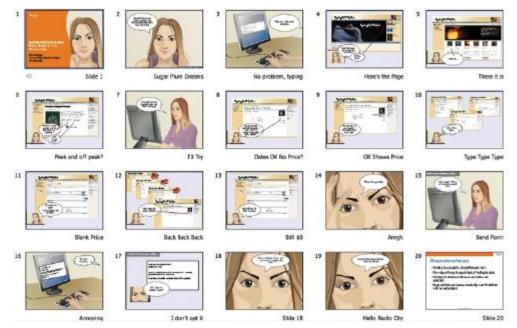
### **Topic 6**

- 1. The while loop
- 2. Problem solving: hand-tracing
- 3. The for loop
- 4. The do loop
- 5. Processing input
- 6. Problem solving: storyboards
- 7. Common loop algorithms
- 8. Nested loops
- 9. Problem solving: solve a simpler problem first
- 10. Random numbers and simulations
- 11. Chapter summary

# **Problem Solving: Storyboards for User Interaction**

- To plan the user interface of your program, you can use a series of pictures or pseudocode showing the sequence of user output/input
  - This process forces you to think through possible scenarios
  - It leads to a better program that is less likely to require a re-write after user testing.
- Below is a storyboard for an app or game, but since our programs so far are only text, your storyboards will be words only



## **Storyboarding**

- Ask yourself:
  - What inputs does the program need?
  - How will it ask the user for the inputs?
  - What outputs will the program display?
  - What is the best way to display the outputs?
- Below are example storyboards (before and after) for a program to convert values from one unit (such as inch) to another (such as cm).
  - Based on the storyboard, the programmer decided to display a list of possible units rather than assume the user knows them a priori.

```
Handling Unknown Units (needs improvement)

What unit do you want to convert from? cm

What unit do you want to convert to? inches

Sorry, unknown unit.

What unit do you want to convert to? inch

Sorry, unknown unit.

What unit do you want to convert to? grrr

Free To
```

```
From unit (in, ft, mi, mm, cm, m, km, oz, lb, g, kg, tsp, tbsp, pint, gal): cm

To unit: in

No need to list the units again
```

## **Topic 7**

- 1. The while loop
- 2. Problem solving: hand-tracing
- 3. The for loop
- 4. The do loop
- 5. Processing input
- 6. Problem solving: storyboards
- 7. Common loop algorithms
- 8. Nested loops
- 9. Problem solving: solve a simpler problem first
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### **Common Loop Algorithms**

- These examples provide a starting point for your code
- Total and average of user inputs:

```
double total = 0;
int count = 0;
double input;
while (cin >> input)
   total = total + input; //compute running total
   count++;
double average = 0;
if (count > 0)
   average = total / count;
                                                   Big C++ by Cay Horstmann
                                 Copyright © 2018 by John Wiley & Sons. All rights reserved
```

# **Common Loop Algorithms: Counting Matches**

```
//Counting chars in a string
int spaces = 0;
for (int i = 0; i < str.length(); i++)</pre>
   if (str.substr(i, 1) == " ")
   { spaces++; }
//Counting words in a user input sequence
int short words = 0;
string input;
while (cin >> input)
   if (input.length() <= 3)</pre>
   { short words++; }
```

### **Common Loop Algorithms: Finding First Location**

```
//Find the location in a string of first space char
bool found = false; //flag=false says "not found yet"
int position = 0;
while (!found && position < str.length())</pre>
{
   string ch = str.substr(position, 1);
   if (ch == " ")
         { found = true; }
   else
         { position++; }
```

### **Common Loop Algorithms: Prompting Until Matched**

```
//Repeat prompt until user enters valid value
bool valid = false; //input not valid yet
double input; //declare input var outside loop,
               //so it will persist after loop exit
while (!valid)
   cout << "Please enter a positive value < 100: ";
   cin >> input;
   if (0 < input && input < 100)
         { valid = true; }
   else
         { cout << "Invalid input." << endl; }
```

### **Common Loop Algorithms: Min and Max**

```
//Save the min and max values of user input list
// This is a merger of the min and max loops from book
double largest, smallest;
double input;
cin >> largest; //get first value to use in loop
smallest = largest; // copy it.
// If only 1 entry, it is both smallest and the largest
while (cin >> input)
   if (input > largest)
   { largest = input; }
   else if (input < smallest)</pre>
   { smallest = input; }
                                              Big C++ by Cay Horstmann
```

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### **Common Loop Algorithms: Comparing Adjacent Values**

```
//Find adjacent duplicates of user input list
// In a later chapter, we'll show how to use arrays to
// find non-adjacent duplicates
double input;
double previous; //to keep track of prior entry
cin >> previous; //first entry becomes first previous
while (cin >> input)
   if (input == previous)
   {
         cout << "Duplicate input" << endl;</pre>
   previous = input; //save it to compare to next input
```

#### **How to Write a Loop**

- These are the steps to follow when turning a problem description into a code loop:
- 1. Decide what work must be done inside the loop
  - For example, read another item or update a total
- 2. Specify the loop condition
  - Such as exhausting a count or invalid input
- 3. Determine the loop type
  - Use for in counting loops, while for event-controlled
- 4. Set up variables for entering the loop for the first time
- 5. Process the result after the loop has finished
- 6. Trace the loop with typical examples
- 7. Implement the loop in C++

