BBM 101 – Introduction to Programming I

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Today

- **Iteration Control**
  - Loop Statements
    - *for, while, do-while* structures
  - *break* and *continue*
  - Some simple numerical programs
Loop Statements

Loop is a group of instructions computer executes repeatedly while some condition remains true

Counter-controlled Repetition
- Definite repetition: know how many times loop will execute
- Control variable used to count repetitions

Sentinel-controlled Repetition
- Indefinite repetition
- Used when number of repetitions not known
- Sentinel value indicates "end of data"
The for Loop

- Syntax

```
for (initialization; condition; modify)
  statement;
```

- The program will keep executing the `statement` inside the `for` as long as the condition is true (non zero).

- The `condition` is tested `before` each iteration of the loop. The loop terminates when the condition is false.

- The loop is controlled by a variable which is initialized and modified by the `initialization` and `modify` (e.g. increment operation) expressions, respectively.
The for Loop (Example)

Find the sum of numbers between 1 and 100

```c
int sum = 0;
for (i = 0; i <= 100; i++) {
    sum = sum + i;
}
```

- control variable `i = initial value 0`
- increment of control variable `i`
- loop continuation condition (100 is the final value of `i` for which the condition is true)
The for Loop (Further Examples)

- Loop from 100 to 1 in increments of -1
  
  ```plaintext
  for (i = 100; i >= 1; i--)
  ```

  value of i when the loop terminates is 0.

- Loop from 7 to 77 in increments of 7
  
  ```plaintext
  for (i = 7; i <= 77; i+7)
  ```

  value of i when the loop terminates is 84.
Example: A program that prints the sum of even numbers between 0 and 100

```c
/*Summation with for */
#include <stdio.h>

int main()
{
    int sum = 0, number;
    for ( number = 2; number <= 100; number += 2 ){
        sum += number;
    }
    printf( "Sum is %d\n", sum );
    return 0;
}
```

Sum is 2550
The while Loop

- Syntax

  ```
  while (condition) 
  statement;
  ```

- The program will repeatedly execute the `statement` inside the `while` as long as the condition is true (non zero)

- The condition is tested `before` each iteration of the loop. The loop terminates when the condition is false.

- If the condition is initially false (0), the statement will not be executed.
The while Loop (Example)

- Find the sum of numbers between 1 and 100

```c
int sum = 0, i = 1;
while (i <= 100) {
    sum = sum + i;
    i = i + 1;
}
```
Counter Controlled Repetition (Example)

A class of 10 students took a quiz. The grades (integers in the range 0 to 100) for this quiz are available to you. Determine the class average on the quiz.

The algorithm

1. Set total to zero
2. Set grade counter to one
3. While grade counter is less than or equal to 10
   - Input the next grade
   - Add the grade to the total
   - Add one to the grade counter
4. Set the class average to the total divided by ten
5. Print the class average
/* Class average program with counter-controlled repetition */
#include <stdio.h>

int main()
{
    int counter, grade, total, average;

    /* initialization phase */
    total = 0;
    counter = 1;

    /* processing phase */
    while ( counter <= 10 ) {
        printf( "Enter grade: " );
        scanf( "%d", &grade );
        total = total + grade;
        counter = counter + 1;
    }

    /* termination phase */
    average = total / 10.0;
    printf( "Class average is %d\n", average );

    return 0;    /* indicate program ended successfully */
}
Sentinel Controlled Repetition (Example)

- Revisiting the class average problem: *Arbitrary number of students* took the quiz this time.
  - i.e., number of students will not be known when the program runs
  - How is the program going to know when to end?

- Use sentinel value
  - Also called *signal value, dummy value, or flag value*
  - Indicates *end of processing*
  - Loop ends when user inputs the sentinel value
  - Sentinel value is chosen in a way that it cannot be confused with a regular input
/* Class average program with sentinel-controlled repetition */
#include <stdio.h>
int main()
{
    float average;
    int counter, grade, total;

    /* initialization phase */
    total = 0;
    counter = 0;

    /* processing phase */
    printf( "Enter grade, -1 to end: " );
    scanf( "%d", &grade );
    while ( grade != -1 ) {
        total = total + grade;
        counter = counter + 1;
        printf( "Enter grade, -1 to end: " );
        scanf( "%d", &grade );
    }

    /* termination phase */
    if( counter != 0 ) {
        average = (float) total / counter;
        printf( "Class average is %.2f", average );
    } else
    {
        printf( "No grades were entered\n" );
    }

    return 0;  /* indicate program ended successfully */
}
The do-while Loop

- Syntax

```c
    do {
        statement;
    } while (condition)
```

- The program will definitely execute the statement at least once and then repeatedly keep executing the `statement` inside the do-while as long as the condition is true (non zero)

- The `condition` is tested after each iteration of the loop. The loop terminates when the condition is false.

