

# Loops

CSE160: Computer Science A: Honors

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# Contents

- Motivation for loops
- What is Iteration?
- Java and iteration
  - while loops
  - do ... while loops
  - for loops
- Caution: don't use equality for reals
- Common algorithms with loops
- Nested Loops
- Local Variables and Blocks
- Keywords break and continue

# Motivation

- Suppose that you need to print a string (e.g., "Welcome to Java!") a user-entered times N:

```
Scanner input = new Scanner(System.in);  
System.out.print("Enter N: ");  
int N = input.nextInt();
```

N? {  
System.out.println("Welcome to Java!");  
...  
System.out.println("Welcome to Java!");

# Motivation

- Without iteration (or recursion) this would be impractical
  - We do not know  $N$ , when we are about to write the program
  - So, we need a cascade of if statements to check all cases for the value of  $N$ .

# Without iteration or recursion

```
Scanner input = new Scanner(System.in);
System.out.print("Enter N: ");
int N = input.nextInt();
if(N == 1)
    System.out.println("Welcome to Java!");
else if(N == 2){
    System.out.println("Welcome to Java!");
    System.out.println("Welcome to Java!");
}else if(N == 3){
    System.out.println("Welcome to Java!");
    System.out.println("Welcome to Java!");
    System.out.println("Welcome to Java!");
}...
```

**Inefficient coding (repetition)!**

# Loops Solution

- While loop:

```
Scanner input = new Scanner(System.in);
System.out.print("Enter N: ");
int N = input.nextInt();
int count = 0;
while (count < N) {
    System.out.println("Welcome to Java");
    count++;
}
```

# Motivation Example 2

- How would we write code to print  $N!$  (factorial), where  $N$  is a number entered by the user?

# Without iteration or recursion

```
Scanner input = new Scanner(System.in);  
System.out.print("Enter N: ");  
int N = input.nextInt();  
int factorial = 1;  
if ((N == 1) || (N == 0)) factorial = 1;  
else if (N == 2) factorial = 2 * 1;  
else if (N == 3) factorial = 3 * 2 * 1;  
else if (N == 4) factorial = 4 * 3 * 2 * 1;  
else if (N == 5) factorial = 5 * 4 * 3 * 2 * 1;  
...  
System.out.println(factorial);
```

**Inefficient coding (repetition)!**



# With iteration/loops

```
Scanner input = new Scanner(System.in);
System.out.print("Enter N: ");
int N = input.nextInt();
int factorial = 1;
int i = 1;
while(i <= N)
    factorial *= i++;
System.out.println(factorial);
```

# What is Iteration?

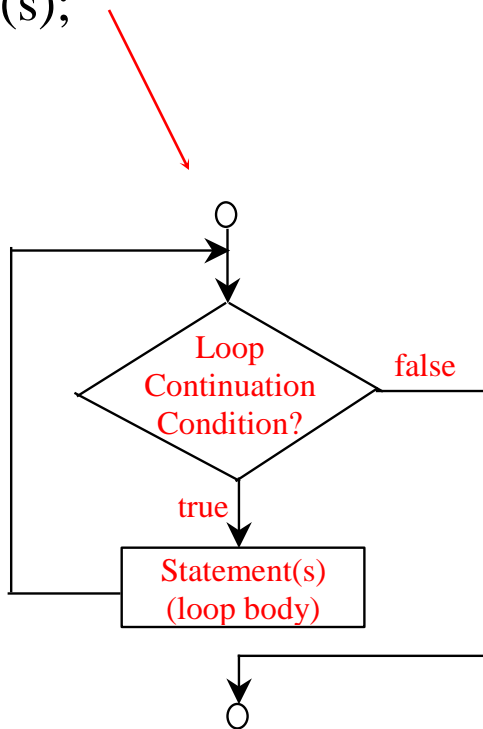
- Repeating a set of instructions a **specified number of times** or **until a specific result is achieved**
- How do we repeat steps?
  - Imagine 3 instructions A, B, & C:  
Instruction A  
Instruction B  
Instruction C can be conditional jump to A (meaning **go back to A**)
  - Iteration might result in:  
Execute A  
Execute B  
Execute C  
Execute A  
Execute B  
...

