

### STEAM CLOWN<sup>™</sup> PRODUCTIONS

# PYTHON-LOOPS & ITERATIONS

Page 1

## **OBJECTIVE, OVERVIEW & INTRODUCTION**

- Loops (repeated steps) have iteration variables that change each time through a loop. Often these iteration variables go through a sequence of numbers
- Computers are often used to automate repetitive tasks
- Repeating identical or similar tasks without making errors is something that computers do well and people do poorly
- Because iteration is so common, Python provides several language features to make it easier



## WHAT YOU WILL KNOW...

Prior Knowledge & Certifications

 You should have a basic understanding of Python language structures

- What You Will Know & Be Able To Do
  - You will be able to implement loop code that can be use to run code over and over again till the loop parameters are met







#### EUPL



#### (c)(i)(s)(0)

Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)

#### See Appendix A,B,C, for Licensing & Attribution information

These slides are an adaption, to better target my SVCTE High School Mechatronics Engineering class, primarily from Dr. Charles R. Severance's Python for Everybody class <u>https://www.py4e.com/</u> ... but from other sources as well. See Appendix A

#### CC BY-NC-SA 4.0

https://creativecommons.org/licenses/by-nc-sa/4.0/ https://creativecommons.org/licenses/by-nc-sa/4.0/legalcode

#### **GNU Public License**

Any included Programming Code Is licensed under the GNU General Public License v3.0

**EUPL (European Union Public Licence)** Code and Content is also licensed under the EUPL 1.2 or later



## HOW WILL YOU BE MEASURED

- Individual Students will submit working code
- Students, as individuals or teams will present orally how they solved the coding challenge, and depth of understanding will be graded
- Success will be determined by how well your code runs as checked by the instructor after you have turned in your Lastname-Firstname-ProgramName.py text files



## NEW WORDS...

- Iteration
- Loop
- While
- For



## WHERE CAN I RUN MY PYTHON CODE?

- The main way we will implement Python code will be by running it on a Raspberry Pi, using the Linux command terminal shell, or the Idle3 Python interpreter
- If you don't have a Raspberry Pi, or if you don't have Python installed, there are a few Python interpreters online. This lets you try code with out having to install Python on your own PC or physically have a Raspberry Pi or other hardware. Here are a few. If you find a better one, please let me know
  - <u>Python 3 On-Line Python Interpreter</u> Tutorials Point
    - <u>Python 2.7 On-Line Python Interpreter</u> Tutorials Point
  - <u>Python Interpreter</u> Online GDB
  - <u>Python Shell</u> Python.org



## I GOT THIS... CAN IJUMP AHEAD?

- Jump Ahead and do the labs, save them and turn them in (show me and turn in later)
- Still need something to do? Try writing your own program or try this Extra Credit <linktolab> (show me and turn in later)





## RESOURCES & MATERIALS NEEDED

- PY4E <u>Chapter 5 Loops & Iterations</u>
- PY4E Video Lectures Loops & Iterations