- If the condition is initially false (0), the statement will be executed anyways.
The do-while Loop (Example)

■ Find the sum of numbers between 1 and 100

```c
int sum = 0, i = 1;
do {
    sum = sum + i;
i = i + 1;
} while (i <= 100)
```

■ Try until the user enters a valid number

```c
int number;
do {
    printf("Enter a number from 0 to 100: ");
    scanf("%d", &number);
} while (number >= 0 && number <= 100)
```

Which example better suites for the use of do-while loop?
Nesting Control Structures

- Problem
  - A college has a list of test results (1 = pass, 2 = fail) for 10 students
  - Write a program that counts the number of passed and failed students

- Notice that
  - The program must process 10 test results
    - Counter-controlled loop will be used
  - Two counters can be used
    - One for number of passes, one for number of fails
  - Each test result is a number—either a 1 or a 2
    - If the number is not a 1, we assume that it is a 2
#include <stdio.h>

int main()
{
    int passes = 0, failures = 0, student = 1, result;

    while(student <= 10){

        printf( "Enter result: 1(Pass), 2(Fail): " );
        scanf( "%d", &result);
        if(result == 1)
            passes++;
        else
            failures++;
        student = student + 1;
    }

    printf("Passed: %d Failed: %d\n", passes, failures);

    return 0;
}
```c
#include <stdio.h>

int main()
{
    char grade;
    int aCount=0, bCount=0, cCount=0, dCount=0, fCount=0 ;

    printf( "Enter the letter grades. Enter X to exit. \n" );

    while((grade = getchar()) != 'X') {

        switch ( grade ) {
            case 'A': case 'a': ++aCount; break;
            case 'B': case 'b': ++bCount; break;
            case 'C': case 'c': ++cCount; break;
            case 'D': case 'd': ++dCount; break;
            case 'F': case 'f': ++fCount; break;
            default:printf( "Incorrect letter grade entered." );
                        printf( "Enter a new grade.\n" );
                        break;
        }
    }
}
```

Nesting while loop and switch structure
Nested Loops

- When a loop body includes another loop construct this is called a *nested loop*.

- In a nested loop structure the inner loop is executed from the beginning every time the body of the outer loop is executed.

  ```
  value = 0;
  for (i=1; i<=10; i=i+1)
    for (j=1; j<=5; j=j+1)
      value = value + 1;
  ```

- How many times the inner loop is executed? 50 times
Nested Loops (Example)

How many times the inner loop is executed?

```c
for (i=1; i<=5; i=i+1){
    for (j=1; j<=i; j=j+1)
        printf("*");
    printf("\n");
}
```

Output

```
1
1, 2
1, 2, 3
1, 2, 3, 4
1, 2, 3, 4, 5
```

15 times
Nesting while and for Loops

```c
int main()
{
    int num, count, total = 0;

    printf("Enter a value or a negative number to end: ");
    scanf("%d", &num);

    while( num >= 0 ) {
        for (count = 1; count <= num; count++)
            total = total + count;

        printf("%d %d",num, total);
        printf( "Enter a value or a negative number to end: ");
        scanf( "%d", &num );
        total = 0;
    }
    return 0;
}
```

This program reads numbers until the user enters a negative number. For each number read, it prints the number and the summation of all values between 1 and the given number.
The break Statement

- Causes immediate exit from a `while, for, do...while` or switch statement

- Program execution continues with the first statement after the containing block

- Common uses of the break statement
  - Escape early from a loop
  - Skip the remainder of a switch statement
The break Statement (Example)

```c
#include <stdio.h>

int main(){
    int x;

    for (x = 1; x <= 10 ; x++) {
        if ( x == 5 )
            break;
        printf("%d ", x);
    }

    printf("\nBroke out of the loop at x =%d ", x);
    return 0;
}
```

1 2 3 4
Broke out of the loop at x = 5
The continue Statement

- Skips the remaining statements in the body of a `while`, `for` or `do...while` statement
  - Proceeds with the next iteration of the loop

- `while` and `do...while` loops
  - Loop-continuation test is evaluated immediately after the continue statement is executed

- `For` loop
  - Increment expression is executed, then the loop-continuation test is evaluated
The continue Statement (Example)

```c
#include <stdio.h>

int main() {
    int x;

    for (x = 1; x <= 10; x++) {
        if (x == 5)
            continue;
        printf("%d ", x);
    }

    printf("\nUsed continue to skip printing the value 5");
    return 0;
}
```

1 2 3 4 6 7 8 9 10
Used continue to skip printing the value 5
Exhaustive Enumeration

