  - Stop condition is poorly designed.

# Example

initialize global counter to 0

initialize global fact to 1

How many times the loop will repeat?



Is it hard to follow the loop?

# Program Tracing

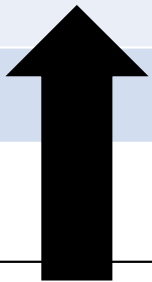
# Program tracing

- It is a technique to test the algorithm or program for logical errors.
- Simulates the flow of the execution.
  - Step by step
  - Keep track of the value changes.
- Focus only the value of each variable.



## Example: Trace table

Step	Variable 1	Variable 2	...	Variable n



Associate with the algorithm or program



Fill the value of the corresponding variable

initialize global counter to 0

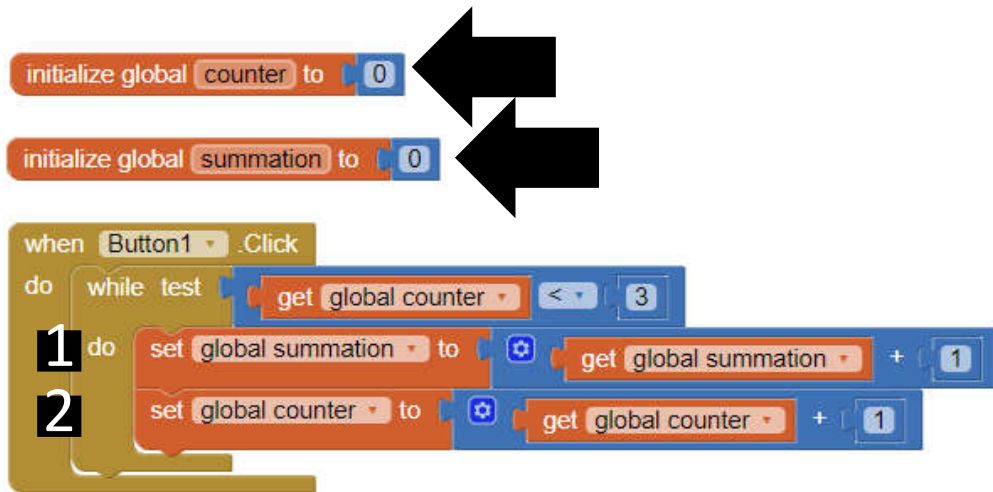
initialize global summation to 0

when Button1 Click

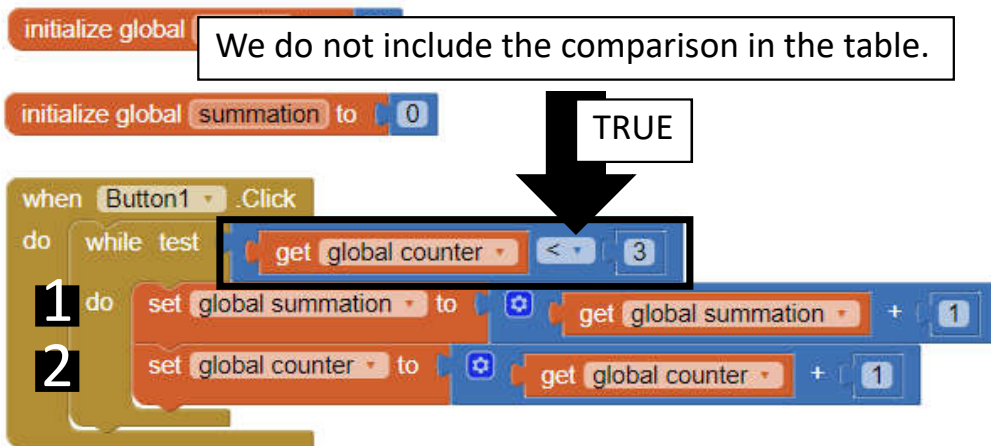
do while test get global counter < 3

1 do set global summation to get global summation + 1

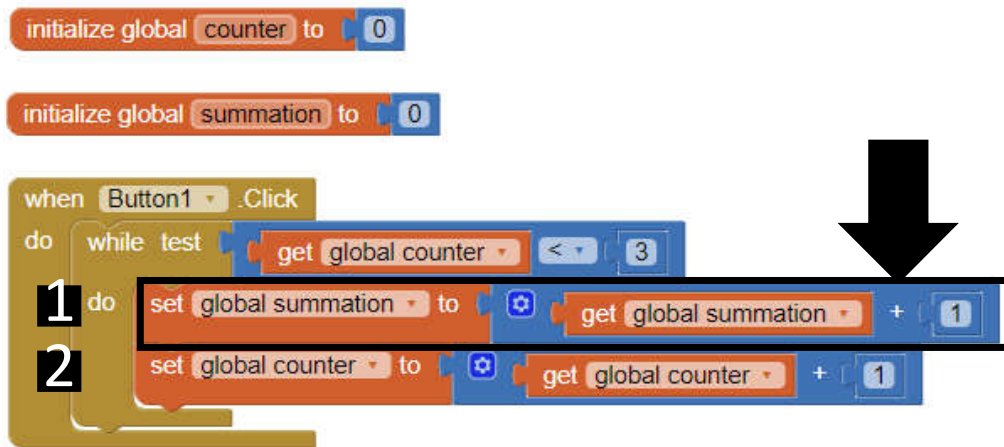
2 set global counter to get global counter + 1



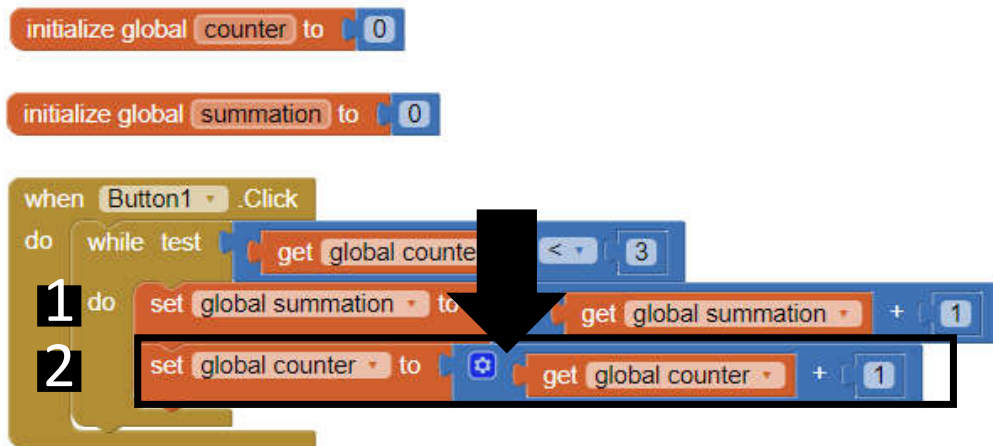
Step	Counter	Summation
initialization	0	0



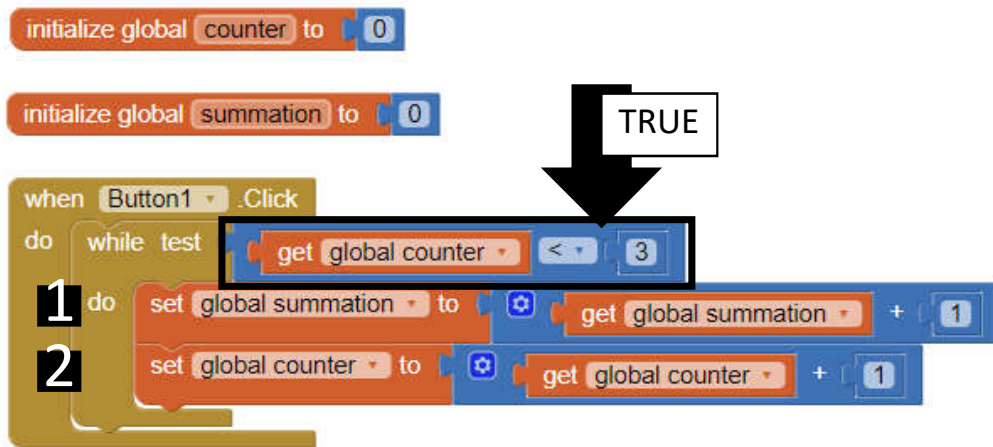
Step	Counter	Summation
initialization	0	0



