



STEAM CLOWN™ PRODUCTIONS

FOR LOOPS



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CAN I GET A COPY OF THESE SLIDES? YES, PROBABLY...

Most presentation lecture slides can be found indexed on www.steamclown.org and maybe blogged about here on [Jim The STEAM Clown's Blog](#), where you can search for the presentation title. While you are there, sign up for email updates

If you are on of my SVCTE Mechatronics Engineering Students, Look here on the SVCTE Mechatronics Engineering Blog: <https://svctemechatronics.blogspot.com/>



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RESOURCES & MATERIALS NEEDED



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NEW WORDS OR CONCEPTS...

FOR LOOPS

- The for statement is used to repeat a block of statements enclosed in curly braces
for (loop parameters and conditions)
{

}
- An increment counter is usually used to increment and terminate the loop
- The “for” statement is useful for any repetitive operation

LOOP EXAMPLES - DENTAL CHECKUP

- There are a finite number of teeth, and the dentist checks each one in turn for cavities and gum disease
- What are the steps?
 - Does the Dental Hygienist clean each tooth one at a time?
 - Is there a process? That maybe has “loops”

DENTAL CHECK UP - POSSIBLE STEPS

- Get patient data
- Clean front of teeth
 - Left top side
 - Start at back, move to center
Clean front of each tooth
 - Right top side
 - Start at back, move to center
Clean front of each tooth
 - Left bottom side
 - Start at back, move to center
Clean front of each tooth
 - Right bottom side
 - Start at back, move to center
Clean front of each tooth
- Clean Back of teeth
 - Left top, Right top, Left bottom, Right bottom
- Clean Top of Teeth
 - Left top, Right top, Left bottom, Right bottom
- Floss
 - Left top, Right top, Left bottom, Right bottom
- Polish Teeth
 - Left top, Right top, Left bottom, Right bottom



LOOPING IN A SCIENCE LAB

- Your boss asks for 20 flasks of a solution
- You get the first flask, add water, add the solute, put the flask away from the empty ones, repeat the same procedure for every flask
- Do you have to change something if there are 30 flasks? 100?
- If you use a different solute, do you have to change a lot in this procedure?

HEIGHT, HAIR, EYES...

- We want to compute the average height and the distribution of hair and eye colors of the class
 - Call you up 1 by 1, and ask your Height
 - Call you up again 1 by 1 and ask your hair color
 - Call you up again 1 by 1 and ask your eye color

What is a better way than using 3 loops?

USE A LOOP AND DO STUFF TOGETHER

- Get number of student in class
- Call you up 1 by 1, until all students have come up
 - `studentCount=studnetCount+1`
 - Ask for height
 - `totalHeight = totalHeight+height`
 - Ask hair color
 - If (hair = blue) {`hairBlueCount = hairBlueCount+1`}
 - Ask eye color
 - If (eye = blue) {`eyeBlueCount = eyeBlueCount+1`}
 - `averageHeight= totalHeight/ studentCount`
 - Print data



