Design while loops COMP 102

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Designing loops

Is the number of steps determined at the beginning?

Otherwise

```
\( initialise \)
while (\( \langle condition - to - do it again \rangle ) \{
  \( \langle body \rangle \)
  \( \langle increment \rangle \)
}
```

Designing loops

Does exiting the loop depend on the actions?

Designing loops

- Write out the steps for a couple of iterations
 - including the tests to determine when to quit/keep going
- Identify the section that is repeated
 - preferably starting with the test
- Wrap it with a while () {
- Identify the condition for repeating (and initial state).

More loops with user input – magic word

- Make user guess a magic word:
 - prompt user for a word
 - test if it is "pumpkin" => stop
 - if not
 - say no!
 - prompt user for a word
 - test if it is "pumpkin" => stop
 - if not
 - say no!
 - prompt user for a word
 - test if it is "pumpkin" => stop
 - if not
 - say no!
 - prompt user for a word
 - test if it is "numpkin" => stop

More loops with user input – magic word

- Make user guess a magic word:
 - prompt user for a word
 - test if it is "pumpkin"

at end

• if not, try again

```
UI.print("Please enter the magic word:");
String answer = UI.askString("your guess: ");
if (answer.equalsIgnoreCase("pumpkin")) { ...
  if not, go back where to??
```

UI.println("You finally guessed it!");

Magic word 1: break to exit

- Put "while" at the beginning of the repeated section
- Use the "infinite loop" and an if () { break; }

```
while ( true ) {
    UI.print("Please enter the magic word:");
    String answer = UI.askString("your guess: ");
    if ( answer.equalsIgnoreCase("pumpkin") ) {
        break;
    }
    UI.print("No!");
}
UI.println("You finally guessed it!");
```

Magic word 2: unfold

- Put "while" where the test is,
- Repeat the "set up" in the body.

```
UI.print("Please enter the magic word:");
String answer = UI.askString("your guess: ");
while (! answer.equalsIgnoreCase("pumpkin")) {
    UI.println("No!");
    answer = UI.askString("your guess: ");
}
UI.println("You finally guessed it!");
```

Magic word 3: clever initialisation

Set up a "dummy" case first.

```
UI.print("Please enter the magic word:");
String answer = "not pumpkin!";
while (! answer.equalsIgnoreCase("pumpkin")) {
    answer = UI.askString("your guess: ");
}
UI.println("You finally guessed it!");
```