

Chapter 6

Looping

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Outcomes. At the end of this chapter students will know how to...

- Design and implement while loops
 - count-controlled
 - event-controlled loops
 - Using end of file condition
 - Using sentinels
- Design and implement nested loops
- Test and debug loops

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What is a loop?

- A repetition control structure.
a.k.a. an “iterative” structure
- Causes a single statement or block to be executed repeatedly

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Two Types of Loops

count controlled loops

Repeat a specified number of times
Controlled by a counter

event-controlled loops

Some condition within the loop body changes
and this causes the repetition to stop

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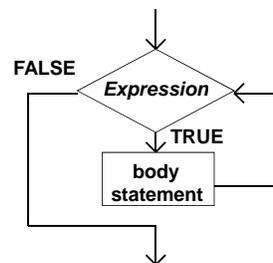
While Loop

SYNTAX

```
while ( Expression )  
{  
    .  
    . // loop body  
    .  
}
```

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WHILE LOOP



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Count-controlled Loop

- Loop control variable must be initialized
- Must have expression to test for continuing the loop
- Loop control variable updated with each iteration of the loop body

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Count-controlled Loop

```
int count ;  
  
count = 4;           // initialize loop variable  
  
while (count > 0)    // test expression  
{  
    cout << count << endl ; // repeated action  
    count -- ;        // update loop variable  
}  
cout << "Done" << endl ;
```

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Count-controlled Loop

```
int count ;  
  
count = 4;  
  
while (count > 0)  
{  
    cout << count << endl ;  
  
    count -- ;  
}  
cout << "Done" << endl ;
```

count

OUTPUT

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Count-controlled Loop

```
int count ;  
  
count = 4;  
  
while (count > 0)  
{  
    cout << count << endl ;  
  
    count -- ;  
}  
cout << "Done" << endl ;
```

count

OUTPUT

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Count-controlled Loop

```
int count ;  
  
count = 4;  
  
while (count > 0) TRUE  
{  
    cout << count << endl ;  
  
    count -- ;  
}  
cout << "Done" << endl ;
```

count

OUTPUT

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Count-controlled Loop

```
int count ;  
  
count = 4;  
  
while (count > 0)  
{  
    cout << count << endl ;  
  
    count -- ;  
}  
cout << "Done" << endl ;
```

count

OUTPUT

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">3</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">4</div>

13

Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) TRUE { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">3</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">4</div>

14

Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">3</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;">4 3</div>

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">2</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;">4 3</div>

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) TRUE { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">2</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;">4 3</div>

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; </pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">2</div>
<pre> count -- ; } cout << "Done" << endl ; </pre>	<p>OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;">4 3 2</div>

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">1</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 </div>	

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) TRUE { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">1</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 </div>	

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">1</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 1 </div>	

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">0</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 1 </div>	

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) FALSE { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">0</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 1 </div>	

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Count-controlled Loop

<pre>int count ; count = 4; while (count > 0) { cout << count << endl ; count -- ; } cout << "Done" << endl ;</pre>	<p>count</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">0</div>
<p style="text-align: center;">OUTPUT</p> <div style="border: 1px solid black; width: 80px; height: 80px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> 4 3 2 1 Done </div>	

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Modify it so that it loops 4 times

```
int count ;

count = 4;

while (count ___??___)
{
    cout << count << endl ;
    count ++ ;
}

cout << "Done" << endl ;
```

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Count-Controlled Loop Example

myInfile contains 100 blood pressures

Use a while loop to read the 100 blood pressures and find their total.

Do this now!

(see template on next slide)

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```
ifstream myInfile ;
int thisBP ;
int total ;
int count ;

count = ___; // initialize?

// Loop 100 times exactly!
while ( ___ ) // test expression?
{
    myInfile >> thisBP ;
    total = total + thisBP ;
    ___ // update count?
}

cout << "The total = " << total << endl ;
```

One possible answer...

```
ifstream myInfile ;
int thisBP ;
int total ;
int count ;

count = 0 ; // initialize

while ( count < 100 ) // test expression
{
    myInfile >> thisBP ;
    total = total + thisBP ;
    count++ ; // update
}

cout << "The total = " << total << endl ;
```

Another possible answer...

```
ifstream myInfile ;
int thisBP ;
int total ;
int count ;

count = 1 ; // initialize

while ( count <= 100 ) // test expression
{
    myInfile >> thisBP ;
    total = total + thisBP ;
    count++ ; // update
}

cout << "The total = " << total << endl ;
```

Design an algorithm using a count-controlled loop to...

- Average n integers
- User enters n at keyboard
- User then enters the integers at the keyboard
- n is a positive integer

Pseudo-code or C++ OK!

Do this now!

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One possible answer...