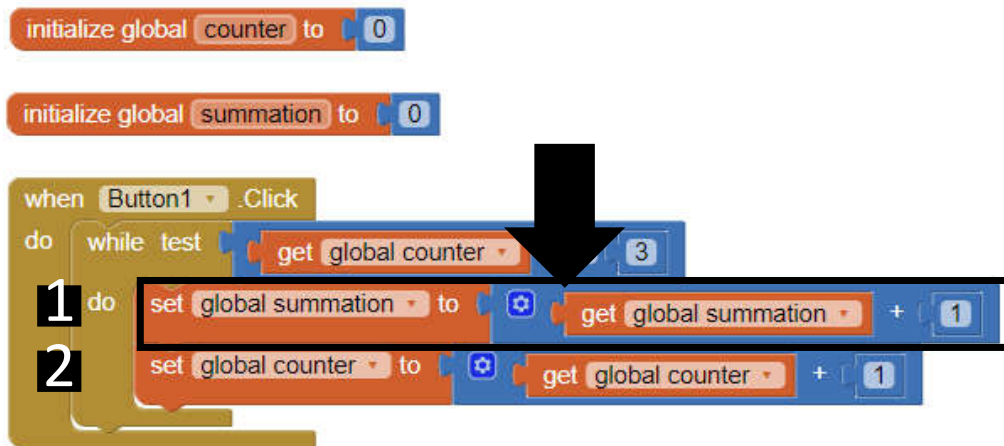
Step	Counter	Summation
initialization	0	0
1	0	1



Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1



Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1

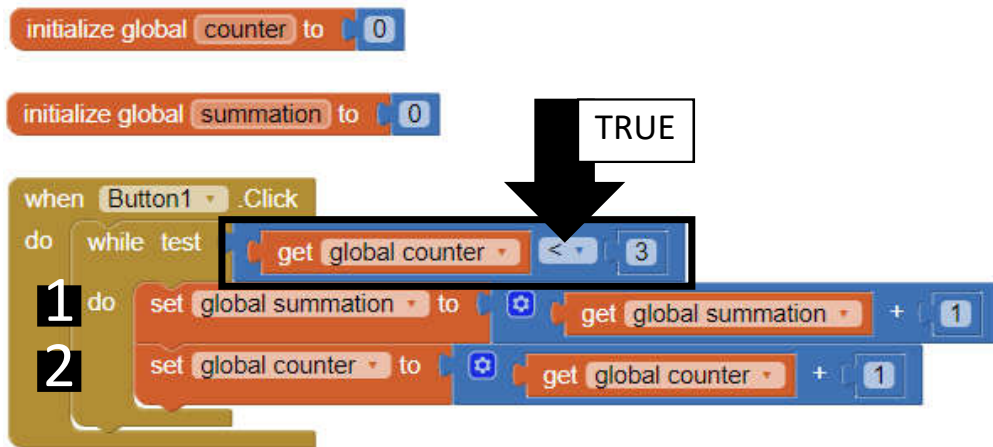


Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2

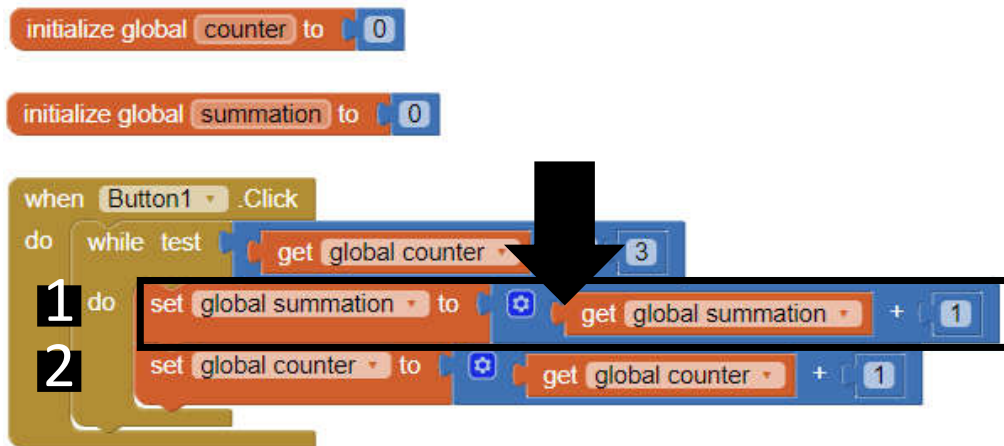




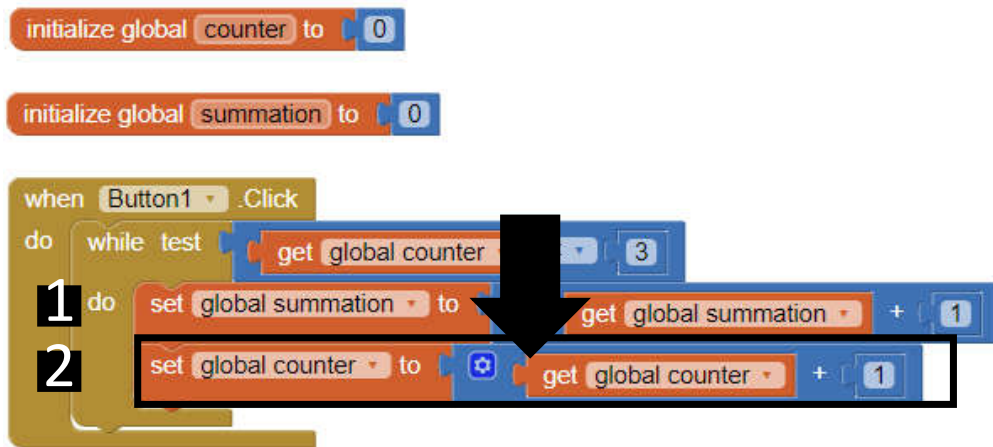
Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2
2	2	2



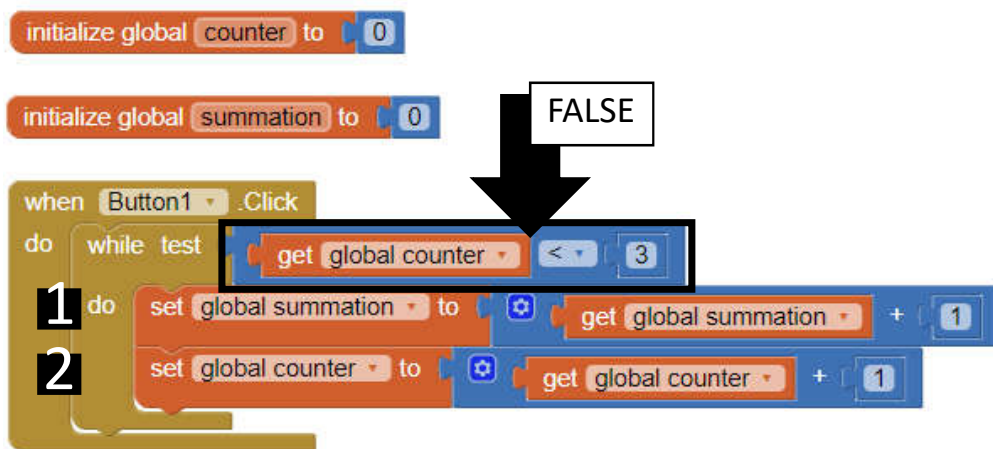
Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2
2	2	2



Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2
2	2	2
1	2	3



Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2
2	2	2
1	2	3
2	3	3



Step	Counter	Summation
initialization	0	0
1	0	1
2	1	1
1	1	2
2	2	2
1	2	3
2	3	3

# Try this !!!

- Group of 2 students
- On a piece of paper.
- Create and complete the trace table.

```
initialize global counter to 0
```

```
initialize global summation to 0
```

```
when Button1.Click
do
  while test (get global counter ≤ 10)
  do
    set global summation to (get global summation + 1)
    set global counter to (get global counter + 1)
```