# Worked Example 4.1: Loop to Remove Chars from string

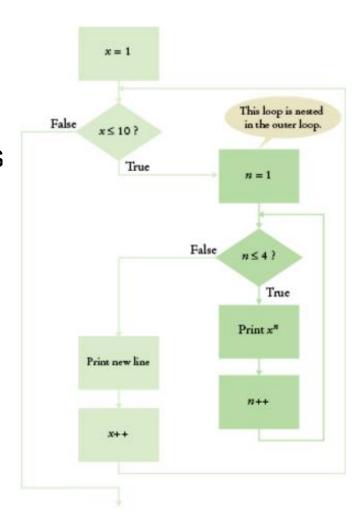
```
// worked example 1/ccnumber.cpp
// Removes all spaces or dashes from a string
#include <iostream>
#include <string>
using namespace std;
int main()
   string credit card number = "4123-5678-9012-3450";
   int i = 0;
   while (i < credit card number.length())
       string ch = credit card number.substr(i, 1);
       if (ch == " " || ch == "-") //must remove char
           string before = credit card number.substr(0, i);
           string after = credit card number.substr(i + 1);
           credit card number = before + after;
       else // no need to remove it, go to next char
       { i++; }
   cout << credit card number << endl;</pre>
   return 0;
```

## **Topic 8**

- 1. The while loop
- 2. Problem solving: hand-tracing
- 3. The for loop
- 4. The do loop
- 5. Processing input
- 6. Problem solving: storyboards
- 7. Common loop algorithms
- 8. Nested loops
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### **Nested Loops**

- Nested loops are used mostly for data in tables as rows and columns
- The processing across the columns is a loop, as you have seen before, "nested" inside a loop for going down the rows.
  - Each row is processed similarly. After writing a loop to process a generalized row (across the columns), that loop, called the "inner loop," is placed inside an "outer loop" that does successive rows
- The flowchart shows a diamond decision box for each loop.



### **Nested Loop Example: Table of Powers**

Write a program to produce a table of powers. The output should be something like this:

1	2	3	4
X	Χ	X	X
1	1	1	1
2	4	8	16
3	9	27	81
4	16	64	256
5	25	125	625
6	36	216	1296
7	49	343	2401
8	64	512	4096
9	81	729	6561
10	100	1000	10000

### **Nested Loop Inner Loop**

 There are four columns and in each column we display the power. Using x to be the number of the row we are processing, we have (in pseudo-code) for the "inner" loop:

For n from 1 to 4 //table row Print  $x^n$ 

You should test that this works in your code before continuing. If you can't correctly print one row, why try printing lots of them?

# **Nested Loop Outer Loop**

We add the outer loop to count the rows, and include the inner loop to print each row:

```
Print table header.

For x from 1 to 10

For n from 1 to 4 //table row

Print x<sup>n</sup>

Print endl.
```

### **Nested Loop Program for Table of Powers**

```
#include <iostream>
#include <iomanip>
                                                 ch04/powtable.cpp
#include <cmath>
using namespace std;
void main() //print a table of powers, x to the nth
{
   const int NMAX = 4;
   const double XMAX = 10;
   for (int n = 1; n <= NMAX; n++) // Print table header
      cout << setw(10) << n;
   cout << endl;</pre>
   for (int n = 1; n \le NMAX; n++)
      cout << setw(10) << "x ";
   cout << endl << endl:
   for (double x = 1; x \le XMAX; x++) // Print table row
   {
      for (int n = 1; n \le NMAX; n++) //print each column
         cout \ll setw(10) \ll pow(x, n);
      cout << endl;</pre>
```

### **More Nested Loop Examples**

The loop variables can have a value relationship. In this example the inner loop depends on the value of the outer loop.

```
*
**

***
```

### **Nested Loop Example: Triangle**

```
for (i = 1; i <= 4; i++)
    for (j = 1; j <= i; j++)
        cout << "*";
cout << endl;</pre>
```

j is each line's length, which is different for each line. and depends on the current line number, i. Having j count up to i in the inner loop results in a longer line at each row.

```
Output:
*
* *
* *
* * *
```

### **Nested Loop: Array of Numbers (Practice It #3)**

What does the following code print?

```
for (int i = 1; i <= 4; i++)
{
    for (int j = 0; j < 4; j++)
    {
        cout << " " << 10 * i + j;
    }
    cout << endl;
}</pre>
```

The answer is below, in small font. Enlarge it to check your answer:

```
10 11 12 13
20 21 22 23
30 31 32 33
40 41 42 43
```

# **Worked Example 4.2: Pixels in an Image**

- A digital image is made up of pixels.
  - Each pixel is a tiny square of one color
  - They are arranged in a 2D array of rows and columns



- A pixel color is 3 bytes: one each for Red, Green, Blue intensity
- We will use a Picture type library (a class, to be covered in a later chapter)
  - It has functions for loading an image and accessing its pixels.

#### **Problem Statement:**

- Convert an image into its negative, turning white (255,255,255) to black (0,0,0), cyan to red, and so on.
  - To do so, we subtract the color values from 255 (the max possible color value)
  - We need nested loops to process the 2D array of pixels

## **Worked Example 4.2: Code**

```
#include "picture.h"
int main()
  Picture pic("queen-mary.png"); //load the image
  for (int x = 0; x < pic.width(); x++) //outer, row loop
  {
     for (int y = 0; y < pic.height(); y++)//inner column loop</pre>
        int red = pic.red(x, y); //get individual RGB values
        int green = pic.green(x, y);
        int blue = pic.blue(x, y);
        pic.set(x, y, 255 - red, 255 - green, 255 - blue);
  pic.save("out.png");
  return 0;
```