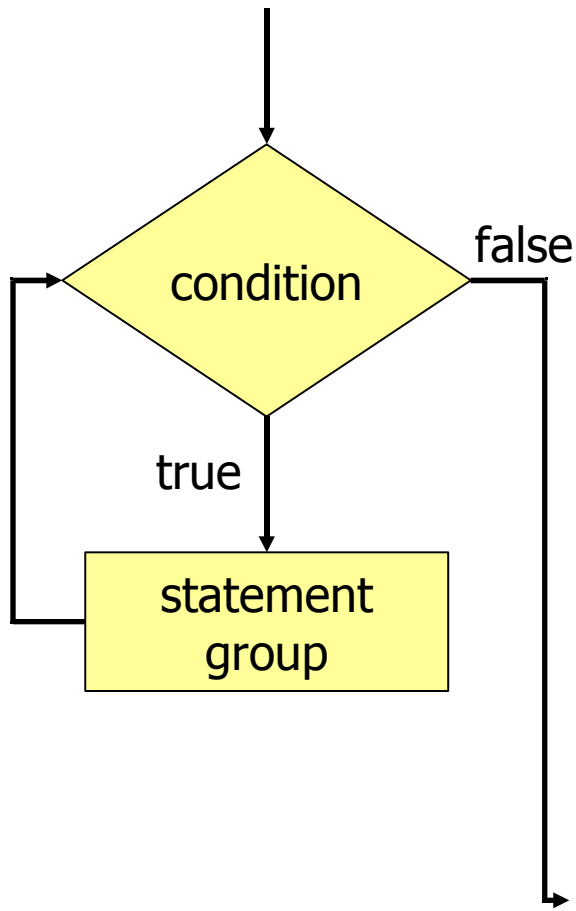


# Loops

---

- Loops permit us to execute a sequence of statements more than once
- We will learn:
  - **while** loop
  - **for** loop
- They differ in how the repetition is controlled

# "while" Loop



- Statements are executed indefinitely as long as the condition is satisfied

```
while ( condition ),  
    statement 1  
    statement 2 } statement  
                } group  
    ...  
end
```

# Example: "Average computation"

---

- Compute the average of  $n$  values entered by the user. The number of values ( $n$ ) will be specified by the user.

```
■ n = input('Enter the number of values: ');
  counter = 0;
  total = 0;
  while (counter < n )
    x = input('Enter a value: ');
    total = total + x;
    counter = counter + 1;
  end
  if (n > 0)
    avg = total / counter;
    disp(['The average is ' num2str(avg)]);
  end
```

# Example: “Average computation”

---

- Compute the average of values entered by the user. A negative value indicates the end of the input.

```
■ counter = 0;
  total = 0;
  x = input('Enter the first value: ');
  while (x >= 0 )
      counter = counter + 1;
      total = total + x;
      x = input('Enter the next value: ');
  end
  if (counter > 0)
      avg = total / counter;
      disp(['The average is ' num2str(avg)]);
  end
```

# Example: "Change case"

---

- Change the case of letters in a sentence.

- `s = input('Enter a sentence: ','s');`

- `k = 1;`

- `while (k <= length(s))`

- `if (s(k) >= 'A' & (s(k) <= 'Z'))`

- `new_s(k) = char('a' + (s(k) - 'A'));`

- `elseif (s(k) >= 'a' & (s(k) <= 'z'))`

- `new_s(k) = char('A' + (s(k) - 'a'));`

- `else`

- `new_s(k) = s(k);`

- `end`

- `k = k + 1;`

- `end`

- `new_s`

# "for" Loop

---

- Statements are executed a specified number of times
  - No of repetitions is known before the loop starts

```

for index = expression,
    statement 1
    statement 2
    ...
end
  
```

} statement group

- Expression is usually a vector in shortcut notation first:increment:last
  - for x = 1:3:12
    - x
    - end
  - for x = [3 8 19]
    - x
    - end

# Example: "Average computation"

---

- **Using "for" loop**, compute the average of  $n$  values entered by the user. The number of values ( $n$ ) will be specified by the user.

```
■ n = input('Enter the number of values: ');
  total = 0;
  for counter = 1 : n
      x = input('Enter a value: ');
      total = total + x;
  end
  if (counter > 0)
      avg = total / counter;
      disp(['The average is ' num2str(avg)]);
  end
```

# Example: "Factorial calculation"

---

- Calculate the factorial ( $N!$ ) of an integer  $N$ ; the factorial of negative integers is not defined.
  - ```
N = input('Enter a non-negative integer: ');  
if N < 0  
    disp(['It is a negative integer']);  
else  
    result = 1;  
    for i = 1 : N,  
        result = result *i;  
    end  
    disp([num2str(N) '! = ' num2str(result)]);  
end
```



# Example: “Perfect numbers”

---

- Write a program that finds the first three perfect numbers.
  - A positive integer  $n$  is a perfect number if the sum of its positive divisors excluding  $n$  itself is equal to  $n$ .
    - e.g., 28 is a perfect number;  $1+2+4+7+14=28$
- Loops can be nested too.

