[220 / 319] Iteration 2

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Readings:

Chapter 2 of Sweigart book Chapter 6.4 of Python for Everybody Due: Quiz3

Learning Objectives Today

Nested loops tracing

Chapter 7 of Think Python

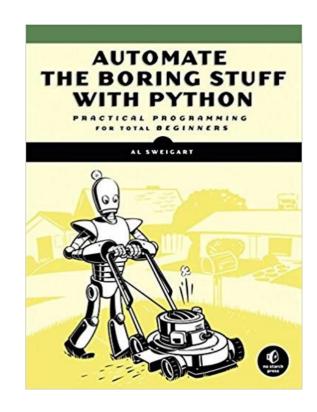
Understanding break and continue

- Syntax
- Control flow
- Use cases

Nested loops tracing

• Interaction with break/continue

Chapter 2 of Sweigart (great recap so far)



http://automatetheboringstuff.com/chapter2/

Today's Outline

Design Patterns

Worksheet

Break

Continue

Nesting

Design Patterns (outside Programming)

Overview [edit]

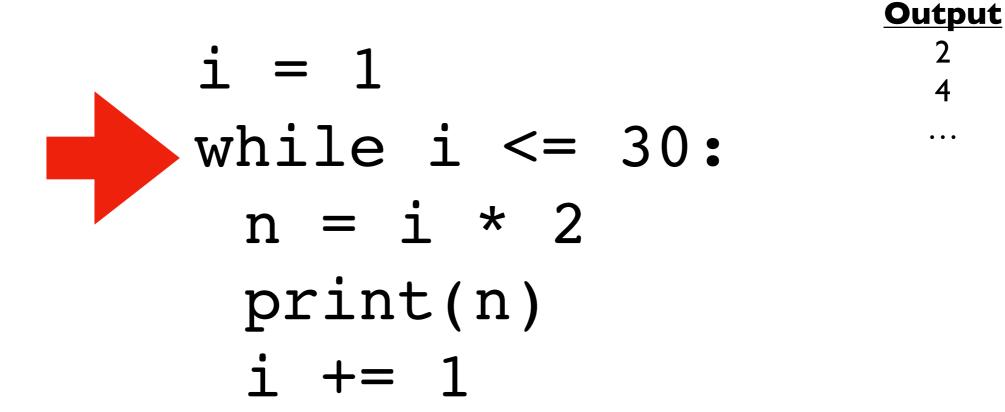
The five-paragraph essay is a form of essay having five paragraphs:

- st one introductory paragraph,
- 3rd three body paragraphs with support and development, and
- 2nd one concluding paragraph.

somebody familiar with this structure might skip around

[wikipedia]

there are many similarities between reading/writing code and essays



When you ask a programmer what a piece of code does, what do they look at, and in what order?

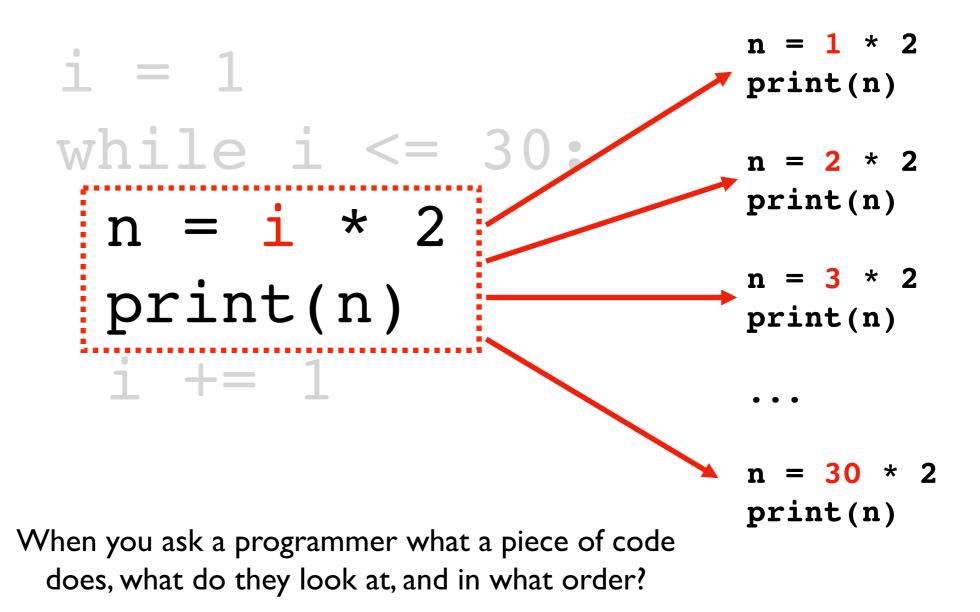
Way I: walk through in order (never a bad option)

