

# §§3.4-3.10, 5.4: while and for loops

20 Sep 2006  
CMPT14x  
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- *HW03 due today*
- *Quiz ch2 back*

# Announcements

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- Class cancelled tomorrow, Thursday 21Sep
- Python 2.5 has been released; we won't use it

# Review of last time (§3.1-3.8)

- Selection: if, if..else.., if..elif..else
- Loops: while
- Sentinel variables
- Loop counters
- Using mathematical closed forms instead of loops
- abs(), += etc., string.capitalize()

# What's on for today (§3.4-3.10, 5.4)

- String concatenation (+), repetition (\*)
- Qualified import
- while loops: continue, break, else
- Common mistakes in loops
- for loops
- range()

# String concatenation, repetition

- The plus operator (+) is overloaded to work with strings: **concatenation**
  - ◆ “Hello” + “World!”      --> “HelloWorld!”
- **Overloading** is when one operator or function can do **different** things depending on the **type** of its arguments:
  - ◆  $2 + 3$       --> **integer** addition
  - ◆  $2 + 3.0$       --> **float** addition
  - ◆ “A” + “B”      --> **string** concatenation
- Python also has string **repetition**:
  - ◆ “Hi!” \* 3      --> “Hi!Hi!Hi!”

# String concatenation vs. print

- **print** converts each of its arguments to a string, and puts **spaces** between them:
  - ◆ **print "Hello", "dear", "World!"**
    - ---> Hello dear World!
- String concatenation **doesn't** insert spaces:
  - ◆ **print "Hello" + "dear" + "World!"**
    - ---> Helloworld!

# Qualified import

- The usual way to **import** a library:

```
import string  
string.capitalize("Hello!")
```

- Import **individual** functions from a library:

```
from string import capitalize  
capitalize("Hello!")
```

- Or import an **entire** library (don't do this):

```
from string import *  
capitalize("Hello!")
```

- We'll learn later about **namespaces**

# while loops: continue

- You can prematurely go to the next iteration of a while loop by using **continue**:
  - ◆ **counter = 0**
  - ◆ **while counter < 5:**
    - **counter += 1**
    - **if counter == 3:**
      - **continue**
    - **print counter,**
  - **Output:**
    - ◆ 1 2 4 5



# while loops: break

- You can quit a while loop early by using **break**:
  - ◆ **counter = 0**
  - ◆ **while counter < 5:**
    - **counter += 1**
    - **if counter == 3:**
      - **break**
    - **print counter,**
- **Output:**
  - ◆ 1 2

# while loops: else

- The optional **else** clause of a while loop is executed when the loop condition is False:
  - ◆ **counter = 0**
  - ◆ **while counter < 5:**
    - **counter += 1**
    - **print counter,**
  - ◆ **else:**
    - **print “Loop is done!”**
- **Output:**
  - ◆ 1 2 3 4 5 Loop is done!

# while loops: break skips else

- If the loop is exited via **break**, the **else** clause is not performed:
  - ◆ **counter = 0**
  - ◆ **while counter < 5:**
    - **counter += 1**
    - **if counter == 3:**
      - **break**
    - **print counter,**
  - ◆ **else:**
    - **print "Loop is done!"**
- **Output:**
  - ◆ **1 2**

# Common errors with loops

- Print squares from  $1^2$  up to  $10^2$ :
  - ◆ `counter = 0`
  - ◆ `while counter < 10:`
    - `print counter*counter,`
- What's wrong with this loop?
- Always make sure progress is being made in the loop!

# Common errors with loops

- Count from 1 up to 10 by twos:
  - ◆ `counter = 1`
  - ◆ `while counter != 10:`
    - `print counter,`
    - `counter += 2`
- What's wrong with this loop?  
How would you fix it?
  - ◆ `counter = 1`
  - ◆ `while counter < 10:`
    - `print counter,`
    - `counter += 2`

# Common errors with loops

- Count from 1.1 up to 2.0 in increments of 0.1:
  - ◆ `counter = 1.1`
  - ◆ `while counter != 2.0:`
    - `print counter,`
    - `counter += 0.1`
- Seems like it should work, but it might not due to inaccuracies in floating-point arithmetic
  - ◆ `counter = 1.1`
  - ◆ `while counter < 2.0:`
    - `print counter,`
    - `counter += 0.1`

# for loops

- Since many while loops are **counting** loops, the **for** loop is an easy construct that prevents many of these errors
- **Syntax:**
  - ◆ **for target in expression list :**
    - *Statement sequence*
- **Example:**
  - ◆ **for counter in (0, 1, 2, 3, 4):**
    - **print counter,**
  - **Output:**
    - ◆ 0 1 2 3 4
- for loops can also take an **else** sequence, like while loops

# range()

- The built-in function `range()` produces a list suitable for use in a for loop:
  - ◆ `range(10)` ----> `[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]`
  - ◆ Note **0-based**, and doesn't include **end** of range
- Specify **starting** value:
  - ◆ `range(1, 10)` ----> `[1, 2, 3, 4, 5, 6, 7, 8, 9]`
- Specify **increment**:
  - ◆ `range(10, 0, -2)` ----> `[10, 8, 6, 4, 2]`
- Technically, `range()` returns a **list** (mutable), rather than a **tuple** (immutable). We'll learn about lists and mutability later.



# for loop examples

- Print squares from  $1^2$  up to  $10^2$ :
  - ◆ `for counter in range(1, 10):`
    - `print counter * counter,`
- for loops can iterate over other **lists**:
  - ◆ `for appleVariety in ("Fuji", "Braeburn", "Gala"):`
    - `print "I like", appleVariety, "apples!"`
- Technically, the for loop uses an **iterator** to get the next item to loop over. Iterators are beyond the scope of CMPT140/145.

# Review of today (§3.4-3.10, 5.4)

- String concatenation (+), repetition (\*)
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# TODO items

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- Quiz: ch3 on Mon
- Lab2 next week: §3.14 # 36 and 45
- Reading: through §4.7 for Fri
- Class cancelled tomorrow