# Java and iteration

- We have 3 types of iterative statements
  - **a while loop**
  - **a do ... while loop**
  - **a for loop**
- All 3 can be used to do similar things
- Which one should you use?
  - a matter of individual preference / convenience
- Note: When we will learn arrays, we will see a 4<sup>th</sup> kind of loop: for-each loop

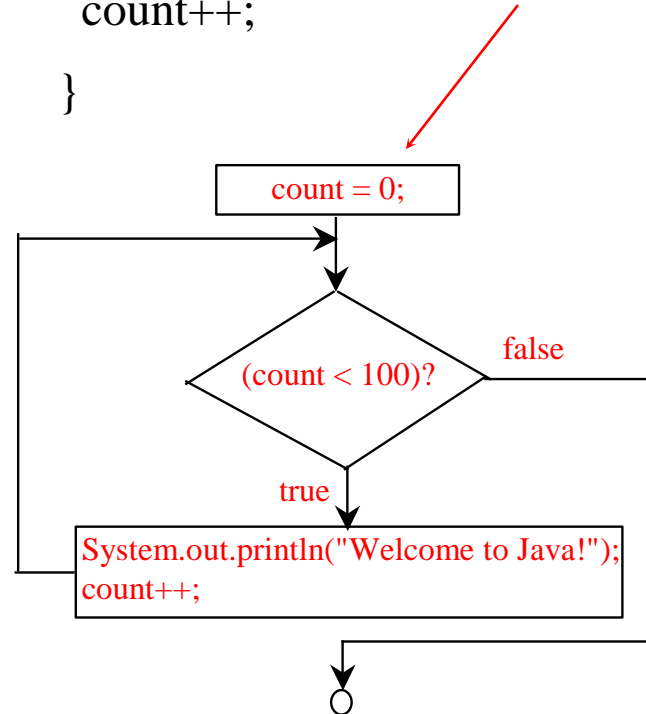
# while Loop Flow Chart

```
while (loop-continuation-condition) {  
    // loop-body;  
    Statement(s);  
}
```



(A)

```
int count = 0;  
while (count < 100) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```



(B)

# Trace while Loop

Initialize count

```
int count = 0;
```

```
while (count < 2) {
```

```
    System.out.println("Welcome to Java!");
```

```
    count++;
```

```
}
```

# Trace while Loop

```
int count = 0;
```

(count < 2) is true

```
while (count < 2) {
```

```
    System.out.println("Welcome to Java!");
```

```
    count++;
```

```
}
```

# Trace while Loop

```
int count = 0;  
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```

Print Welcome to Java

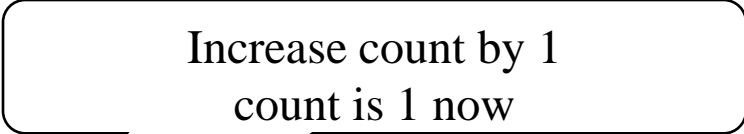


System.out.println("Welcome to Java!");

Welcome to Java!

# Trace while Loop

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```



Welcome to Java!



# Trace while Loop

```
int count = 0;
```

```
while (count < 2) {
```

```
    System.out.println("Welcome to Java!");
```

```
    count++;
```

```
}
```

(count < 2) is still true since count is 1

Welcome to Java!

# Trace while Loop

```
int count = 0;  
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```

Print Welcome to Java



System.out.println("Welcome to Java!");

Welcome to Java!

Welcome to Java!

# Trace while Loop

```
int count = 0;  
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```

Increase count by 1  
count is 2 now

Welcome to Java!

Welcome to Java!

# Trace while Loop

```
int count = 0;
```

```
while (count < 2) {
```

```
    System.out.println("Welcome to Java!");
```

```
    count++;
```

```
}
```

(count < 2) is false since count is 2  
now


Welcome to Java!

Welcome to Java!

