

# COMP1917: 04 Loops

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# References

- Moffat, Chapter 4: Loops
- Solutions to exercises in these slides:  
[www.cse.unsw.edu.au/~simm/lectures/wk2-loops/](http://www.cse.unsw.edu.au/~simm/lectures/wk2-loops/)

# Motivation

- Ex 1: Write an application which prints out “Hello World” 5 times.

## A Better Way...

- 1 Set a variable ( $i$ ) to equal 0.
- 2 Repeat steps 3 and 4 while  $i$  is not equal to 5:
  - 1 Print "Hello World".
  - 2 Add 1 to  $i$ .

### **$i$ Output**

## A Better Way...

- 1 **Set a variable (i) to equal 0.**
- 2 Repeat steps 3 and 4 while i is not equal to 5:
  - 1 Print "Hello World".
  - 2 Add 1 to i.

**i** **Output**

0

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 **Repeat steps 3 and 4 while *i* is not equal to 5:**
  - 1 Print "Hello World".
  - 2 Add 1 to *i*.

***i* Output**

0

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 **Print “Hello World”.**
  - 2 Add 1 to *i*.

### **i** **Output**

0 Hello World

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
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  - 1 Print "Hello World".
  - 2 **Add 1 to *i*.**

### ***i* Output**

0 Hello World

1



## A Better Way...

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  - 1 Print "Hello World".
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### i **Output**

0 Hello World

1

## A Better Way...

- 1 Set a variable (i) to equal 0.
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  - 1 **Print “Hello World”.**
  - 2 Add 1 to i.

### **i Output**

0 Hello World

1 Hello World

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 Print "Hello World".
  - 2 **Add 1 to *i*.**

### **i** Output

0 Hello World  
1 Hello World  
2

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 **Repeat steps 3 and 4 while *i* is not equal to 5:**
  - 1 Print "Hello World".
  - 2 Add 1 to *i*.

### ***i* Output**

0 Hello World

1 Hello World

2

# A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 **Print “Hello World”.**
  - 2 Add 1 to *i*.

## **i** **Output**

0 Hello World  
1 Hello World  
2 Hello World

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 Print "Hello World".
  - 2 **Add 1 to *i*.**

### **i** Output

0 Hello World  
1 Hello World  
2 Hello World  
3

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 **Repeat steps 3 and 4 while *i* is not equal to 5:**
  - 1 Print "Hello World".
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### ***i* Output**

0 Hello World  
1 Hello World  
2 Hello World  
3

# A Better Way...

- 1 Set a variable (i) to equal 0.
- 2 Repeat steps 3 and 4 while i is not equal to 5:
  - 1 **Print “Hello World”.**
  - 2 Add 1 to i.

## **i** **Output**

0 Hello World  
1 Hello World  
2 Hello World  
3 Hello World



## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 Print "Hello World".
  - 2 **Add 1 to *i*.**

### **i** Output

```
0 Hello World
1 Hello World
2 Hello World
3 Hello World
4
```

# A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 **Repeat steps 3 and 4 while *i* is not equal to 5:**
  - 1 Print "Hello World".
  - 2 Add 1 to *i*.

## **i** Output

```
0 Hello World
1 Hello World
2 Hello World
3 Hello World
4
```

# A Better Way...

- 1 Set a variable (i) to equal 0.
- 2 Repeat steps 3 and 4 while i is not equal to 5:
  - 1 **Print “Hello World”.**
  - 2 Add 1 to i.

## **i** **Output**

0 Hello World  
1 Hello World  
2 Hello World  
3 Hello World  
4 Hello World

## A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 Repeat steps 3 and 4 while *i* is not equal to 5:
  - 1 Print "Hello World".
  - 2 **Add 1 to *i*.**

### **i** Output

```
0 Hello World
1 Hello World
2 Hello World
3 Hello World
4 Hello World
5
```

# A Better Way...

- 1 Set a variable (*i*) to equal 0.
- 2 **Repeat steps 3 and 4 while *i* is not equal to 5:**
  - 1 Print "Hello World".
  - 2 Add 1 to *i*.

## ***i* Output**

0 Hello World  
1 Hello World  
2 Hello World  
3 Hello World  
4 Hello World  
5

# Components of a Loop

There are 4 main components of every loop:

- 1 Initialisation: Where to start. Often a counter equalling a value, or an initial input.
- 2 Condition: How to know if it should repeat again, or stop.
- 3 Code to repeat: The code that we want to do multiple times.
- 4 Update: Change a value so that the loop eventually terminates.

```
int i=0; // <-- Initialisation
while( /* condition */ ) { // <-- Condition

    // Code goes here      <-- Code to repeat

    i=i+; // <-- Update
}
```

# Loops Exercises

- Ex 2: Write an application which prints out “Hello World” 5 times.
- Ex 3: Write an application which asks the user to enter a number, and prints out “Hello World” that number of times.
- Ex 4: Write an application which asks the user to enter a number between 1 and 100 inclusive. If the user enters a number outside of that range, display an error message and ask again until the user enters a valid number.

# Shorthand

- Instead of this:

```
i = i+1;
```

we can use this:

```
i++;
```

- Instead of this:

```
i = i-1;
```

we can use this:

```
i--;
```

- They do the same thing. Either one is fine to use.



# Loops Exercises

- Ex 5: Write an application which asks the user for a number, and then prints out every number from 0 up to that number.
- Ex 6: Write an application which asks the user for a number, and then prints out every number from that one down to 0.

# Nested Loops

- Like if-statements, loops can go within each other.
- Loops can also go inside if-statements and vice versa.

## Nested Loops Exercises

- Ex 7: Write an application which asks the user for a number, and then prints out a square of x's of that dimension.