# Example: "Perfect numbers"

---

```
counter = 1;
no = 1;
while counter <= 3
    total = 0;
    for ii = 1 : no/2
        if mod(no,ii) == 0
            total = total + ii;
        end
    end
    if no == total
        perfect_nos(counter) = no;
        counter = counter + 1;
    end
    no = no + 1;
end
fprintf('The first three perfect numbers are ')
for counter = 1 : 3
    fprintf('%d ',perfect_nos(counter));
end
fprintf('\n');
```

# Example: “Matrix multiplication”

---

- Compute the multiplication of two matrices.
  - If  $A$  is an  $m$ -by- $n$  matrix and  $B$  is an  $n$ -by- $p$  matrix, their product is an  $m$ -by- $p$  matrix  $C$  which is given by

$$C_{ij} = \sum_{k=1}^n A_{ik} \cdot B_{kj}$$

- The matrix multiplication is defined between two matrices only if the number of columns of the 1<sup>st</sup> matrix is the same as the number of rows of the 2<sup>nd</sup> matrix.

# Example: "Matrix multiplication"

---

```
[row_A,column_A] = size(A);  
[row_B,column_B] = size(B);
```

```
if column_A ~= row_B
```

```
    disp('Matrix dimensions must agree');
```

```
else
```

```
    for ii = 1 : row_A
```

```
        for jj = 1 : column_B
```

```
            C(ii,jj) = 0;
```

```
            for k = 1 : column_A
```

```
                C(ii,jj) = C(ii,jj) + A(ii,k) * B(k,jj);
```

```
            end
```

```
        end
```

```
    end
```

```
end
```

# Important details

---

- Use indentation to improve the readability of your code
- Never modify the value of a loop index inside the loop
- To have faster programs in Matlab:
  - Allocate all arrays used in a loop before executing the loop
  - If it is possible to implement a calculation either with a loop or using vectors, always use vectors
  - Use built-in MATLAB functions as much as possible instead of reimplementing them

# Comparison of the execution times

---

- `A = rand(100,200); B = rand(200,50);`
- `tic`  
`for ii = 1 : 1000`  
`C1 = A * B;`  
`end`  
`t1 = toc / 1000;`
- `tic`  
`for ii = 1 : 100`  
`for jj = 1 : 50`  
`C2(ii,jj) = 0;`  
`for k = 1 : 200`  
`C2(ii,jj) = C2(ii,jj) + A(ii,k) * B(k,jj);`  
`end`  
`end`  
`end`  
`t2 = toc;`
- `tic`  
`for ii = 1 : 100`  
`for jj = 1 : 50`  
`C3(ii,jj) = A(ii,:) * B(:,jj);`  
`end`  
`end`  
`t3 = toc;`
- `tic`  
`C4 = zeros(100,50);`  
`for ii = 1 : 100`  
`for jj = 1 : 50`  
`for k = 1 : 200`  
`C4(ii,jj) = C4(ii,jj) + A(ii,k) * B(k,jj);`  
`end`  
`end`  
`end`  
`t4 = toc;`
- `t1 = 0.0020, t2 = 5.0160, t3 = 0.1100, t4 = 4.9060`

# “Break/continue” statements

---

- **Break** statement terminates the execution of a loop and passes the control to the next statement after the end of the loop
- **Continue** statement terminates the current pass through the loop and returns control to the top of the loop

# “break” statements

---

- Example:

```
for ii = 1:5,  
    if ( ii == 3 ),  
        break;  
    end  
    fprintf( 'ii = %d\n', ii );  
end  
disp( 'End of loop' );
```

- Output:

```
ii = 1  
ii = 2  
End of loop
```



# "continue" statement

---

- Example:

```
for ii = 1:5,  
    if ( ii == 3 ),  
        continue;  
    end  
    fprintf( 'ii = %d\n', ii );  
end  
disp( 'End of loop' );
```

- Output:

```
ii = 1  
ii = 2  
ii = 4  
ii = 5  
End of loop
```

# Example: "Number guessing"

---

- Write a program in which the user tries to guess a number picked by the computer. The number is picked between 1 and 10 and the user has at most three tries.

- ```
num = fix(10 * rand + 1);  
if num == 11, num = 10; end
```

```
for tries = 1:3,  
    guess = input( 'Your guess? ' );  
    if ( guess == num ),  
        disp( 'Congratulations!' );  
        break;  
    end  
end  
if ( guess ~= num ),  
    disp( 'You could not guess correctly' );  
end
```

# Example: "Perimeter of a polygon"

- Compute the perimeter of a polygon whose size is specified by the user.

```
■ N = input('Enter the polygon size: ');
  if N < 3
    disp('It is not a polygon');
  else
    ii = 1; perimeter = 0;
    while (ii <= N)
      edge_length = input(['Length of edge ' num2str(ii) ': ']);
      if edge_length <= 0
        disp('The length should be positive');
        continue;
      end
      perimeter = perimeter + edge_length;
      ii = ii + 1;
    end
  end
  disp(['Perimeter: ' num2str(perimeter)]);
```