# Trace while Loop

```
int count = 0;  
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```

The loop exits. Execute the next statement after the loop.



Welcome to Java!  
Welcome to Java!

# Caution: don't use equality for reals

- **Don't use floating-point values for equality checking** in a loop control - because floating-point values are **approximations** for some values

```
System.out.print(1 - 0.1 - 0.1 - 0.1);  
prints 0.700000000000000001
```

- Loop example: the following code for computing  $1 + 0.9 + 0.8 + \dots + 0.1$ :

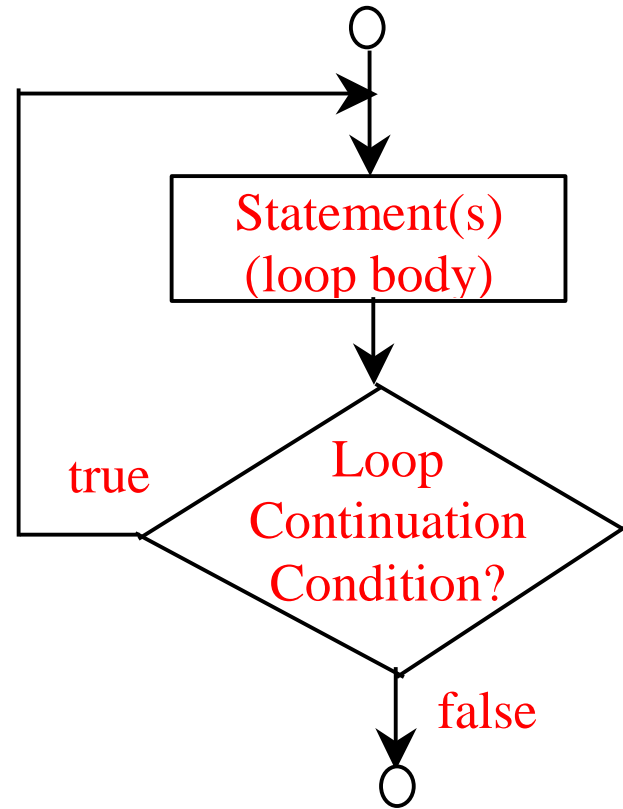
```
double item = 1, sum = 0;  
while (item != 0) { // No guarantee item will be 0 or 0.0  
    sum += item; // change the condition: item > 0  
    item -= 0.1;  
}  
System.out.printf("%.1f", sum);
```

- **It is actually an infinite loop!**

- Variable item starts with 1 and is reduced by 0.1 every time the loop body is executed
- The loop should terminate when item becomes 0
  - However, there is no guarantee that item will be exactly 0, because the floating-point arithmetic is approximated
  - **So, it continues running forever**

# do-while Loop

```
do {  
    // Loop body;  
    Statement(s);  
} while (loop-continuation-condition);
```



# Why use do ... while?

- For when you have a loop body that must execute at least once.
- Example: a program menu

