

# Topic 5: Repetition

Are you saying that I am redundant?

That I repeat myself? That I say the  
same thing over and over again?

# Textbook

- Strongly Recommended Exercises
  - The Python Workbook, 2<sup>nd</sup> Edition: 66, 71, 77, and 83
- Recommended Exercises
  - The Python Workbook, 2<sup>nd</sup> Edition: 64, 67, 79, 81, 82, and 84
  - Course Website: Loop Exercises
- Recommended Readings
  - The Python Workbook, 2<sup>nd</sup> Edition: Chapter 3

# Repetition

- So far, we have learned...
  - How to use variables
  - Read values from the user
  - Make decisions
  - Compute a result
  - Output a result
  
- What if we want to perform a task several times?

# Types of Loops

- Python includes two types of loops
  - While Loops
  - For Loops

# While Loops

- A while loop executes a statement as long as a condition is true
  - `while` condition:  
statement(s)
  - Statement may be simple or compound
    - Typically compound
    - Needs to change one of the values being tested in the condition

# Example

- How do we compute the average of several numbers?

# Example

# While Loop Review

- Executes as long as some condition is true
- A pre-tested loop
  - loop condition is tested before the loop executes the first time
- General form:

```
while condition :  
    statement(s)
```

# Loop Terminology

- Body of the Loop:
  - simple or compound statement that is repeated
- Loop Condition:
  - a Boolean expression
  - tested to determine if the loop will continue executing

# Loop Terminology

- Initialization:
  - the process of placing starting values in variables before the loop
- Termination:
  - the end of execution for the loop
- Pre-tested Loop:
  - any loop where the loop condition is checked before the loop executes the first time

# Loop Terminology

- Post-tested Loop:
  - Any loop where the condition is not checked until the loop has executed once
- Infinite Loop:
  - A loop that never terminates

# Another Example

- Using a while loop, compute n factorial

# Common Errors

- Initialization Errors
- Termination Errors
- Other Logic Errors

# Tracing

- Tracing code:
  - Examine each statement in sequence
  - Perform whatever tasks the statement requires, recording values of interest
    - Usually requires that the value of each variable is recorded
  - Result of tracing could be the value of one or more variables, or the output generated

# Another Factorial?

```
n = int(input("Enter a value for n: "))

result = 1
term = 0

while (term <= n):
    term = term + 1
    result = result * term

print("n! is", result)
```

# While Loop Review

- Executes as long as some condition is True
  - Pre-tested
    - Executes zero or more times
  - Generally
    - need to initialize variables used in conditions before the loop
    - need to change the value of at least one of these variables in the loop body

# For Loop

- A counting loop
  - Typically used when we know how many times we need to perform a task in advance
  - A pre-tested loop
  - General form:

```
for variable in list:  
    body
```

# Example

- Use a for loop to display the values from 3 up to and including 10
  - For loop assigns a value from a list into a variable at the beginning of each loop iteration
  - Construct a list with the range function

# How Does a For Loop Work?

- List is examined
  - If every value has already been processed
    - loop body does not execute
    - control passes to statement after loop body
  - If unprocessed values remain
    - variable is assigned next item in the list
    - body of the loop executes
    - control returns to the top of the loop
    - list is examined to see if the body should run again

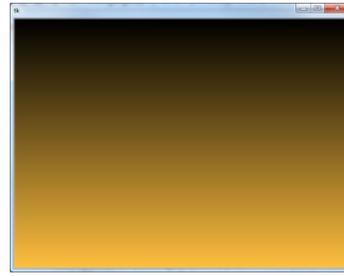
# Example

- Rewrite the factorial program using a for loop

# Step Values

- Range is flexible
  - With one parameter
    - Counts from 0 to the number provided - 1
  - With two parameters
    - Counts from the first number to the second number (exclusive), increasing by one each time
    - Generates the empty list if the second number is less than or equal to the first
  - With three parameters
    - Counts from the first number to the second (exclusive), increasing by the third

# Example



- Create a program that generates a smooth color gradient from black to 255 192 64

# For Loops vs. While Loops

- What kind of loop would you use if:
  - You know how many times the loop will execute
  - You want to loop until some event occurs
- Is it possible that the body of a for loop will never execute?
- Is it possible that the body of a while loop will never execute?

# Nested Loops

- The body of a loop can be
  - A simple statement
  - A compound statement
- The body of the loop can contain another loop

# Nested Loops

- Trace the output from the following program:

```
for i in range(1, 6):  
    print(i)  
    j = i  
    while j < 5:  
        print(j)  
        j = j + 1
```

# Nested Loop Example

- Convert an image from color to grayscale

# Break and Continue

- Allow a loop iteration to end prematurely
- `break`
  - Entire loop ends immediately
  - Execution continues at the first statement after the loop body
- `continue`
  - Current iteration ends immediately
  - Execution returns to the top of the loop
    - In a for loop, the next item in the list is used

# Bringing It All Together

- Write a simple number guessing game
  - The computer will randomly choose a number between 1 and 100
  - The user will be asked to guess a number
  - The computer will let the user know if the guess was too high or too low
  - Goal: guess the correct number in as few guesses as possible

# Bringing It All Together

- Improving our program:
  - Should try and protect the user from themselves
    - Don't let them guess a number smaller than the lowest remaining value
    - Don't let them guess a number larger than the largest remaining value
    - Don't count an out of range value as a guess

# Wrapping Up

- Two types of loops available
  - While loops
  - For loops
- Both types are pre-tested
  - Will execute zero or more times
- Loops can be nested, mixed with other statement types

# Where Are We Going?

- Our number guessing game had a problem
  - Many lines of code in one place
  - Starting to become more difficult to enhance and debug
  - Solution?
    - Use functions to break our solution into pieces that each perform a specific task