



Loops

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Outline

- While loops
- Do-while loops
- For loops
- Control within loops

While Loops

- While-statement
- If the Boolean expression is "true" then the body of the while-statement is executed until it is false
- Putting curly braces "{}" to denote the body of the while-statement is strongly encouraged
- Do not put a semicolon ";" after the parenthesis
 - It will ignore the Boolean expression
- Spoken
 - "while this is true then keeping doing that"

<u>Syntax</u>

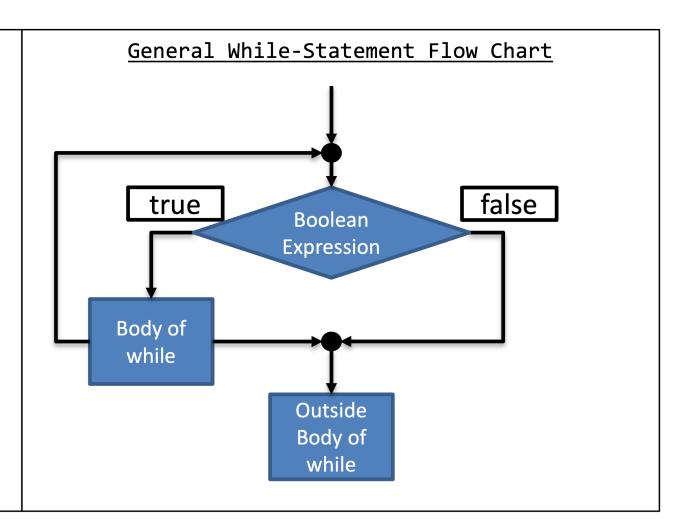
```
while(<<Boolean expression>>)
{
     //Body of the while-statement
}
//Outside Body of the while-statement
```

Examples

```
int a = 0;
while(a < 10)
{
         System.out.println(a);
         a++;
</pre>
```

While Loops

```
Syntax
while(<<Boolean expression>>)
{
    //Body of the while-statement
}
//Outside Body of the while-
statement
```



Example

```
* Written by JJ Shepherd
import java.util.Scanner;
import java.util.Random;
public class NumberGuesser {
    public static final int UPPER NUMBER = 100;
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        Random r = new Random();
        int secretNumber = r.nextInt(UPPER NUMBER);
        System.out.println("I'm thinking of a number from 0 to "+(UPPER NUMBER-1)+"\nGuess the
number!");
        int guessNumber = 0;
        boolean correctGuess = false;
        while(!correctGuess)
            guessNumber = keyboard.nextInt();
            if(guessNumber > secretNumber)
                System.out.println("That's too high!");
            else if(guessNumber < secretNumber)</pre>
                System.out.println("That's too low!");
            else
                System.out.println("That's correct!");
                correctGuess = true;
```

Infinite Loops

- Loop's Boolean expressions must eventually evaluate to "false"
- If this does not happen it creates a logic error called an "Infinite Loop"
- The body of the loop keeps running until the program is terminated
- Common Causes
 - Off by one errors
 - Incorrect bounds
 - Round off Errors
- Floating point types (float and double)
 should use "<=" or ">=" instead of "=="

Example int a = 10; while(a > 0) System.out.println(a); a++; //Another Example double j = 10.0; while(j != 0.0) j -= 0.1; System.out.println(j);

Nested Loops

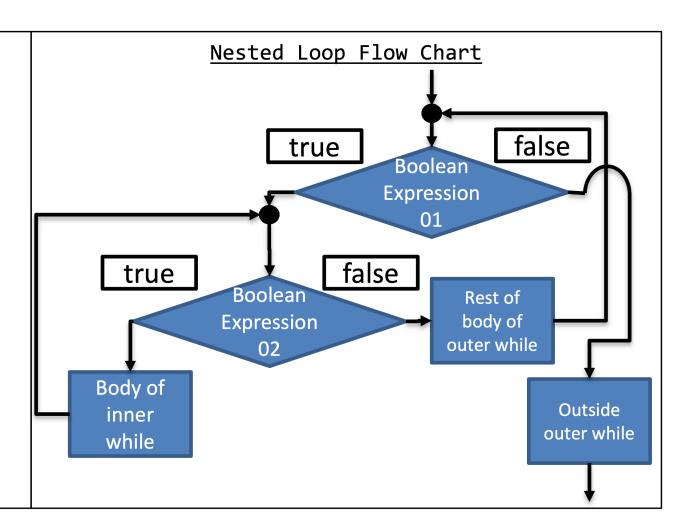
- Loops can be nested within the body of another loop
 - Much like branching statements
- Loops looping other loops can be full of logic errors