## STEAM CLOWN<sup>TM</sup> PRODUCTIONS

# MOSTLY DR. CHARLES R. SEVERANCE'S SLIDES



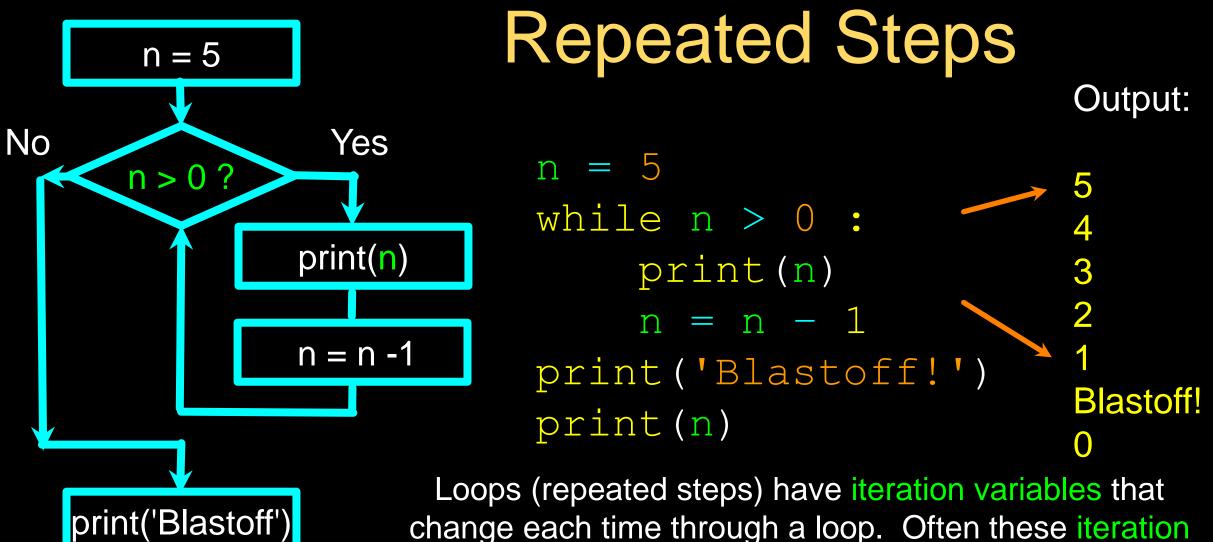
Page 13

## Loops and Iteration Chapter 5



Python for Everybody www.py4e.com





variables go through a sequence of numbers.

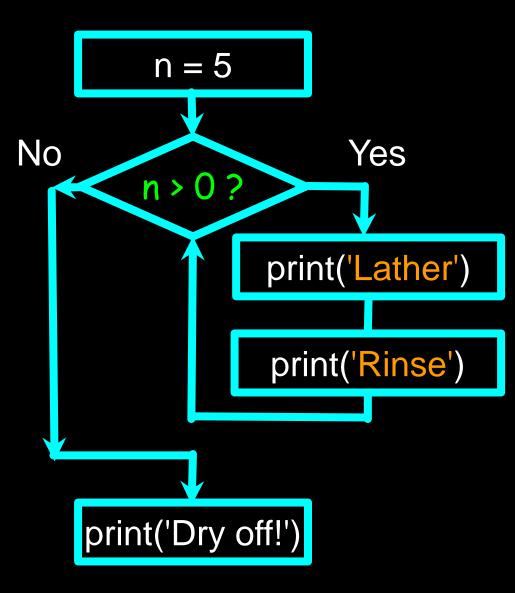
## LAB #1 - SIMPLE WHILE LOOP

- Enter this code
- Try it with different numbers
- Can you make 'n' count by more than +1

n = 5while n > 0: print(n) n = n - 1print('Blastoff!') print(n)

Type this code, then save, and when finished turn in... then save as, and use for next lab

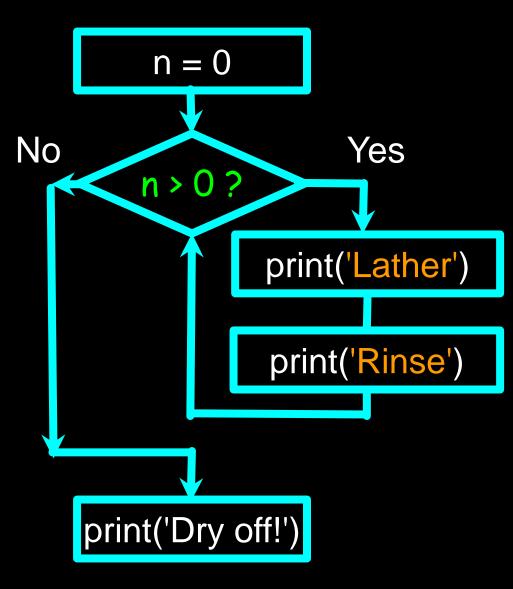




## An Infinite Loop

n = 5
while n > 0 :
 print('Lather')
 print('Rinse')
print('Dry off!')

What is wrong with this loop?



