while loop

while loop is another way to repeat some fragment of code. The loop is repeated as long as some condition is True.

break / continue

The execution of both loop (for and while) can be interrupted using **break** and **continue**. Analyze examples below to figure out how they behave.

while else

You can add else after while loop. The code will execute once when the condition is no longer True. It will not execute when you break the loop.

for elseYou can also add else after for loop. The code will execute if you do NOT use break.

Processing all elements and creating list - map and list comprehension

Ex. 1. Rewrite the following code to use while instead of for.

In []:

Exercises

for i in range(1, 20, 2):
 print(i)

```
In []:

Ex. 2. Write a code that will echo user input until he writes 'quit'.
```

Ex. 3. Write a program that will read integer N and prints numbers from 1 to m, where sum(1, ..., m) < N.

print(random.randint(1, 100))

```
In [ ]:
```

element in the list is smaller than sum of all the numbers without the maximum.

In []: import random

Ex. 4. Create a list with some number of random integers from 1 to 100. You should stop adding new integers to the list when the maximum

```
Ex. 5. Modify the my_sqrt(n, i) funtion from Lab 3 to end when specific approximation is reached. It means, you should not repeat the algorithm specific number of times, but end it when the elements you have to add are smaller than some epsilon.
```

def my_sqrt(n, eps):

```
Ex. 6. Use while loop to print the binary representation of a number.
```

Ex. 7. Process each element using map function on provided list to obtains list of lists containing number and its square.

```
In [ ]:
```

Ex. 9. Use any form of iteration and split() function to read unspecified number of space-separated integers from input().

Ex. 8. Process each element using list comprehension on provided list to obtains list of lists containing number and its square.

In []:

pip install cImage If code below successfully import image, but fails on loading image with image. FileImage you may have wrong image module installed. Try

Extra - Image processing

reinstalling with the following commands:

Below is an example of code that process the image. To use it you may have to install clmage:

```
pip uninstall Pillow
pip uninstall image
```

pip uninstall cImage
pip uninstall PIL

pip install cImage

1. In the example above we remove red colour from image. Analyze the code and try to write some other filters

convert to black-whiteconvert to sepia

convert to greyscale

- 2. Try to make the image 2 times bigger.3. Try to detect edges using Sobel detection algorithm (image.png may be better for this)
- import image

```
In [ ]:
        img =image.FileImage("LutherBellPic.jpg")
                                                                    # we load the image
        print(img.getWidth(), img.getHeight())
                                                                    # we can check sizes with those functions
        newimg = image.EmptyImage(img.getWidth(), img.getHeight()) # we create new image with appropriate size
        print(img.getPixel(0, 0))
                                                                     # we can get each pixel using its position
        print(img.getPixel(0, 0).getBlue())
                                                                     # pixel is represented as RGB. we can get e
        ach color
        for col in range(img.getWidth()):
            for row in range(img.getHeight()):
                p = img.getPixel(col, row)
                newred = 0
                green = p.getGreen()
                blue = p.getBlue()
                                                                 # we create pixel with some values
                newpixel = image.Pixel(newred, green, blue)
                                                                     # and set this pixel in appropriate locatio
                newimg.setPixel(col, row, newpixel)
        n in new image
        newimg.save('bell without red.jpg')
                                                                     # we save new file
```