LOOPS WITH CODE.ORG

- <https://studio.code.org/s/course2/stage/6/puzzle/1>

Lesson 6: Maze: Loops 1

Can you get me to the pig using 5 of the same kind of block

Blocks Workspace: 1 / 6 blocks

move forward when run

turn left

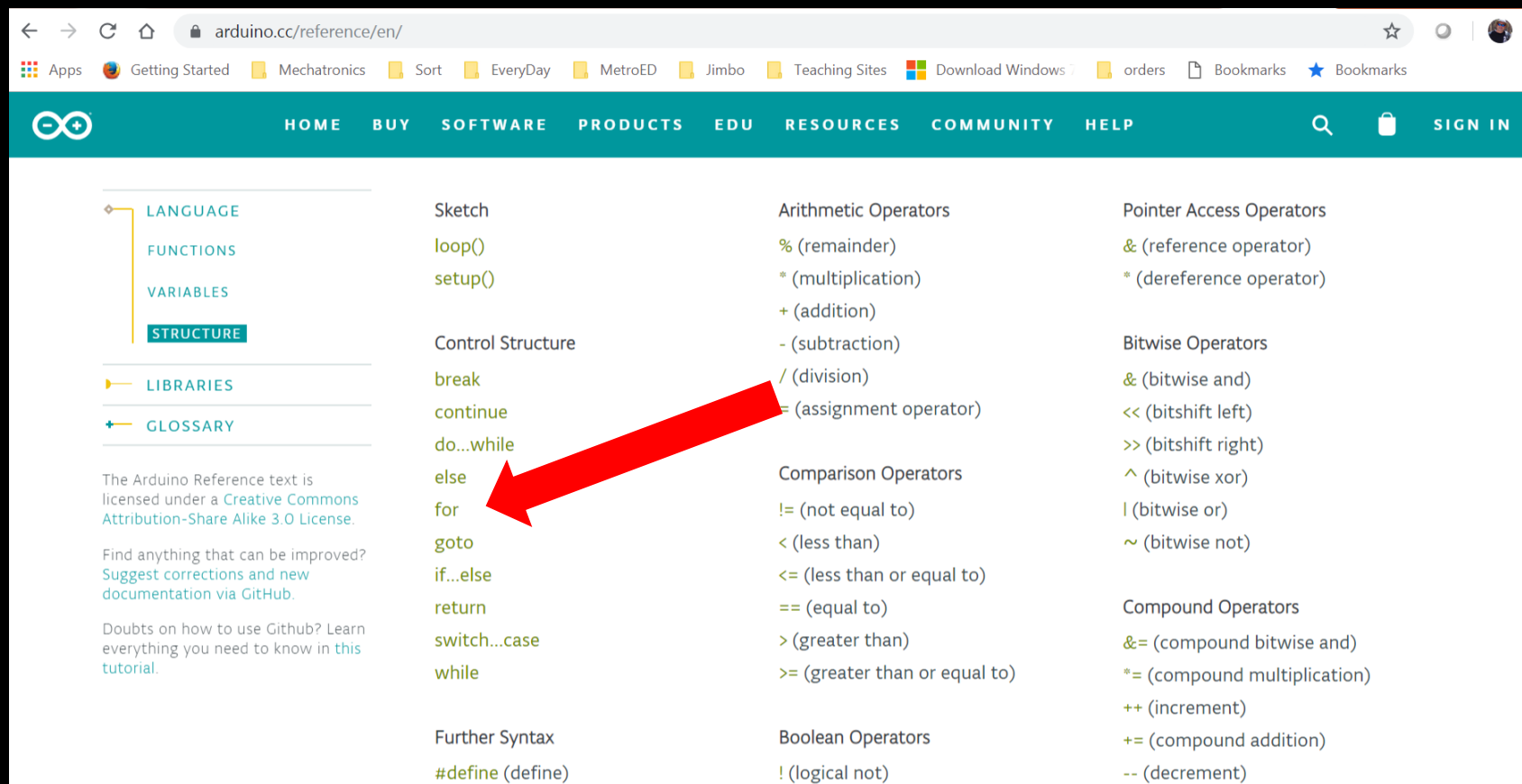
turn right

Run Step

See a solution

ARDUINO.CC UNDER "RESOURCES"

- Arduino.cc For Loop Reference Link



The screenshot shows the Arduino.cc website's 'RESOURCES' page. The navigation bar includes 'HOME', 'BUY', 'SOFTWARE', 'PRODUCTS', 'EDU', 'RESOURCES', 'COMMUNITY', and 'HELP'. The 'RESOURCES' section is active, displaying a grid of categories. A red arrow points to the 'for' link under the 'Control Structure' category.

Category	Items
LANGUAGE	Sketch
FUNCTIONS	loop() setup()
VARIABLES	
STRUCTURE	Control Structure break continue do...while else for goto if...else return switch...case while
LIBRARIES	
GLOSSARY	Further Syntax #define (define)
Arithmetic Operators	% (remainder) * (multiplication) + (addition) - (subtraction) / (division) = (assignment operator)
Comparison Operators	!= (not equal to) < (less than) <= (less than or equal to) == (equal to) > (greater than) >= (greater than or equal to)
Boolean Operators	! (logical not)
Pointer Access Operators	& (reference operator) * (dereference operator)
Bitwise Operators	& (bitwise and) << (bitshift left) >> (bitshift right) ^ (bitwise xor) (bitwise or) ~ (bitwise not)
Compound Operators	&= (compound bitwise and) *= (compound multiplication) ++ (increment) += (compound addition) -- (decrement)