Another Loop n = 0while n > 0: print('Lather') print('Rinse') print('Dry off!')

What is this loop doing?

# Breaking Out of a Loop

- The break statement ends the current loop and jumps to the statement immediately following the loop
- It is like a loop test that can happen anywhere in the body of the loop

```
while True:
    line = input('> ')
    if line == 'done' :
        break
        print(line)
    print('Done!')
```

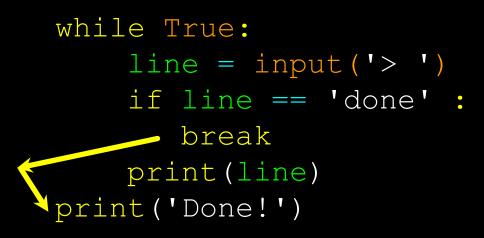
> hello there
hello there
> finished
finished
> done
Done!

## LAB #2 - "BREAK" LOOP

- Enter this code
- How do you end this loop?

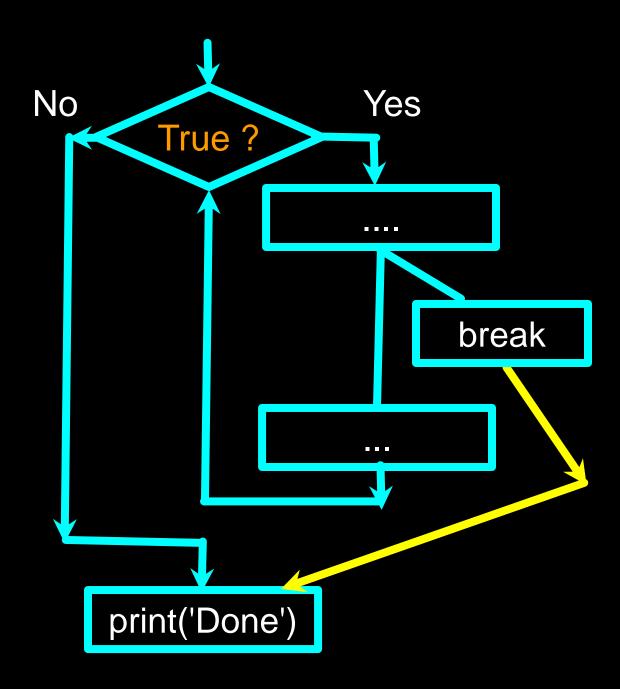
while True: line = input('> ') if line == 'done' : break print (line) print('Done!')







http://en.wikipedia.org/wiki/Transporter\_(Star\_Trek)



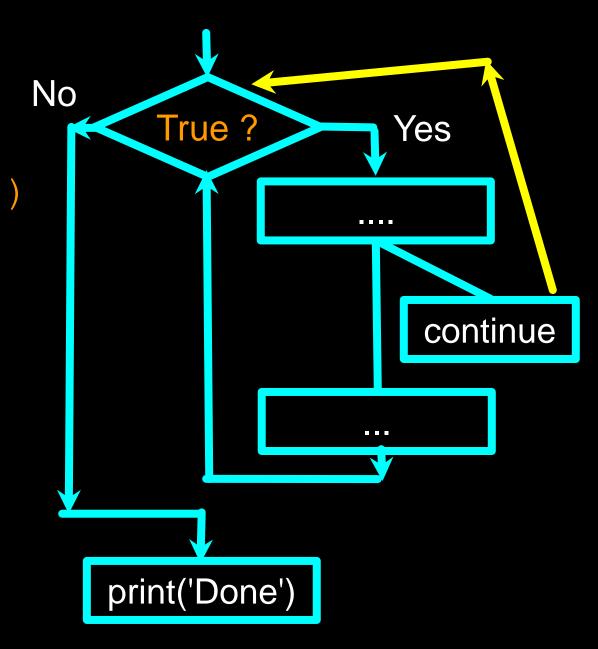
## Finishing an Iteration with continue

The continue statement ends the current iteration and jumps to the top of the loop and starts the next iteration

while True: line = input('> ') if line[0] == '#' : continue if line == 'done' • break print (line) print('Done!')