Syntax

```
while(<<Boolean expression 01>>)
{
    while(<<Boolean expression 02>>)
    {
        ...
    }
}
//Do-while can also be substituted
```

Nested Loops

```
Syntax
while(<<Boolean expression 01>>)
    while(<<Boolean expression 02>>)
         //Body of inner while
    //Rest of body of outer while
//Outside outer while
```



Outline

- While loops
- Do-while loops
- For loops
- Control within loops

Do-While Loops

- Do-while-statement
- The body of a do-while runs at least once
 - The body of a while may never run at all
- After running the body of the do-while, If the Boolean expression is "true" then the body of the do-while-statement is executed until it is false
- Putting curly braces "{}" to denote the body of the while-statement is strongly encouraged
- Put a semicolon ";" after the parenthesis
 - Otherwise it is a syntax error
- Spoken
 - "do that while this is true"

<u>Syntax</u>

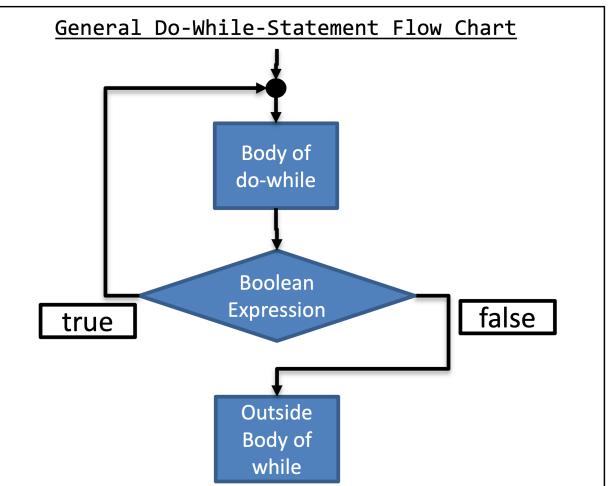
```
do
{
    //Body of the do-while-statement
}while(<<Boolean expression>>);
//Outside Body of the do-while-statement
```

Examples

```
int a = 10;
do
{
    System.out.println(a);
    a++;
}while(a < 10);//Yes put the semicolon here</pre>
```

Do-While Loops

```
Syntax
do
                                                            Body of
                                                           do-while
    //Body of the do-while
}while(<<Boolean expression>>);
                                                            Boolean
                                               true
//Outside Body of the do-while
                                                            Outside
                                                            Body of
```



Example

```
* Written by JJ Shepherd
import java.util.Scanner;
import java.util.Random;
public class NumberGuesser01 {
    public static final int UPPER_NUMBER = 100;
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        Random r = new Random();
        boolean playAgain = true;
        do
            int secretNumber = r.nextInt(UPPER NUMBER);
            System.out.println("I'm thinking of a number from 0 to "+(UPPER NUMBER-1)+"\nGuess
the number!");
            int guessNumber = 0;
            boolean correctGuess = false;
            while(!correctGuess)
                guessNumber = keyboard.nextInt();
                if(guessNumber > secretNumber)
                    System.out.println("That's too high!");
                else if(guessNumber < secretNumber)</pre>
                    System.out.println("That's too low!");
                else
                    System.out.println("That's correct!");
                    correctGuess = true;
            System.out.println("Enter \"true\" to play again");
            playAgain = keyboard.nextBoolean();
        }while(playAgain);
```

Outline

- While loops
- Do-while loops
- For loops
- Control within loops

- For-statement
- Counting Loop
- Special kind of While-Statement
- Arguments require 3 parts, separated by semicolons
 - Init: This initialization of a counting variable. Only runs once.
 - Boolean Expression: Just like before
 - Update: Updates the counting variable after all other statements in the body have run
- Putting curly braces "{}" to denote the body of the for-statement is strongly encouraged
- Do not put a semicolon ";" after the parenthesis
- Spoken
 - "Do that for this many times"