```
prompt for n
read in n
sum ← 0
count ← 0;
while (count < n)
    prompt/read for next integer (num)
    sum ← sum + num
    count ← count + 1
write out sum/n
```

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Event-Controlled Loop

- An event takes place that causes the loop to terminate
- Several types
 - End-of-file controlled
 - Sentinel controlled
 - Flag controlled

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```
// End-of-file controlled loop
total = 0;
myInfile >> thisBP; // priming the read !!!
while (myInfile) // while last read successful
{
    total = total + thisBP;
    myInfile >> thisBP; // read another
}
cout << total;
```

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```
// VERSION II: End-of-file controlled loop
total = 0;
myInfile >> thisBP; // priming the read !!!
while (!myInfile.eof()) // while last read successful
{
    total = total + thisBP;
    myInfile >> thisBP; // read another
}
cout << total;
```

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See “[FileProcessing2](#)” C++ program from “Handouts” Web page

- It shows...
 - Processing while not end of file
 - Checking for a missing file
 - Checking for an empty file

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//End-of-file at keyboard

```
total = 0;
cout << “Enter blood pressure (Ctrl-Z to stop)”;
```

```
cin >> thisBP; // priming read
while (cin) // while last read successful
{
    total = total + thisBP;
    cout << “Enter blood pressure”;
    cin >> thisBP; // read another
}
cout << total;
```

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Event-controlled Loops

- End-of-file controlled ✓
keep processing data as long as there is more data in the file
- Flag controlled
keep processing data until the value of a flag changes in the loop body
- Sentinel controlled
keep processing data until a special value which is not a possible data value is entered to indicate that processing should stop

Using Different Types of Loops for the Blood Pressure Problem

Count controlled loop	✓ Read exactly 100 blood pressures from a file.
End-of-file controlled loop	✓ Read all the blood pressures from a file no matter how many are there.

Using Different Types of Loops for the Blood Pressure Problem continued...

Sentinel controlled loop	Read blood pressures until a special value (like -1) selected by you is read.
Flag controlled loop	Read blood pressures until a dangerously high BP (200 or more) is read.

A Sentinel-controlled Loop

- What is a "sentinel"?
- Requires "priming the read" (as was needed for reading "while not end of file")

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```
// Sentinel controlled loop
total = 0;           Why prime the read?
cout << "Enter a blood pressure (-1 to stop) ";
cin >> thisBP;

while (thisBP != -1) // while value read not sentinel
{
    total = total + thisBP;
    cout << "Enter a blood pressure (-1 to stop) ";
    cin >> thisBP;
}
cout << total;
```

Flag-controlled Loops

- Uses a Boolean flag
- Must initialize to true or false
- Needs meaningful name
- Condition in the loop body changes the flag's value
- Must test for the flag in the loop test expression

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Algorithm to count only the good blood pressure Readings & terminate if bad reading encountered

```
countGoodReadings = 0;
isSafe = true; // initialize Boolean flag
while (isSafe) // same as "while (isSafe==true)"
{
    cin >> thisBP;
    if ( thisBP >= 200 )
        isSafe = false; // change flag value
    else
        countGoodReadings++;
}
cout << countGoodReadings << endl;
```

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Another example of a flag-controlled loop

```
// Play a game as long as user wants to play
bool keepPlaying = true;
char response;
while (keepPlaying)
{
    // code here to play a game
    ...

    cout << "Play again? y/n : ";
    cin >> response;
    response = upcase(response);
    if (response=='N')
        keepPlaying = false
}
cout << "Thanks for playing!";
```

Advantage of using the Boolean keepPlaying?

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Other Uses of Loops

- Count all data values
- Count only special data values
- Sum data values
- Keep track of previous and current values

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Keeping Track of Previous and Current Values

- Write a program that counts the number of "!=" operators in a program's source code
- Read one character in the file at a time
- Must keep track of current & previous characters

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Keeping Track of Values

```
(x != 3)
{
    cout << endl;
}
```

FILE CONTENTS

previous	current	count
(x	0
x	' '	0
' '	!	0
!	=	1
=	' '	1
' '	3	1
3)	1

```
int count;
char previous;
char current;

count = 0 ;
inFile.get (previous);
inFile.get(current); // prime the read

while (!inFile.eof())
{
    if ( (previous == '!') && (current == '=') )
        count++;
    previous = current; // update
    inFile.get(current); // read next character
}
```

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Nested Loop

- Loop within a loop

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Pattern of a Nested Loop

```
initialize outer loop
while ( outer loop condition )
{
    ...
    initialize inner loop
    while ( inner loop condition )
    {
        inner loop processing and update
    }
    ...
}
```

- *How can you hide this detail (of loops inside of loops) in your program design?*

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To design a nested loop

- Begin with outer loop
- When you get to where the inner loop appears, *make it a separate module and come back to its design later*