> hello there
hello there
> # don't print this
> print this!
print this!
> done
Done!

#### while True: line = raw input('> ') if line[0] == '#' : continue if line == 'done' : break print(line) print('Done!')



## INDEFINITE LOOPS

- While loops are called "indefinite loops" because they keep going until a logical condition becomes False
- The loops we have seen so far are pretty easy to examine to see if they will terminate or if they will be "infinite loops"
- Sometimes it is a little harder to be sure if a loop will terminate

## DEFINITE LOOPS

#### Iterating over a set of items...

## Definite Loops

- Quite often we have a list of items of the lines in a file effectively a finite set of things
- We can write a loop to run the loop once for each of the items in a set using the Python for construct
- These loops are called "definite loops" because they execute an exact number of times
- We say that "definite loops iterate through the members of a set"

## A Simple Definite Loop

for i in [5, 4, 3, 2, 1] :
 print(i)
print('Blastoff!')

5

4

## LAB #3 - "FOR" LOOP

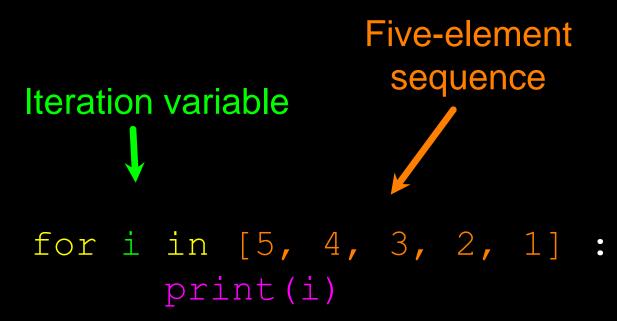
- Enter this code
- How does this loop end?

# for i in [5, 4, 3, 2, 1] : print(i) print('Blastoff!')



# Looking at in...

- The iteration variable "iterates" through the sequence (ordered set)
- The block (body) of code is executed once for each value in the sequence
- The iteration variable moves through all of the values in the sequence



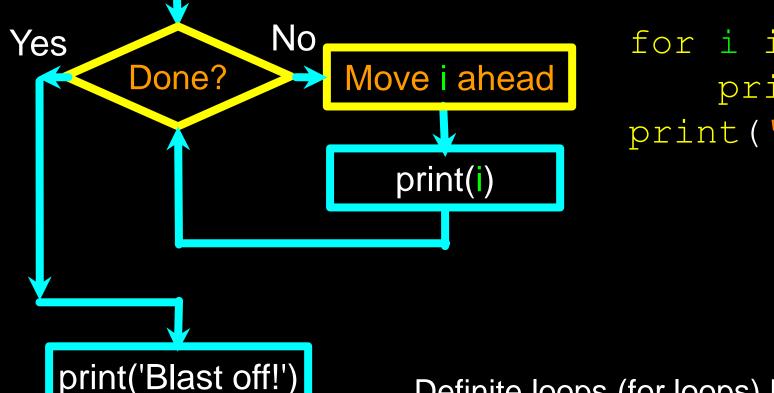
## A Definite Loop with Strings

friends = ['Joseph', 'Glenn',
'Sally']
for friend in friends :
 print('Happy New Year:', friend)
print('Done!')

Happy New Year: Joseph Happy New Year: Glenn Happy New Year: Sally

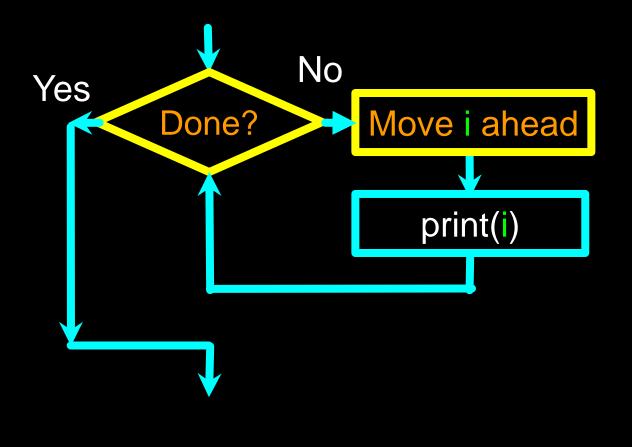
Done!