```
Scanner in = new Scanner(System.in);
```

```
String selection;
```

```
int counter = 0;
```

```
do{
```

```
    System.out.println("Choose a Menu Option:");
```

```
    System.out.println("P) Print Counter");
```

```
    System.out.println("Q) Quit");
```

```
    System.out.print("ENTER: ");
```

```
    selection = in.nextLine();
```

```
    if (selection.toUpperCase().equals("P"))
```

```
        System.out.println("Counter: " + counter++);
```

```
}while(!selection.toUpperCase().equals("Q"));
```

```
System.out.println("Goodbye!");
```



## • An Example Session

Choose a Menu Option:

P) Print Counter

Q) Quit

ENTER: P

Counter: 0

Choose a Menu Option:

P) Print Counter

Q) Quit

ENTER: A

Choose a Menu Option:

P) Print Counter

Q) Quit

ENTER: P

Counter: 1

Choose a Menu Option:

P) Print Counter

Q) Quit

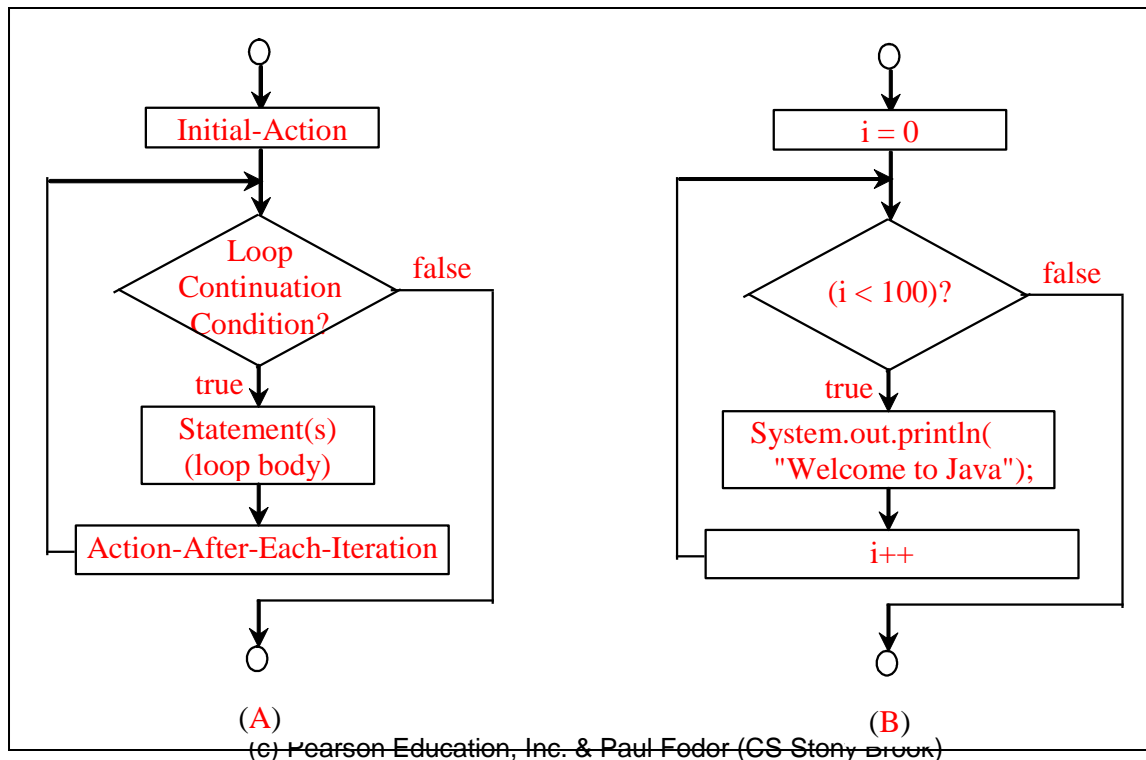
ENTER: Q

Goodbye!

# for Loops

```
for (initial-action;  
    loop-continuation-condition;  
    action-after-each-iteration) {  
    // loop body;  
    Statement(s);  
}
```

```
int i;  
for (i = 0; i < N; i++)  
    System.out.println(  
        "Welcome to Java!");
```



# for loops and counting

- for loops are popular for counting loops
  - through the indices of a string
  - through the indices of an array (later)
  - through iterations of an algorithm
- Good for algorithms that require a known number of iterations
  - *counter-controlled loops*

# Trace for Loop

Declare i

```
int i;
```

```
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

Execute initializer  
i is now 0

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

(i < 2) is true  
since i is 0

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

Print Welcome to Java



Welcome to Java!

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

Execute adjustment statement  
i now is 1

Welcome to Java!



# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

(i < 2) is still true  
since i is 1

Welcome to Java!

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

Print Welcome to Java

Welcome to Java!  
Welcome to Java!

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

Execute adjustment statement  
i now is 2

```
Welcome to Java!  
Welcome to Java!
```

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println(  
        "Welcome to Java!");  
}
```

(i < 2) is false  
since i is 2

```
Welcome to Java!  
Welcome to Java!
```

# Trace for Loop

```
int i;  
for (i = 0; i < 2; i++)  
    System.out.println(  
        "Welcome to Java.");  
}
```

Exit the loop. Execute the next  
statement after the loop

Welcome to Java!  
Welcome to Java!

# for loops

The initial-action in a for loop can be a list of zero or more comma-separated expressions.

The action-after-each-iteration in a for loop can be a list of zero or more comma-separated statements.