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>

int main() {
    int x, ans;
    printf("Enter an integer: ");
    scanf("%d", &x);
    ans = 0;
    while (pow(ans,3)<abs(x))
        ans++;
    if (pow(ans,3)!=abs(x))
        printf("%d is not a perfect cube\n", x);
    else {
        if (x<0) ans = -ans;
        printf("Cube root of %d is %d\n", x, ans);
    }
    return 0;
}
```

This program finds the cube root of a perfect cube using a variant of guess and check technique called exhaustive enumeration.

- Enumerate all possibilities until we get the right answer or exhaust the space of possibilities.
Approximate Solutions

- Suppose we want to find the square root of any non-negative number?
- Can't guarantee exact answer, but just look for something close enough
- Start with exhaustive enumeration
  - Take small steps to generate guesses in order
  - Check to see if close enough

Slide credit: E. Grimson, J. Guttag and C. Terman
Square root of any non-negative number

```c
int x = 25;
double epsilon = 0.01;
double step = epsilon*epsilon;
int numGuesses = 0;
double ans = 0.0;
while (fabs(ans*ans - x) >= epsilon && ans <= x) {
    ans += step;
    numGuesses++;
}
printf("numGuesses = %d\n", numGuesses);
if (fabs(ans*ans - x) >= epsilon)
    printf("Failed on square root of %d", x);
else
    printf("%.3lf is close to square root of %d", ans, x);
```

numGuesses = 49990
4.999 is close to square root of 25
Square root of any non-negative number

```c
int x = 25;
double epsilon = 0.01;
double step = epsilon*epsilon;
int numGuesses = 0;
double ans = 0.0;
while (fabs(ans*ans - x) >= epsilon && ans <= x) {
    ans += step;
    numGuesses++;
}
printf("numGuesses = %d\n", numGuesses);
if (fabs(ans*ans - x) >= epsilon)
    printf("Failed on square root of %d", x);
else
    printf("%.3lf is close to square root of %d", ans, x);
```

- numGuesses = 49990
- 4.999 is close to square root of 25

Step could be any small number
- If too small, takes a long time to find square root
- If make too large, might skip over answer without close enough
Bisection Search

- We know that the square root of $x$ lies between 0 and $x$, from mathematics.

- Rather than exhaustively trying things starting at 0, suppose instead we pick a number in the middle of this range.

- If we are lucky, this answer is close enough.
Bisection Search

- If not close enough, is guess too big or too small?
- If $g^2 > x$, then know $g$ is too big; but now search

  ![](https://via.placeholder.com/150)

- And if this new $g$ is, for example, $g^2 < x$, then know too small; so now search

  ![](https://via.placeholder.com/150)

- At each stage, reduce range of values to search by half

Slide credit: E. Grimson, J. Guttag and C. Terman
Approximating Square Root using Bisection Search

```c
int x = 25;
double epsilon = 0.01;
int numGuesses = 0;
double low = 0.0;
double high = MAX(1.0, x);
double ans = (high + low)/2.0;
while (fabs(ans*ans - x) >= epsilon) {
    printf("low = %.5lf high = %.5lf ans = %.5lf\n", low, high, ans);
    numGuesses++;
    if (ans*ans < x)
        low = ans;
    else high = ans;
        ans = (high + low)/2.0;
}
printf("numGuesses = %d\n", numGuesses);
printf("%.5lf is close to square root of %d", ans, x);
```
Approximating Square Root using Bisection Search

```c
int x = 25;
double epsilon = 0.01;
int numGuesses = 0;
double low = 0.0;
double high = MAX(1.0, x);
double ans = (high + low)/2.0;
while (fabs(ans*ans - x) >= epsilon) {
    printf("low = %.5lf high = %.5lf
    numGuesses++;
    if (ans*ans < x)
        low = ans;
    else high = ans;
        ans = (high + low)/2.0;
}
printf("numGuesses = %d\n", numGuesses);
printf("%.5lf is close to square root of %d", ans, x);
```
Approximating Square Root using Bisection Search

```c
int x = 25;
double epsilon = 0.01;
int numGuesses = 0;
double low = 0.0;
double high = MAX(1.0, x);
double ans = (high + low)/2.0;
while (fabs(ans*ans - x) >= epsilon) {
    printf("low = %.5lf high = %.5lf
    numGuesses++;
    if (ans*ans < x)
        low = ans;
    else high = ans;
    ans = (high + low)/2.0;
}
printf("numGuesses = %d\n", numGuesses);
printf("%.5lf is close to square root of %d", ans, x);
```

- **Bisection search radically reduces computation time** – being smart about generating guesses is important
- **Should work well on problems with “ordering” property** – value of function being solved varies monotonically with input value
  - Here ans*ans which grows as ans grows
Summary

- **Iteration Control**
  - Loop Statements
    - *for*, *while*, *do-while* structures
  - *break* and *continue*
  - Some simple numerical programs
Next week

■ Functions
  ▪ Definitions
  ▪ Invocation
  ▪ Parameter Lists
  ▪ Return Values
  ▪ Prototypes

■ Variable Scopes
  ▪ Block Structure
  ▪ Global and Local Variables
  ▪ Static Variables

■ Recursion