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# **for loops**

## **COMP 102**

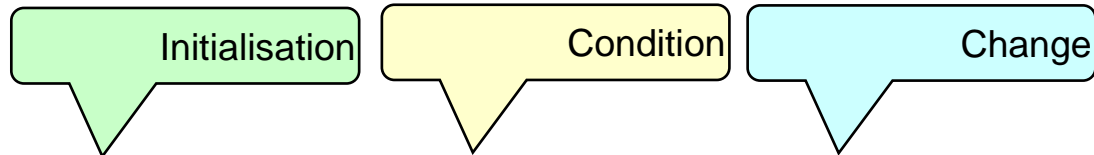
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# “for” loops

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- A for loop is another way of repeating some code a number of times:

```
for (int i = 0 ; i < 10; i++ ) {  
    UI.println("I can count to " + i + "!");  
}
```



```
for (int x = 100 ; x < 500; x = x + 50 ) {  
    UI.drawRect(x, 50, x + 20, 200);  
    UI.drawEllipse(x - 20, 30, 40, 40);  
}
```

# for loops and while loops

- A for loop can be translated into a while loop:

```
for (int i = 0 ; i < 10; i++) {
    UI.println("I can count to " + i + "!");
}
```

```
int i = 0;
while (i < 10) {
    UI.println("I can count to " + i + "!");
    i++;
}
```

```
for (int x = 100 ; x < 500; x = x + 50 ) {
    UI.drawRect(x, 50, x + 20, 200);
    UI.drawEllipse(x - 20, 30, 40, 40);
}
```

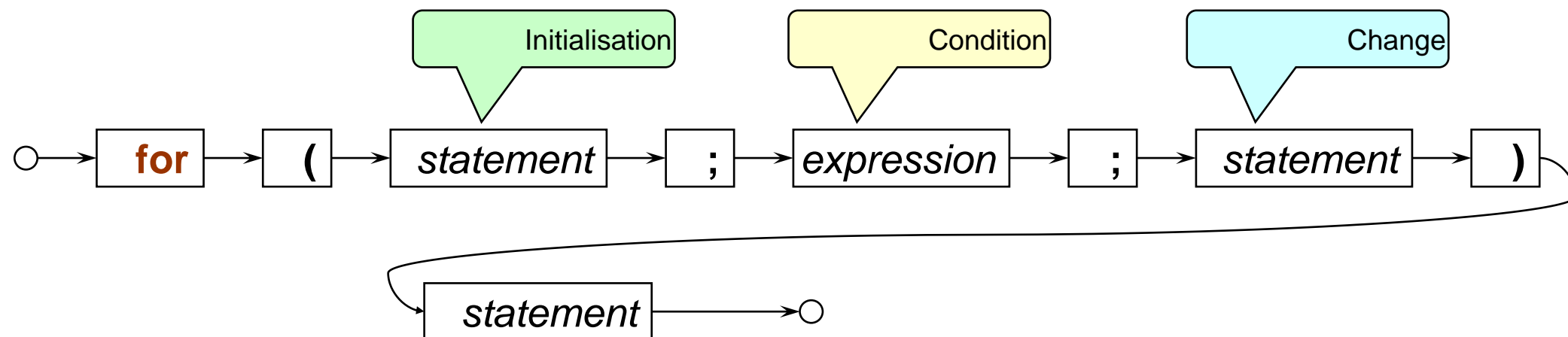
```
int x = 100;
while (x < 500) {
    UI.drawRect(x, 50, x + 20, 200);
    UI.drawEllipse(x - 20, 30, 40, 40);
    x = x + 50;
}
```

```
for (initialisation; condition; increment) {
    body
}
```

```
initialisation
while (condition) {
    body
    increment
}
```

# For loop

- For loop puts the
    - initialisation ← *once, before the loop body is run at all*
    - condition ← *tested each time, before loop body run*
    - increment ← *run each time, after loop body run*
- together, at the front of the loop



But the meaning is (almost) exactly the same as the while loop  
(scope of variables in initialisation is different)

# Using Numeric For: #1

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- Print a table of numbers and their squares:

```
public void printTable(int max){
    UI.println("Table of integers and their squares");
    for (int num = 1; num <= max; num = num + 1 ) {
        UI.printf(" %3d  %6d  %n", num, (num*num));
    }
}
```

# Using Numeric For: #2

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Doesn't have to increment by 1 each time:

```
/**
 * Print each even number between start and end (inclusive)
 */
public void printEvenNumbers(int start, int end ){
    if (start%2==1 ) { // make sure start is even
        start = start + 1;
    }
    for ( int num = start; num <= end; num = num + 2 ) {
        UI.println(num);
    }
}
```

# Using Numeric For: #3

- Draw a row of squares:



```
/** Draws count squares in a horizontal row, starting at (left,top) */
```

```
public void drawRowOfSquares (double left, double top, double size, int count){
```

```
    for (int i = 0; i < count; i++ ) {
```

```
        double x = left + i * size;
```

```
        UI.drawRect(x, top, size, size);
```

```
    }
```

```
}
```

i++  
is shorthand for  
i = i + 1

Counting from 0 is often easier,  
especially for drawing stuff!

# Count from 0 or 1?

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Counted for loop: Can count from 0 or from 1

```
for (int n = 0; n < target; n++) {  
    <do actions >  
}
```

OR

```
for (int n = 1; n <= max; n++) {  
    <do actions >  
}
```

- If counting from 0,
  - n is the number of iterations that have been completed
  - Loop as long as n is **less than** target:
  - Good for drawing
  - Good for dealing with lists and arrays.
- If counting from 1,
  - n is the iteration it is about to do
  - Loop as long as n is **less than or equal to** target:

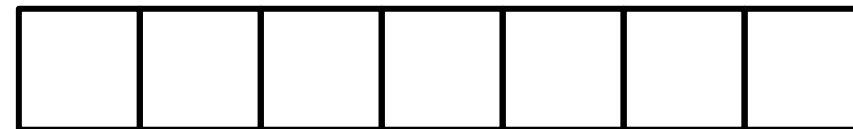
Off-by-one errors are common when you mix these two up.



# Using Numeric For: #4

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- Draw a row of squares:



```
/** Draws count squares in a horizontal row, starting at (left,top) */
```

```
public void drawRowOfSquares (double left, double top, double size, int count){
```

```
    double right = left+count*SIZE;
```

```
    for (double x = left; x < right; x = x + SIZE) {
```

```
        UI.drawRect(x, top, SIZE, SIZE);
```

```
    }
```

```
}
```

Note: this for statement is stepping through a sequence of doubles, rather than ints.