```
for (int i = 0, j = 0; (i + j < 10); i++, j++) {  
    // Do something  
}
```


The loop body can be the no-op statement:

```
for (int i = 0; i < 100; System.out.println(i++)) ;
```

# Caution ;

Adding a semicolon at the end of the for clause before the loop body is a common mistake:

```
for (int i=0; i<10; i++) ;  
{  
    System.out.println("i is " + i);  
} // i does not exist anymore  
// it is a syntax error
```



# Same Caution ; for while

Adding a semicolon at the end of the while clause before the loop body is a common mistake:

```
int i=0;
while (i < 10) ;
{
    System.out.println("i is " + i);
    i++;
}
```

Logic Error

this will cause an infinite loop



# Infinite loops

If the loop-continuation-condition in a for loop is omitted, it is implicitly true.

```
for ( ; ; ) {  
    // Do something  
}
```

(a)

Equivalent

```
while (true) {  
    // Do something  
}
```

(b)

# Which Loop to Use?

while, do-while, and for loops are expressively equivalent

```
while (loop-continuation-condition) {  
    // Loop body  
}
```

(a)

Equivalent

```
for ( ; loop-continuation-condition; )  
    // Loop body  
}
```

(b)

```
for (initial-action;  
     loop-continuation-condition;  
     action-after-each-iteration) {  
    // Loop body;  
}
```

(a)

Equivalent

```
initial-action;  
while (loop-continuation-condition) {  
    // Loop body;  
    action-after-each-iteration;  
}
```

(b)

# Caution: Loop variables

```
int sum = 0;
for (int j=1; j<=4; j++) {
    sum = sum + j;
    j++;
}
```

**Be careful not to  
double the update of  
your counting  
variable**

# Sums

```
int sum = 0;  
for (int i=1; i<=4; i++)  
    sum = sum + i;
```

<b>sum</b>	<b>i</b>
0	1
1	2
3	3
6	4
10	5

# Product

```
int product = 1;  
for (int i=1; i<=4; i++)  
    product = product * i;
```

# Nested Loops

```
for (int i = 1; i <= 10; i++){  
    for (int j = 1; j <= 10; j++){  
        int product = i*j;  
        System.out.print(product + " ");  
    }  
    System.out.println();  
}
```

```
1 2 3 4 5 6 7 8 9 10  
2 4 6 8 10 12 14 16 18 20  
3 6 9 12 15 18 21 24 27 30  
...  
10 20 30 40 50 60 70 80 90 100
```

# Local Variables and Blocks

- A variable declared inside a block is known only inside that block
  - it is *local* to the block, therefore it is called a *local variable*
    - when the block finishes executing, local variables disappear
      - references to it outside the block cause a compiler error
- That includes *Init field* of for loops:

```
for (int i=0; i < 10; i++) {  
    ...  
}  
System.out.print(i);
```

```
// Compile Error: i is garbage collected
```

# Java Good programming Practice

- Do not declare variables inside loops it takes time during execution to create and destroy variables, so it is better to do it just once for loops)

```
for(int i=1; i<=10; i++) {  
    double x = 10;  
    //...  
}
```

```
double x;  
for(int i=1; i<=10; i++) {  
    x = 10;  
    //...  
}
```



# Keywords break and continue

- You can also use **break** in a loop to immediately terminate the loop:

```
public static void main(String[] args) {  
    int sum = 0;  
    int number = 0;  
    while (number < 20) {  
        number++;  
        sum += number;  
        if (sum >= 100) // increments until the sum is  
            break;    // greater than 100  
    }  
    System.out.println("The number is " + number);  
    System.out.println("The sum is " + sum);  
}
```

**The number is 14**

**The sum is 105**

# Keywords break and continue

- You can also use **continue** in a loop to end the current iteration and program control goes to the end of the loop body (and continues the loop):

```
public static void main(String[] args) {
    int sum = 0;
    int number = 0;
    while (number < 20) { // adds integers from 1 to 20
        number++;        // except 10 and 11 to sum
        if (number ==10 || number == 11)
            continue;
        sum += number;
    }
    System.out.println("The number is " + number);
    System.out.println("The sum is " + sum);
}
```

The number is 20

The sum is 189