experienced coders will focus in on everything about "i" first because that is in the loop condition

When you ask a programmer what a piece of code does, what do they look at, and in what order?

Way 2: knowing that certain code is written again and again, look for common patterns to break it down

Observation: loop will run with values of i of: I to 30



Observation: highlighted code runs 30 times, with i values of 1 through 30

2 4 6 8 ... 56 58

60

```
i = 1
while i <= 30
n = 1 * 2
print(n)

n = i * 2
print(n)

n = 3 * 2
print(n)

i += 1
...

n = 30 * 2
print(n)</pre>
```

When you ask a programmer what a piece of code does, what do they look at, and in what order?

Conclusion: the code prints 2, 4, 6, ..., 58, 60

Design Pattern I: do something N times

Option A

fill in with specifics here

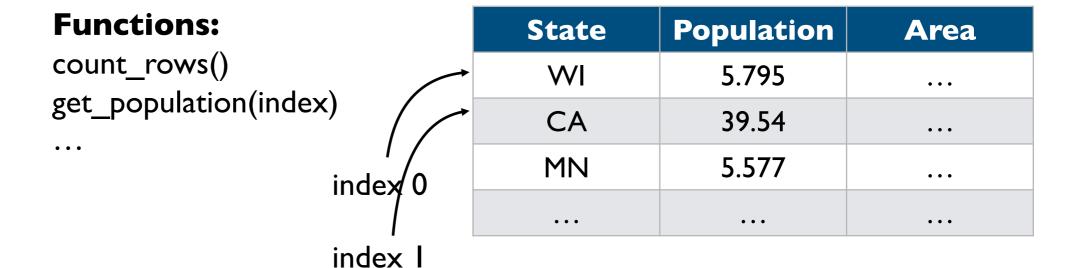
Option B

fill in with specifics here

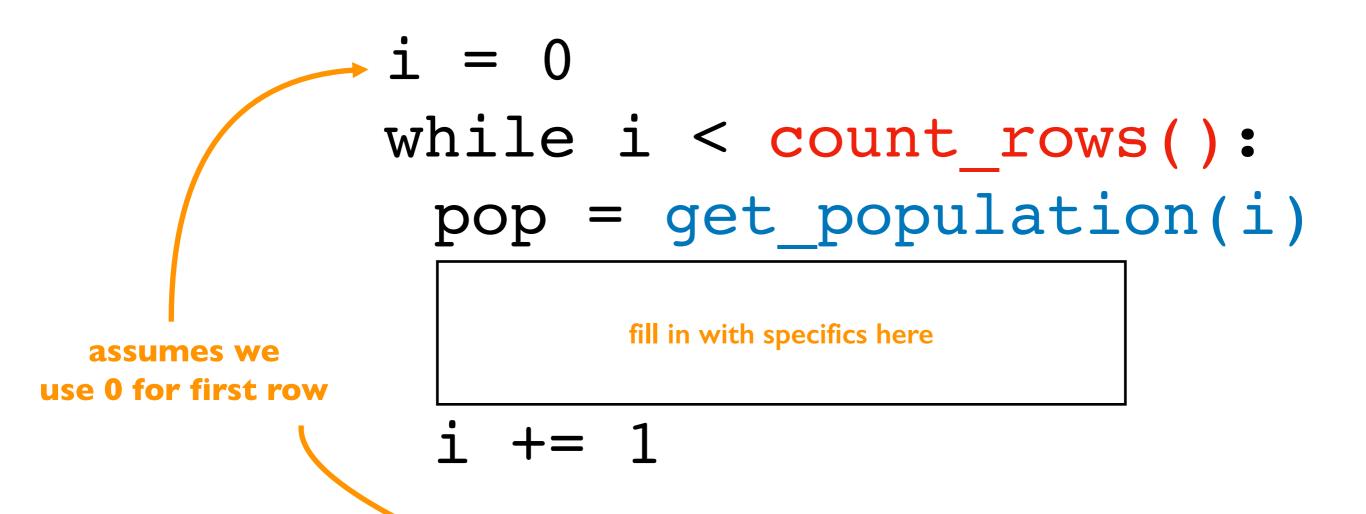
$$i += 1$$
 $0, 1, 2, ..., N-1$

Design Pattern 2: do something with all data

fill in with specifics here



Design Pattern 2: do something with all data



Functions:

count_rows()
get_population(index)

•	•	

State	Population	Area
WI	5.795	•••
CA	39.54	•••
MN	5.577	•••
•••	•••	•••

Design Pattern 3: do something until the end

