

# **for** Loops

## Lecture 14

### Sections 5.1 - 5.6

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1 Loops Controlled by a Counter

2 `for` Loops

3 Assignment

# Outline

1 Loops Controlled by a Counter

2 `for` Loops

3 Assignment

# Loops Controlled by a Counter

- If we know in advance the number of times a loop should be executed, then we can count the iterations and quit at the proper time.
- Establish a counter and do the following.
  - **Initialize** the counter to 0.
  - **Test** the counter on each iteration.
  - **Increment** the counter.

# Loops Controlled by a Counter

- If the counter controls the loop, then the testing does not involve the input.
- Therefore, the pattern prompt-read-test-action is no longer in effect.
- Indeed, there may not be any input.
- If there is input, then it is typically part of the action.

# Unrolling the Loop

- The sequence should be
  - 1 Get the desired number of iterations (the **limit**)
  - 2 **Initialize** a counter to 0
  - 3 Compare the counter to the limit (**test**)
  - 4 Perform the **action**
  - 5 **Increment** the counter
  - 6 **Test** the counter
  - 7 Perform the **action**
  - 8 **Increment** the counter
  - 9  $\vdots$

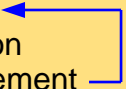
# Loops Controlled by a Counter

```
get limit  
initialize ctr  
test  
action  
increment  
test  
action  
increment  
:
```

The “unrolled” loop

# Loops Controlled by a Counter

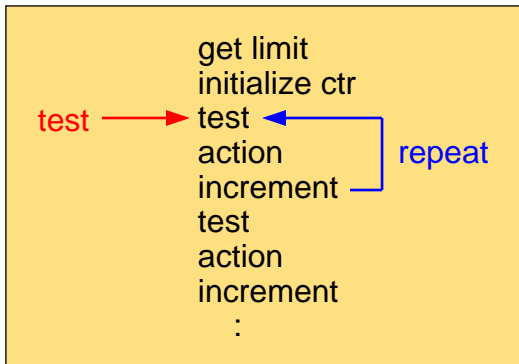
```
get limit
initialize ctr
test ← repeat
action
increment
test
action
increment
:
```

A blue arrow originates from the word 'repeat' and points to the 'test' line, indicating a loop back. Another blue arrow originates from the 'increment' line and points to the 'test' line, indicating a loop back after the increment step.

Repeat after incrementing

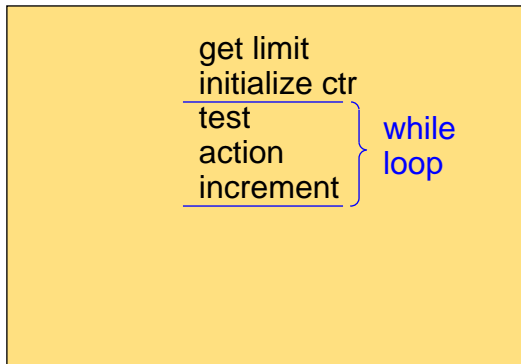


# Loops Controlled by a Counter



The *test* is here

# Loops Controlled by a Counter



This must be the **while** loop

# Loops Controlled by a Counter

## Loops Controlled by a Counter

```
int limit;
cin >> limit;           // Get the limit
int counter = 0;        // Initialize the ctr
while (counter < limit) // Test
{
    action               // Action
    counter++;           // Increment
}
```

# Example of a Counter

- Example
  - `CounterSum.cpp`

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# The **for** Statement

## The **for** Statement

```
for (init-ctr; test-ctr; incr-ctr)  
{  
    action  
}
```

- The form of the **for** statement.

# The **for** Statement

## Example

```
int limit;
cin >> limit;
int sum = 0;
for (int i = 0; i < limit; i++)
{
    cout << "Enter a number: ";
    cin >> number;
    sum += number;
}
```

- Add up 10 numbers.

# Examples of a `for` Loop

- Examples

- `ForSum.cpp`
- `CountLetters.cpp`



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# Assignment

## Assignment

- Read Sections 5.1 - 5.6.