## A Simple Definite Loop

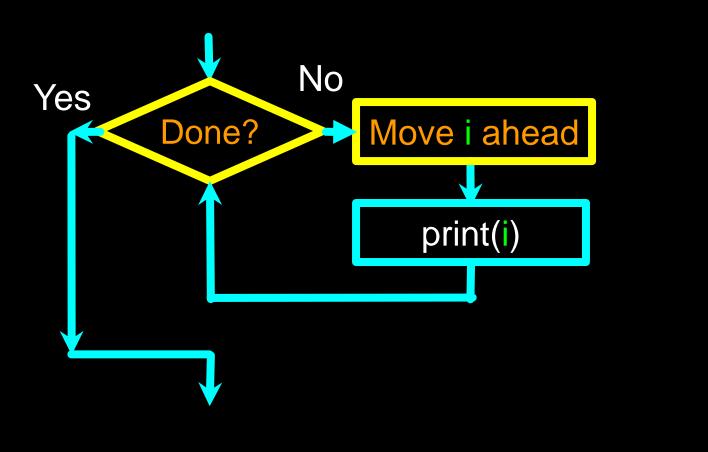


Page 31

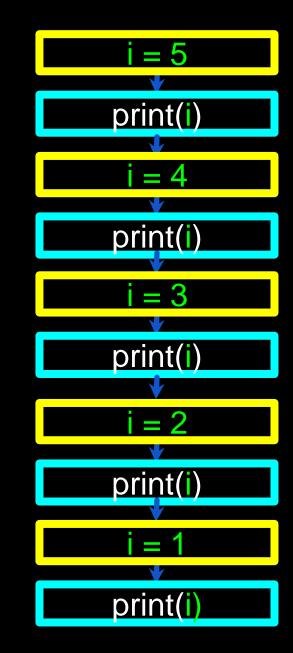
Definite loops (for loops) have explicit iteration variables that change each time through a loop. These iteration variables move through the sequence or set.



- The iteration variable "iterates" through the sequence (ordered set)
- The block (body) of code is executed once for each value in the sequence
- The iteration variable moves through all of the values in the sequence



# for i in [5, 4, 3, 2, 1] : print(i)



## Loop Idioms: What We Do in Loops

Note: Even though these examples are simple, the patterns apply to all kinds of loops

# Making "smart" loops

The trick is "knowing" something about the whole loop when you are stuck writing code that only sees one entry at a time Set some variables to initial values

#### for thing in data:

Look for something or do something to each entry separately, updating a variable

Look at the variables

#### Looping Through a Set print('Before') for thing in [9, 41, 12, 3, 74, 15] : print(thing) print('After') Sefore 9

41

12

3

74

15

After

## LAB #4 - DOING SOMETHING IN A "FOR" LOOP

- Enter this code
- What should we do?

```
print('Before')
for thing in [9, 41, 12, 3, 74, 15] :
    print(thing)
print('After')
```



## What is the Largest Number?

## What is the Largest Number?

3



12

9



15

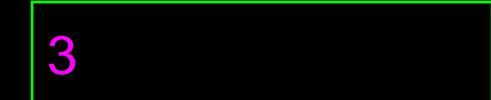
#### 3 41 12 9 74 15

largest\_so\_far



largest\_so\_far

3



41

largest\_so\_far



#### 12

largest\_so\_far



9

largest\_so\_far



74

largest\_so\_far



15



#### 3 41 12 9 74 15



#### LAB #5 - FIND THE LARGEST NUMBER

- Enter this code
- Find the Largest Number

```
print('Before')
for thing in [9, 41, 12, 3, 74, 15] :
    print(thing)
print('After')
```



#### MORE LOOP PATTERNS...

# Counting in a Loop

zork = 0	\$ python countloop.py
<pre>print('Before', zork)</pre>	Before 0 1 9
for thing in [9, 41, 12, 3, 74, 15] :	2 41
zork = zork + 1	3 12
<pre>print(zork, thing)</pre>	43
<pre>print('After', zork)</pre>	5 74 6 15
	After 6

To count how many times we execute a loop, we introduce a counter variable that starts at 0 and we add one to it each time through the loop.