Example, next slide→

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Use a Nested Loop to Display Rows, Columns of \$s

read in numRows, numCols

rowCtr ← 0

colCtr ← 0

while (rowCtr ≤ numRows)

while (colCtr ≤ numCols)

write out "\$"

colCtr ← colCtr + 1

rowCtr ← rowCtr + 1

write newline character

Output for numRows = 4,
numCols = 3

```
$$$
$$$
$$$
$$$
```

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Display rows & columns of "\$"s

read in numRows, numCols

rowCtr ← 0

colCtr ← 0

while (rowCtr ≤ numRows)

Display one row of "\$"s

rowCtr ← rowCtr + 1

write newline character

Output for
numRows = 4
numCols = 3

```
$$$
$$$
$$$
$$$
```

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Best! Using a Subroutine

```
read in numRows, numCols
rowCtr ← 0
while (rowCtr ≤ numRows)
```

```
    DisplayRow(numCols)
```

```
    rowCtr ← rowCtr + 1
write newline character
```

Output for
numRows = 4
numCols = 3

```
$$$
$$$
$$$
$$$
```

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Design for the Subroutine DisplayRow

Subroutine: DisplayRow
Task: Displays one row of dollar signs
PreCondition: numCols has value ≤ 80
PostCondition: numCols \$s have been displayed in one row

Parameters: name type param type description
numCols integer value(in) number of Columns
Local variables: colCtr integer column counter for loop

Algorithm:

```
colCtr=1
while (colCtr ≤ numCols)
    write out "$"
    colCtr ← colCtr + 1
```

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Using DisplayRow in C++

```
// prototype
void DisplayRow (int);
...
int main()
{
    read in numRows, numCols
    rowCtr = 0
    while (rowCtr ≤ numRows)
    {
        DisplayRow (numCols);
        rowCtr = rowCtr + 1;
        cout << endl;
    }
    return 0;
}
```

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The Procedure Itself (follows the "main" module in C++ program)

```
// DisplayRow prints out one row of dollar signs
// PreCondition: numCols has value ≤ 80
// PostCondition: numCols $s have been displayed in one row
//-----
void DisplayRow (int numCols)
{
    int colCtr=1; // column counter for loop

    while (colCtr ≤ numCols)
    {
        cout << '$';
        colCtr = colCtr + 1;
    }
}
```

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Another Example: Patient Data

A file (input) contains blood pressure data for different people. Each line has a patient ID, the number of readings for that patient, followed by the actual readings.

ID	howMany	Readings
4567	5	180 140 150 170 120
2318	2	170 210
5232	3	150 151 151

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Patient Date continued...

Read the data and display the average blood pressures for each patient

Patient ID	BP Average
4567	152
2318	190
5232	151
.	.
.	.
.	.
There were 432 patients in file.	

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Pseudocode Algorithm

```
initialize patientCount to 0
read first ID and howMany from file
while not end-of-file
    increment patientCount
    display ID
    loop to sum up this patients BPs
    calculate and display average for patient
    read next ID and howMany from file
display patientCount
```

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```
#include <iostream>
#include <fstream>

using namespace std;

int main ( )
{
    int    patientCount;
    int    thisID;
    int    howMany;
    int    thisBP;
    int    totalForPatient;
    int    count;

    float  average;

    ifstream  myInfile;
```

```
myInfile.open("BP.dat");

if (!myInfile ) // opening failed
    cout << "File opening error. Program terminated.";
else           // file opened OK
{
    cout << "ID Number    Average BP" << endl;
    patientCount = 0;
    myInfile >> thisID >> howMany;    // priming read

    // loop to process patients BPs
    //see next slide for this loop
```

```
while ( myInfile ) // while last read successful
{
    patientCount++;
    cout << thisID;
    totalForPatient = 0; // initialize inner loop counter
    count = 0;
    while ( count < howMany) // while still more to read
    {
        myInfile >> thisBP;
        count ++;
        totalForPatient = totalForPatient + thisBP;
    } // end while count<howMany

    average = totalForPatient / float(howMany);
    cout << int (average + .5) << endl; // round
    myInfile >> thisID >> howMany; // another read
} // end while myInfile
```

```
    cout << "There were " << patientCount
    << "patients on file." << endl;

    cout << "Program terminated.\n";
} // end else file opened OK

return 0;
}
```

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Notes re previous example...

- For loop would have been better for reading in blood pressures
 - Why?
- Comments at end of if-else clauses, loops, etc are optional but help reader tell what the closing brace "}" goes with

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Tips on Loop Testing & Debugging

- Verify using an algorithm walk-through
- Trace execution of loop by hand with code walk-through
- Use a debugger to run program in "slow motion"
- Use test data to test all sections of program
- Beware infinite loops
- Check initial value of loop counter
- Check loop termination condition
 - Watch for "off-by-1" problem
- Check how loop counter modified in loop
- Use get function for loops controlled by detection of '\n' character

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Other loops?

- Read over Chapter 9
 - The do-while loop
 - The for-loop

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What's next?

- Read/study Chapters 7 & 8 Value-returning functions
 - Procedures (aka void functions in C++)
 - Scope of identifiers

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