Programming for Everybody

3. Loops & Iterators





Why looping?

To repeat an action in Ruby!

Ex: displaying posts on your blog page

While loop

The number of times we'll be looping is unknown

Repeats an action in Ruby `while` a certain condition is true

Checks to see if said condition is **true**, and `while` it is, the loop keeps running; as soon as the condition stops being **true**, the loop stops

Until loop

The number of times the action will be repeated is also unknown

Repeats an action in Ruby while a certain condition is false

Checks to see if said condition is **false**, and while it is, the loop keeps running; as soon as the condition becomes **true**, the loop stops

Beware of infinite loops!

```
counter = 1
while counter < 11
     puts counter
     counter = counter + 1 (same as counter +=1)
end
```

If we'd forgotten to increment the counter, the loop would have kept checking if 1 is less than 11, therefore always evaluating to true.

We would have been stuck in an infinite loop! (***)



Loop

Repeatedly invokes a 'block' of code

```
loop { print "Hello, world!" }
is the same as:
loop do
  print "Hello, world!"
end
```

Loop (cont.)

when using loop, we need to use "break" to break the loop as soon as a certain condition is met

```
number = 0

loop do
    number += 1
    print number
    break if number > 5
end
(the loop stops after printing the numbers after 5)
```

Iterators

Another way to loop in Ruby!

An iterator is a Ruby method that repeatedly invokes a 'block' of code

That 'block' of code is the bit that contains the instructions to be repeated

(and those instructions may be anything you want!)



The number of times the action will be repeated is known (not infinite)

Iterators: For

1. For

It is used to repeat an action in Ruby within a certain range of elements

- 1..10 -> a range which includes the numbers from 1 to 10
- 1...10 -> a range which includes the numbers from 1 to 9

Iterators: For Next

Used to skip over certain steps in the loop

```
for number in 1..5
   next if number % 2 == 0
   print number
end
```

(skips printing all the even numbers)

Iterators - Each

2. Each

a more powerful iterator which can apply an expression to each element of a collection, one at a time

```
collection_name.each do | item |
    #do something to each item
end
```

the name between | | can be anything -> it's just a placeholder for each element of the collection you're calling **.each** on

Iterators - Times

3. Times

Does something a specified number of times

```
10.times do
    #do something
end
```

Thank you.