

CS101-02 CLASS NOTES

WHILE, FOR, DO-WHILE LOOP STRUCTURES

EX: Finding sum of input numbers between 1 and 100

Version 1-By using while loop:

```
import cs1.Keyboard;
public class class1
{
    public static void main(String[]args)
    {
        int inputNo,sum;
        sum=0;
        System.out.println("Enter an integer between 1 and 100:");
        inputNo=Keyboard.readInt();
        while (inputNo>=1 && inputNo<=100){
            sum+=inputNo;
            System.out.println("Enter an integer between 1 and 100:");
            inputNo=Keyboard.readInt();
        }
        System.out.println("sum="+sum);
    } //end of main
} //end of class
```

Version 2-By using a boolean variable:

```
import cs1.Keyboard;
public class class2
{
    public static void main(String[]args)
    {
        boolean legalInput;
        int inputNo, sum;
        System.out.println("Enter an integer number between 1 and 100:");
        inputNo=Keyboard.readInt();
        legalInput=inputNo>=1 && inputNo<=100;
        sum=0;
        while(legalInput){
            sum+=inputNo;
            System.out.println("Enter an integer between 1 and 100:");
            inputNo=Keyboard.readInt();
            legalInput=inputNo>=1 && inputNo<=100;
        } //end of while
        System.out.println("sum="+sum);
    } //end of main
} //end of class
```

Version 3-By using for statement:

```
import cs1.Keyboard;
public class class3
{
    public static void main(String[]args)
    {
        boolean legalInput;
        int inputNo, sum;
        System.out.println("Enter an integer number between 1 and 100:");
        inputNo=Keyboard.readInt();
        legalInput=inputNo>=1 && inputNo<=100;
        sum=0;
        for (;legalInput;){
            sum+=inputNo;
            System.out.println("Enter an integer between 1 and 100:");
            inputNo=Keyboard.readInt();
            legalInput=inputNo>=1 && inputNo<=100;
        } //end of while
        System.out.println("sum="+sum);
    } //end of main
} //end of class
```

Version 4-By using do while structure:

```
import cs1.Keyboard;
public class class4
{
    public static void main(String[]args)
    {
        boolean legalInput;
        int inputNo, sum;
        sum=0;
        do {
            System.out.println("Enter an integer between 1 and 100:");
            inputNo=Keyboard.readInt();
            legalInput=inputNo>=1 && inputNo<=100;
            if(legalInput)
                sum+=inputNo;
        }
        while(legalInput);
        System.out.println("sum="+sum);
    } //end of main
} //end of class
```

Differences between for, while, do while:

I- `for (i=1; sum=0; i<=n, i++)`
 `sum+=i`

II- `sum=0`
 `i=1`
 `while (i<=n) {`
 `sum+=i`
 `i++`
 `}`

III- `sum=0`
 `i=1`
 `do{`
 `sum+=i`
 `i++`
 `}`
 `while (i<=n)`

These three programs do the same work.

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Question: Draw a number diagram:

1
212
32123
4321234

Solution:

```
import cs1.Keyboard;
public class Diagram
{
    public static void main(String[] args)
    {
        for(int k=1;k<=3;k++)
            System.out.print(" ");
        System.out.print("1");
        System.out.println();
        int row=2;
        int count=2;
        while(row<=4)
        {
            for(int s=1;s<=4-row;s++)
                System.out.print(" ");
            for(int a=1;a<=row;a++)
            {
                System.out.print(count);
                count--;
            }
            int count2=2;
            for(int b=1;b<row;b++)
            {
                System.out.print(count2);
                count2++;
            }
            System.out.println();
            row++;
            count+=row;
        }
    }
}
```

Question: Find the summation of $1+2*3+3*4+4*5+.....+9*10$

Solution:

```
public class Int
{
    public static void main (String[] args)
    {
        int x=2,y=3,sum=0;
        while(y<=10)
        {
            sum=sum+(x*y);
            x++;
            y++;
        }
        System.out.println("The summation is "+(sum+1));
    }
}
```

```
public class Tree
{
    public static void main (String[] args)
    {
        int row=1;
        while(row<=8)
        {
            for(int space=1;space<=(8-row);space++)
                System.out.print(" ");
            for(int star=1;star<=(2*row-1);star++)
                System.out.print("*");
            System.out.println();
            row++;
        }
        int r=1;
```

```

while(r<=2)
{
    for(int k=1;k<=6;k++)
        System.out.print(" ");
    for(int s=1;s<=3;s++)
        System.out.print("*");
    System.out.println();
    r++;}}}

```

Question: Design an implement as a guess game. (when the user enters the value, the computer must make a comment as low or high to reach the number)

Solution:

```

import cs1.Keyboard;
public class Game
{
    public static void main (String[] args)
    {
        int x,y;
        y=(int) (Math.random()*100)+1;// to select the numbers randomly
        System.out.println("Hey, guess the number that I am thinking. It is
between 1 and 100");
        x=Keyboard.readInt();
        while(x!=y)
        {
            while(x<y)
            {
                System.out.println("No,make it bigger");
                x=Keyboard.readInt();
            }
            while(y<x)
            {
                System.out.println("No, make it lower");
                x=Keyboard.readInt();
            }
        }
        System.out.println("Ok, you win");
    }
}

```

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