# Summing in a Loop

zork = 0
print('Before', zork)
for thing in [9, 41, 12, 3, 74, 15] :
 zork = zork + thing
 print(zork, thing)
print('After', zork)

To add up a value we encounter in a loop, we introduce a sum variable that starts at 0 and we add the value to the sum each time through the loop.

# Finding the Average in a Loop

count = 0
sum = 0
print('Before', count, sum)
for value in [9, 41, 12, 3, 74, 15] :
 count = count + 1
 sum = sum + value
 print(count, sum, value)
print('After', count, sum, sum / count)

\$ python averageloop.py Before 0 0 1 9 9 2 50 41 3 62 12 4 65 3 5 139 74 6 154 15 After 6 154 25.666

An average just combines the counting and sum patterns and divides when the loop is done.

# Filtering in a Loop

print('Before')
for value in [9, 41, 12, 3, 74, 15] :
 if value > 20:
 print('Large number',value)
print('After')

\$ python search1.py
Before
Large number 41
Large number 74
After

We use an if statement in the loop to catch / filter the values we are looking for.

#### Search Using a Boolean Variable

found = False
print('Before', found)
for value in [9, 41, 12, 3, 74, 15] :
 if value == 3 :
 found = True
 print(found, value)
print('After', found)

\$ python search1.py
Before False
False 9
False 41
False 12
True 3
True 74
True 15
After True

If we just want to search and know if a value was found, we use a variable that starts at False and is set to True as soon as we find what we are looking for.

#### How to Find the Smallest Value

largest\_so\_far = -1
print('Before', largest\_so\_far)
for the\_num in [9, 41, 12, 3, 74, 15] :
 if the\_num > largest\_so\_far :
 largest\_so\_far = the\_num
 print(largest\_so\_far, the\_num)
print('After', largest\_so\_far)

How would we change this to make it find the smallest value in the list?

#### Finding the Smallest Value

smallest\_so\_far = -1
print('Before', smallest\_so\_far)
for the\_num in [9, 41, 12, 3, 74, 15] :
 if the\_num < smallest\_so\_far :
 smallest\_so\_far = the\_num
 print(smallest\_so\_far, the\_num)</pre>

print('After', smallest\_so\_far)

We switched the variable name to smallest\_so\_far and switched the > to <

## Finding the Smallest Value

smallest\_so\_far = -1
print('Before', smallest\_so\_far)
for the\_num in [9, 41, 12, 3, 74, 15] :
 if the\_num < smallest\_so\_far :
 smallest\_so\_far = the\_num
 print(smallest\_so\_far, the\_num)</pre>

\$ python smallbad.py Before -1 -1 9 -1 41 -1 12 -1 3 -1 74 -1 15 After -1

```
print('After', smallest_so_far)
```

We switched the variable name to smallest\_so\_far and switched the > to <

#### Finding the Smallest Value

We still have a variable that is the smallest so far. The first time through the loop smallest is None, so we take the first value to be the smallest.

### The is and is not Operators

```
smallest = None
print('Before')
for value in [3, 41, 12, 9, 74, 15] :
    if smallest is None :
        smallest = value
    elif value < smallest :
        smallest = value
    print(smallest, value)</pre>
```

```
print('After', smallest)
```

- Python has an is operator that can be used in logical expressions
- Implies "is the same as"
- Similar to, but stronger than
- is not also is a logical operator

#### LAB #6 - ADD A LAB

• Enter this code



## Summary

- While loops (indefinite)
- Infinite loops
- Using break
- Using continue
- None constants and variables

- For loops (definite)
- Iteration variables
- Loop idioms
- Largest or smallest



#### **ACKNOWLEDGEMENTS / CONTRIBUTIONS**

...