```
while has_more():
   data = get_next()
```

fill in with specifics here

People creating functions/modules for other programmers to use will often have functions for checking if there is more data and for getting the data one piece at a time

Today's Outline

Design Patterns

Worksheet

- Problem I
- Problem 2

Break

Continue

Nesting

Problem 1: counting

```
countdown = 5
while countdown > 1:
    print(countdown)
    countdown -= 1
```

countdown

5 4 3

Problem 2: loops inside loops

```
i = 1
while i <= 3:
    j = 1
    while j <= i:
        print(i)
        j += 1
    print('END')
    i += 1</pre>
```

Problem 2: loops inside loops

```
i = 1
while i <= 3:
                                          Output
    j = 1
    while j <= i:
                                          END
                                          2
        print(i)
         j += 1
                                          END
    print('END')
                                          3
                                          3
    i += 1
                              3 2
                                          END
```

Today's Outline

Design Patterns

Worksheet

Break

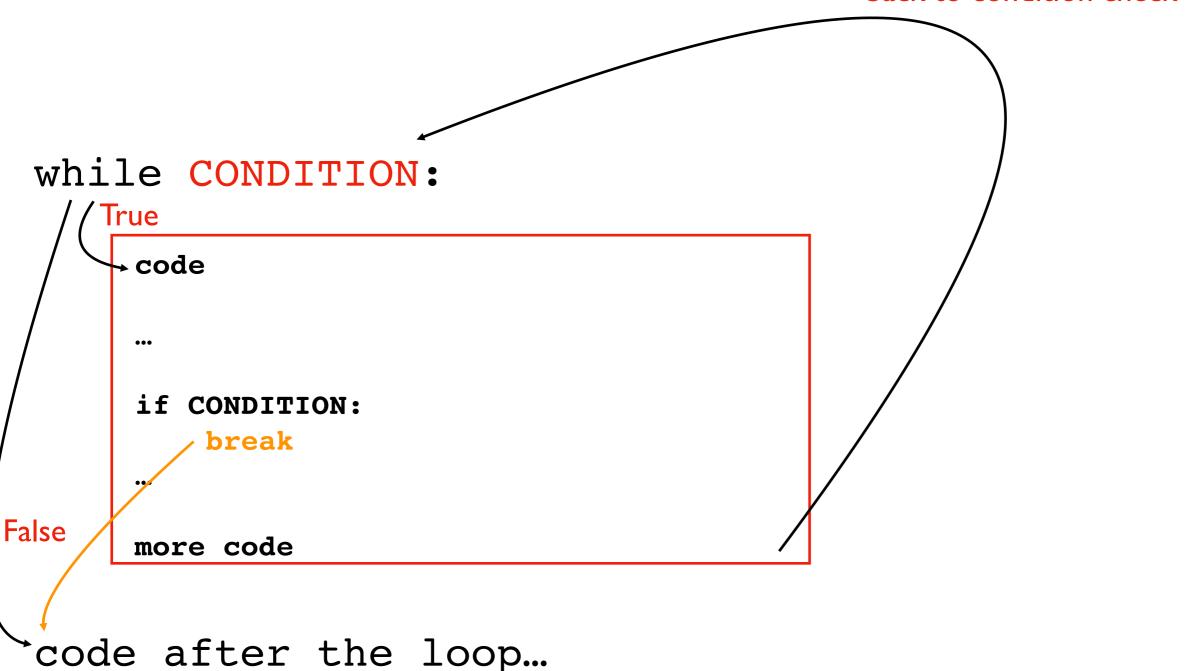
Don't get too excited, only the loops get a break!