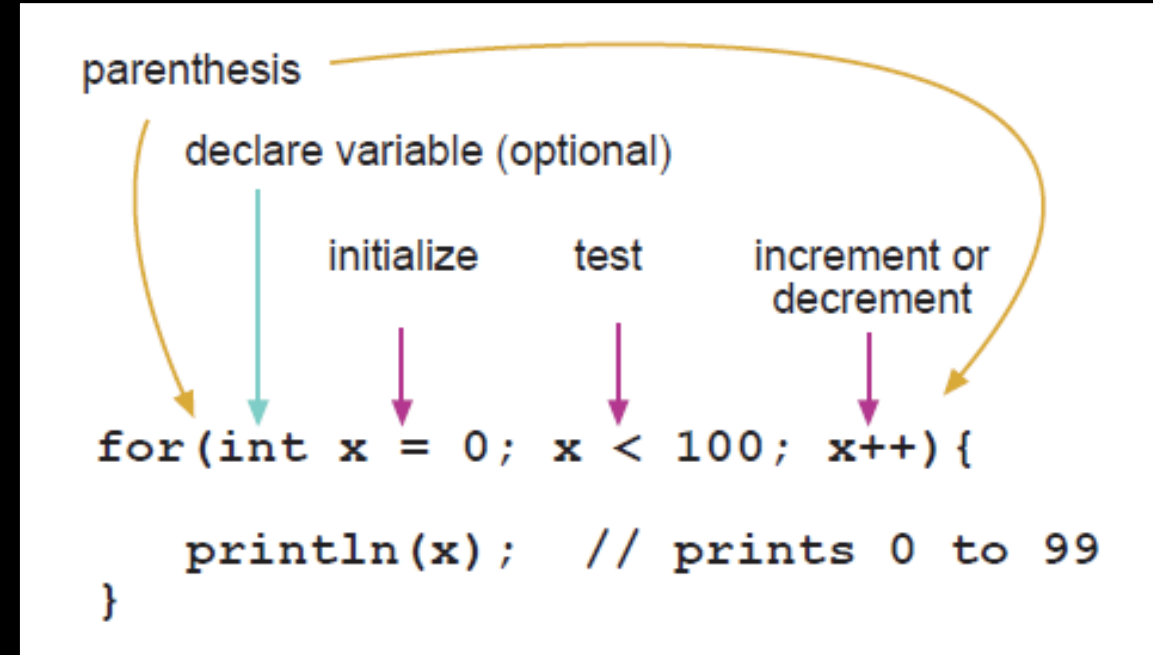


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FOR LOOP STATEMENT

- Loop “for” some time...
- What does this code do?
- Why would you use code like this?
- Github Examples
 - forLoop STEAMClown
 - pushbutton LED 2 STEAMClown



```
for (int i = 0; i < 20; i ++)  
{  
    digitalWrite(ledPin, HIGH);  
    delay(delayPeriod);  
    digitalWrite(ledPin, LOW);  
    delay(delayPeriod);  
}
```

```
for(int x = 2; x < 100; x = x * 1.5)  
{  
    println(x);  
}
```

LAB TIME - FOR LOOP & EMBEDDED IF/ELSE IF

- Open a new Arduino sketch and copy the [putYourCodeHere](#) Template from [Github](#)
- Review these slides and the Arduino.cc Resources page for [“For Loops”](#)
- Write a sketch that uses a for loop that counts to 20
 - Prints the loop variable each time it loops
 - Prints “the loop is equal to 10” when the loop counter == 10
 - Prints “the loop is less that 10” when the loop counter is less than 10
 - Prints “the loop is more that 10” when the loop counter is more than 10



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REFERENCE SLIDES



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APPENDIX



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APPENDIX B: ATTRIBUTION FOR SOURCES USED

- <https://software-carpentry.org/blog/2015/12/teaching-for-loops.html>
- While loop video <https://www.youtube.com/watch?v=RtAPBvz6k0Y>



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