

while Loops

Lecture 12

Sections 5.8 - 5.9

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1 `while` Loops

2 Input Loops

- Loops Controlled by a Sentinel Value
- Loops Controlled by End-of-File

3 Assignment

Outline

1 while Loops

2 Input Loops

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3 Assignment

Iterative Structures

- An **iterative structure** allows a block of statements to be executed repeatedly.
- The iteration continues until a specified condition fails, then it terminates.
- Computers derive their immense computational power through a combination of decision structures, iterative structures, and speed.

The **while** Statement

- The **while** statement will repeatedly execute a block of statements as long as a specified boolean expression is true.
- Once the boolean expression is false, execution exits the **while** loop and continues with the next statement following the loop.

The **while** Statement

The **while** Statement

```
while (boolean-expression)  
{  
    action  
}
```

- Special situations
 - If the *boolean-expression* is initially false, then the *action* is never executed.
 - If the *boolean-expression* is always true, then the loop never stops.

Examples

- Examples

- `SumNIntegers.cpp`

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Input Loops

- Often the purpose of a loop is to process a list of numbers as they are read in.
- There are three standard ways to control such a loop.
 - By **sentinel value**.
 - By **end-of-file**.
 - By **a counter**.

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Loops Controlled by a Sentinel Value

- A **sentinel value** is a special value appended to the input to indicate the end of the list.
- For example, if the data represent test scores, a sentinel value of -1 or 999 may be used.
- Caution
 - The sentinel value must be a value that cannot occur otherwise.
 - The sentinel value should not be processed as regular data.

Unrolling a Loop

- The pattern in the loop is

- 1 **prompt** user for input
- 2 **read** input
- 3 **test** for sentinel value
- 4 carry out the **action**
- 5 **prompt**
- 6 **read**
- 7 **test**
- 8 **action**
- 9 \vdots

Unrolling a Loop

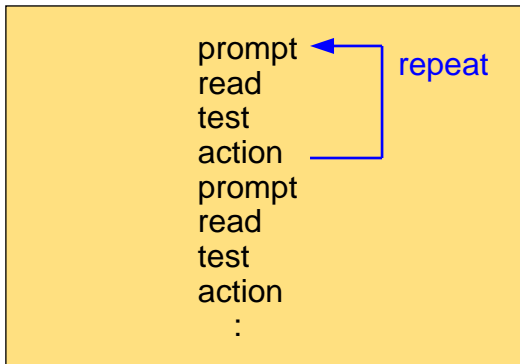
- The pattern begins to repeat with the prompt statement.
- However, the test must occur at the top of the loop, in the **while** statement.
- Therefore, the first prompt and read must come before the **while** loop.
- And the body of the **while** loop must follow the pattern:
 - action
 - prompt
 - read

Unrolling a Loop

```
prompt  
read  
test  
action  
prompt  
read  
test  
action  
:
```

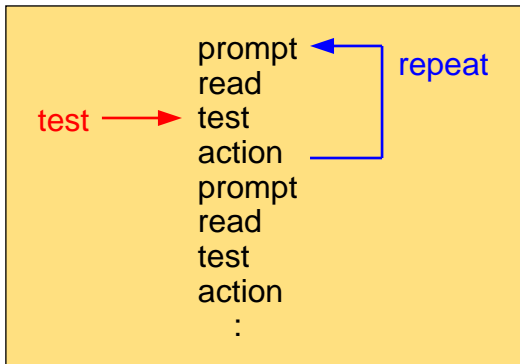
The “unrolled” loop

Unrolling a Loop



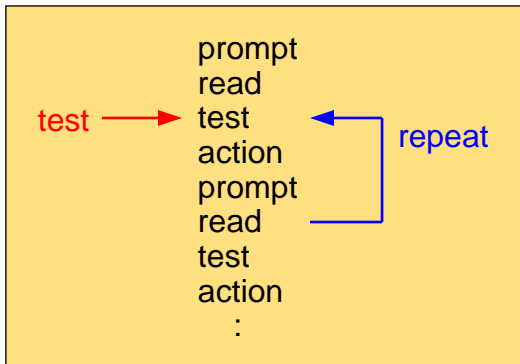
Repeat after the *action*

Unrolling a Loop



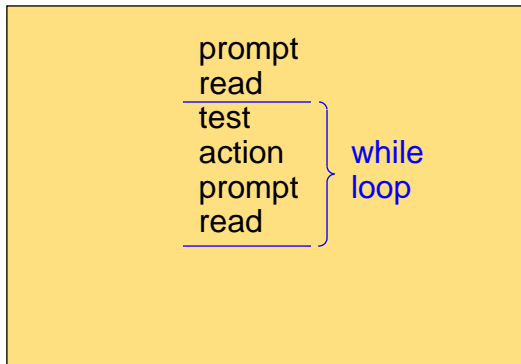
The *test* is here

Unrolling a Loop



The *test* must be in the top of the loop

Unrolling a Loop



This must be the **while** loop

Loops Controlled by a Sentinel Value

Loops Controlled by a Sentinel Value

```
const int SENTINEL = value;  
int number;  
prompt user for input  
cin >> number;  
while (number != SENTINEL)  
{  
    action  
    prompt user for input  
    cin >> number;  
}
```

Loops Controlled by a Sentinel Value

- Example

- `SentinelSum.cpp`

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Detecting End of File (EOF)

- There is an `istream` function `eof()` (end of file) that returns **true** when the program attempts to read past the end of a file. Otherwise, it returns **false**.
- The **while** loop may use the boolean expression

```
!cin.eof()
```
- When input is through the keyboard, there is no “file.” In this case, EOF can be simulated by typing `CTRL-Z` (Windows).

Using the `eof()` Function

Using the `eof()` Function

```
int number;
prompt user for input
cin >> number;
while (!cin.eof())
{
    action
    prompt user for input
    cin >> number;
}
```

Example of EOF

- Example
 - EOFFuncSum.cpp

Loops Controlled by EOF

- When the input operator `>>` attempts to read past the end of a file, it returns **false** (0). Otherwise, it returns *true* (nonzero).
- Thus, the expression

`cin >> number`

may be used as a boolean expression in a **while** statement.

- This expression will both read and test the input.

Loops Controlled by EOF

Loops Controlled by EOF

```
int number;  
prompt user for input  
while (cin >> number)  
{  
    action  
    prompt user for input  
}
```

Example of EOF

- Example
 - EOFOpSum.cpp

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- Read Sections 5.8 - 5.9.