Continue

Nesting

Basic Control Flow

at end, always go back to condition check



Just like return immediately exits a function, break immediately exits a loop

Basic Control Flow

at end, always go back to condition check

```
while CONDITION:
    True
      code
      if CONDITION:
          break
False
      more code
 code after the loop...
```

Usage: Commonly used when we're searching through many things.

Allows us to stop as soon as we find what we want.

Demo: Prime Search Program

Goal: answer whether a range of numbers contains a prime

Input:

- Start of range
- End of range



Output:

• Yes or no

Examples:

14 to 16 => NO (because 14, 15, and 16 are all not prime)
10 to 12 => YES (because 11 is prime)

Problem 3: can we have a break, please?

```
num = 0
                                             inside
                                            sandwich
while num < 500:
                                      num
                                      0
                                             100
    num += 100
                                            200
                                      100
    print(str(num) + "?")
                                      200
                                            300
                                      300
                                            400
    if num == 300:
                                            500
                                      400
         break
    print('YES')
                                      output
                                      100?
                                      YES
                                      200?
                                      YES
                                      300?
```

Today's Outline

Design Patterns

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Break

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Nesting

Basic Control Flow

at end, always go back to condition check

```
while CONDITION:
     True
       code
       if CONDITION:
           continue
False
       more code
```

code after the loop...

continue immediately stops current iteration and goes back to the condition, without executing the "more code part, potentially to start another iteration

Basic Control Flow

at end, always go back to condition check

```
while CONDITION:
     True
      code
       if CONDITION:
           continue
False
       more code
```

code after the loop...

Usage: commonly used to skip over values we want to ignore

Demo: Average Score

Goal: keep a running average of user-provided scores

Input:

- "q" for quit (keep running until this)
- a score in the 0 to 100 range

Output:

Recompute average and print after each new number

Example:

enter a score (or q for exit): **50** avg is 50 enter a score (or q for exit): **I I 0** bad input, skipping! enter a score (or q for exit): **q** exiting

Twist: use "continue" to skip over inputs not in the 0 to 100 range

Today's Outline

Design Patterns

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Break

Continue

Nesting

Problem 4: we must continue practicing loops!

```
num = 0
while num < 500:
                                               inside
                                               sandwich
                                        num
    num += 100
                                        0
                                               100
    print(str(num) + "?")
                                               200
                                        100
    if num == 300:
                                        200
                                               300
        continue
                                        300
                                               400
    print('YES')
                                               500
                                        400
```

output 100? YES 200? YES 300? 400? YES 500? YES

Nested loops

while **CONDITION_A**:

```
more code
while CONDITION B:
    more code
                            where does this
                            jump back to?
  if CONDITION_C:
    continue
    more code
  more code
```

code outside any loop

Nested loops

while **CONDITION_A**:

```
more code
while CONDITION B:
    more code
  if CONDITION_C:
    continue
    more code
 more code
```

continue and break always apply to the inner loop in Python

code outside any loop

Nested loops

while **CONDITION_A:**

```
more code
while CONDITION B:
    more code
  if CONDITION_C:
    break
    more code
 more code
```

code outside any loop

Worksheet Problems