<u>Syntax</u>

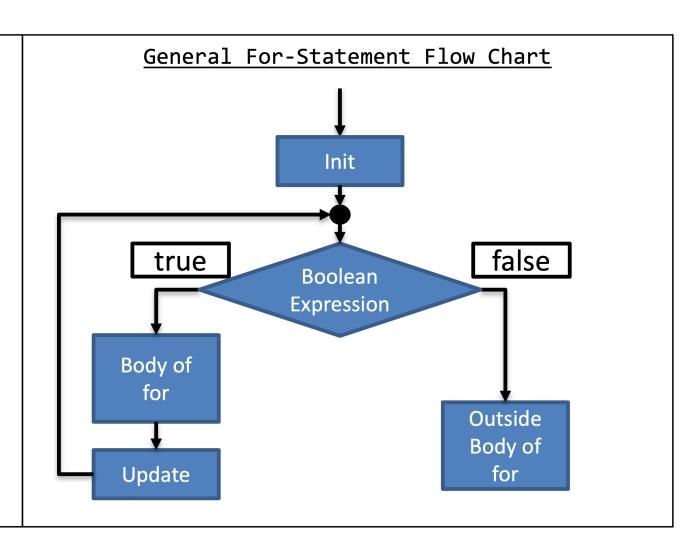
```
for(<<Init>> ; <<Boolean expression>> ; <<Update>>)
{
    //Body of the for-statement
}
//Outside Body of the for-statement
```

Examples

```
for(int i=0; i<10; i++)
{
         System.out.println(i);
}</pre>
```

Syntax

```
for(<<Init>> ; <<Boolean expression>> ; <<Update>>)
{
     //Body of the for-statement
}
//Outside Body of the for-statement
```



For-Loop

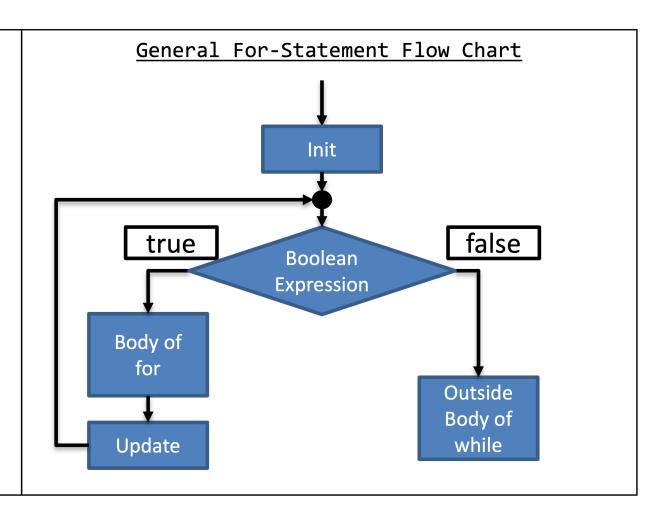
```
for(<<Init>> ; <<Boolean expression>> ; <<Update>>)
{
     //Body of the for-statement
}
//Outside Body of the for-statement
```

While-Loop

```
<<Init>>;
while(<<Boolean expression>>)
{
    //Body of the while-statement
    <<Update>>;
}
//Outside Body of the while-statement
```

Syntax

```
for(<<Init>> ; <<Boolean expression>> ; <<Update>>)
{
     //Body of the for-statement
}
//Outside Body of the for-statement
```



Quick Quiz

What is the output of this code?

```
int length = 2;
int width = 3;
for (int i=0; i<length; i++) {
    for (int j=0; j<width; j++) {
        System.out.print("*");
    }
System.out.println();
}</pre>
```

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = DOES NOT EXIST
j = DOES NOT EXIST
```

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
         System.out.print("*");
     System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = DOES NOT EXIST
j = DOES NOT EXIST
```

```
for(int i=0)i<length;i++)
    for(int j=0;j<width;j++)</pre>
        System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = DOES NOT EXIST
```

```
for(int i=0 i<length i++)
    for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = DOES NOT EXIST
```

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = DOES NOT EXIST
```

Console

```
for(int i=0;i<length;i++)</pre>
 for(int j=0] j<width; j++)</pre>
         System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = 0
```

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)
        System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 0
```