These slides are Copyright 2010- Charles R. Severance (<u>www.dr-chuck.com</u>) of the University of Michigan School of Information and <u>open.umich.edu</u> and made available under a Creative Commons Attribution 4.0 License. Please maintain this last slide in all copies of the document to comply with the attribution requirements of the license. If you make a change, feel free to add your name and organization to the list of contributors on this page as you republish the materials.

Initial Development: Charles Severance, University of Michigan School of Information

... Insert new Contributors and Translators here

#### ASSESSMENT

Assessment Type(s): ✓ Demonstrations ✓ Interviews ✓ Journals ✓ Observations ✓ Labs ✓ Projects ✓ Portfolios ✓ Rubrics ✓ Surveys ✓ Teacher-Made Test ✓ Writing Samples





#### STEAM CLOWN<sup>TM</sup> PRODUCTIONS

# REERENCESLDES



## Finding the Largest Value

largest so far = -1	\$ python largest.py
<pre>print('Before', largest_so_far)</pre>	Before -1 9 9
for the num in [9, 41, 12, 3, 74, 15] :	9 9 41 41
<pre>if the_num &gt; largest_so_far :     largest so far = the num</pre>	41 12
print(largest so far, the num)	41 3
	74 74
<pre>print('After', largest_so_far)</pre>	74 15
	After 74

We make a variable that contains the largest value we have seen so far. If the current number we are looking at is larger, it is the new largest value we have seen so far.



#### STEAM CLOWN<sup>TM</sup> PRODUCTIONS

# APPENDIX



#### STEAM CLOWN<sup>TM</sup> PRODUCTIONS

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

Most presentation lecture slides can be found indexed on <u>www.steamclown.org</u> and maybe blogged about here on <u>Jim The STEAM Clown's Blog</u>, and on <u>STEAM</u> <u>Clown's Mechatronics Engineering Google site</u>, where you can search for the presentation title. While you are there, sign up for email updates

#### APPENDIX A: LICENSE & ATTRIBUTION

- This interpretation is primarily the Intellectual Property of Jim Burnham, <u>Top STEAM Clown</u>, at <u>STEAMClown.org</u>
- This presentation and content is distributed under the <u>Creative Commons License CC-</u> <u>BY-NC-SA 4.0</u>
- My best attempt to properly attribute, or reference any other sources or work I have used are listed in Appendix C



Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.

**Under the following terms:** 



**NonCommercial** — You may not use the material for commercial purposes.

**ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

**No additional restrictions** — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.



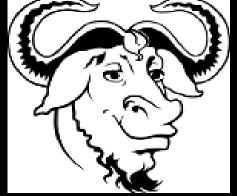
#### Please maintain this slide with any modifications you make

#### APPENDIX B: CODE LICENSE & ATTRIBUTION

- This interpretation is primarily the Intellectual Property of Jim Burnham, <u>Top STEAM Clown</u>, at <u>STEAMClown.org</u>
- The programming code found in this presentation or linked to on my Github site is distributed under the:
  - <u>GNU General Public License v3.0</u>
  - European Union Public Licence <u>EUPL 1.2 or later</u>
- My best attempt to properly attribute, or reference any other sources or work I have used are listed in Appendix C









#### Please maintain this slide with any modifications you make

#### APPENDIX C: PRIMARY SOURCES & **ATTRIBUTION FOR MATERIAL USED**

• Charles R. Severance slides can be found on the https://www.py4e.com/ site are Copyright 2010 - Charles R. Severance (www.dr-chuck.com) of the University of Michigan School of Information and made available under a Creative Commons Attribution 4.0 License. Please maintain this last slide in all copies of the document to comply with the attribution requirements of the license. If you make a change, feel free to add your name and organization to the list of contributors on this page as you republish the materials.



- Initial Development: Charles Severance, University of Michigan School of Information
- Modifications and Adaptions by Jim Burnham, Top Clown @ www.steamclown.org

#### Please maintain this slide with any modifications you make

