### The "for" statement in

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Week 2 of the DAPOM course (3)

## A **for** loop is used for iterating over a collection (that is either a list, a tuple, a dictionary, a set, or a string).

```
    Looping through a string:

for each character in "banana":
  print (each_charactes)ignment Project Exam Help
                        https://powcoder.com
Looping through a list:
for each fruit in fruits:
  print(each fruit)
Looping through a range:
for x in range(6):
  print(x)
     Note that range(6) is not giving the values of 0 to 6, but the values 0 to 5.
    ...try using range(3,8), or range (10, 30, 3)
```

# Jumping out and over of loops (break and continue)

• Using break, we can end a loop if a condition is satisfied, before it ends normally, e.g.:

• With the continue statement we can stop the current iteration of the loop, and continue with the next:

```
for fruit in fruits:
   if fruit == "banana":
      continue
   print(fruit)
   ...this last code does not print banana, but prints all the rest
```

### Nested loops

Making 9 combinations of two lists of three elements:

```
adj = ["red", "big", "tasty"]
fruits = ["appleA's,sighbananBrojectcheannyHelp
for adjective in adj:
   for fruit in fruilttsps://powcoder.com
        print(adjective, fruit)
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```

• Creating all numbers from 0 to 99, by concatenating two one-digit strings:

```
for first_digit in range(10):
    for second_digit in range(10):
        print(str(first_digit)+str(second_digit))
```

#### A few more tricks to be used with **for**:

Doing something when the loops ends:

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• for loops <u>cannot be empty</u>, but if you for some reason during the development of code have a for loop with no content, put in the pass statement to avoid getting an error.

```
for x in [0, 1, 2]:
pass
```

### List comprehensions in Python

• Instead of writing a lot of code to produce a new list from an old list, like this:

```
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for ITEM in old_things: https://powcoder.com
    if condition_based_on(ITEM):
    new_things.append(AddnWeChbat.powcoderEM)
```

• We can write in Python much more compact code:

```
new_things = ["something with " + ITEM for ITEM in old_things if
condition based on(ITEM)]
```

# Example (double the odd numbers in a list and make a new list)

• Old programming style (as one would do in C, C++, or Java):

• Pythonesque style:

```
numbers = [1, 2, 3, 4, 5]
doubled_odds = [n * 2 for n in numbers if n % 2 == 1]
```