Console

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
      ⇒System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = 0
```

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)
        System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = 1
```

<u>Console</u>

*

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 1
```

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
      ⇒System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = 1
```

<u>Console</u>

**

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 2
```

<u>Console</u>

**

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 2
```

<u>Console</u>

**

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
      ⇒System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 2
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 3
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
 for(int j=0; j<width; j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 0
j = 3
```

Console

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
         System.out.print("*");
  ⇒System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 0
j = DOES NOT EXIST
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
      for(int j=0;j<width;j++)</pre>
           System.out.print("*");
      System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 1
j = DOES NOT EXIST
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 1
j = 0
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
 for(int j=0;j<width;j++)</pre>
         System.out.print("*");
    System.out.println();
```

Variable Values

```
length = 2
width = 3;
i = 1
j = 0
```

<u>Console</u>

```
for(int i=0;i<length;i++)</pre>
    for(int j=0;j<width;j++)</pre>
      ⇒System.out.print("*");
    System.out.println();
```

<u>Variable Values</u>

```
length = 2
width = 3;
i = 1
j = 0
```

<u>Console</u>

*

A Few Steps Later...

```
Variable Values
                                           length = 2
for(int i=0;i<length;i++)</pre>
                                           width = 3;
                                           i = DOES NOT EXIST
     for(int j=0;j<width;j++)</pre>
                                           j = DOES NOT EXIST
          System.out.print("*");
                                                               Console
                                            ***
     System.out.println();
                                            ***
```

Loops Summary

- While
 - Body runs 0 to many times
 - Great for "ask-before-iterating"
- Do-While
 - Body runs 1 to many times
 - Great for "ask-before-iterating"
- For-Loop
 - Body runs a countable number of times
 - Great for "count-controlled" situations

Example

```
* Written by JJ Shepherd
import java.util.Scanner;
public class DrawABox {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        System.out.println("I can draw a box using stars (*)\nGive me a length followed by a
width, where both are greater than 0");
        int length = keyboard.nextInt();
        int width = keyboard.nextInt();
        if(length <= 0 || width <= 0)
            System.out.println("That is invalid!");
            System.exit(0);
        for(int i=0;i<length;i++)</pre>
            for(int j=0;j<width;j++)</pre>
                System.out.print("*");
            System.out.println();
```

Example

```
* Written by JJ Shepherd
 */
import java.util.Scanner;
public class OctopusProblem {
    public static void main(String[] args) {
        Scanner keyboard = new Scanner(System.in);
        System.out.println("I'm an octopus, so I like the number 8.\nEnter a positive value and
I'll count up by 8's! Blub blub");
        int numberInput = keyboard.nextInt();
        if(numberInput < 0)</pre>
            System.out.println("That's not valid!");
            System.exit(0);
        for(int i=0;i<numberInput;i+=8)</pre>
            System.out.println(i);
        for(int i=0;i<numberInput;i++)</pre>
            if(i\%8 == 0)
                System.out.println(i);
        }*/
```

Outline

- While loops
- Do-while loops
- For loops
- Control within loops

Break Statement

- The statement "break" immediately stops a loop.
- Once the break statement is reached the it will run the next statements outside the body of the loop.
 - "Jumps out of the loop"
- For nested loops it stops the loop whose body the break statement is found.

Break Example

```
int a = 0;
while(true)
{
     if(a >= 5)
     {
          break;
     }
     System.out.print(a+" ");
     a++;
}
//Output: 0 1 2 3 4
```

Continue

- The statement "continue" stops the current loop iterations and starts a new one.
- Once the continue statement is reached it immediately starts the loop again.
 - "Jumps back to the start of the loop and continues"
- For nested loops it continues the loop whose body the continue statement is found.

<u>Continue Example</u>

Sentinel Values

- Special value(s) used signal the end of an algorithm.
- We can use these to stop loops.
- Sentinel values should be selected so that they are distinct from other valid values.

<u>Sentinel Value Example</u>

```
//Find the average of positive values
int value = 0;
int sum = 0;
int count = 0;
while(true)
      value = keyboard.nextInt();
      if(value < 0)//The sentinel values are negative
             break;
      sum += value;
      count++;
int average = sum / count;
System.out.println(average);
//If the input was 2 4 6 8 10 -1 then it would output 6
```