Repetition

Examples

When is repetition necessary/useful?

Types of Loops

- Counting loop
 - Know how many times to loop
- Sentinel-controlled loop
 - Expect specific input value to end loop
- Endfile-controlled loop
 - End of data file is end of loop
- Input validation loop
 - Valid input ends loop
- General conditional loop
 - Repeat until condition is met

while

```
while condition:
    statements

x=1
while x < 10:
    print x
    x = x + 1</pre>
```

while

```
x=1 #initialization of control variable
while x < 10: #condition
  print x #task to be repeated
  x = x + 1 #update - VERY VERY IMPORTANT</pre>
```

Sentinel-controlled

```
num = input("Enter number - 0 to quit: ")
while num != 0:
    print You entered ", num
    num = input("Enter number - 0 to quit: ")
```

Which is the control variable?

Input Validation

for

- Loop iterates over a list
- Initialization and update happen automatically

Infinite Loops

 If your program "hangs" – you probably forgot to update your control variable

```
x=1
while x==1:
    print "x is 1"
```

Why is this bad?

```
x=1
end_value=10
while x != end_value:
    #do something
```

Infinite Loops

```
Why is this bad?
x=1
end_value=10
while x != end_value:
  #do something
  x *= 2
x=1
end_value=10
while x < end_value: #better
  #do something
```

Alternative

```
while 1:
   num = input("Enter a number - 0 to quit: ")
   if num == 0:
        break #combines intialization and update
```

Problem

• Print

- The only print statements you can use are the following:
 - print "*", #the comma prevents the \n
 - print

#print a rectangle of stars

#3 times #print a line of stars

```
#print a rectangle of stars
x=1
while x <= 3:
    #print a line of stars

#print a line of stars
y=1
while y<=3:
    print "*",</pre>
```

```
#print a rectangle of stars
x=1
while x <= 3:
    #print a line of stars
    y=1
    while y<=3:
        print "*",</pre>
#DONE?
```

```
#print a rectangle of stars
x=1
while x \le 3:
  #print a line of stars
 y=1
 while y<=3:
     print "*",
     y+=1
 print
  x+=1
```