CS65: Introduction to Computer Science

Random number
Loop: the while loop

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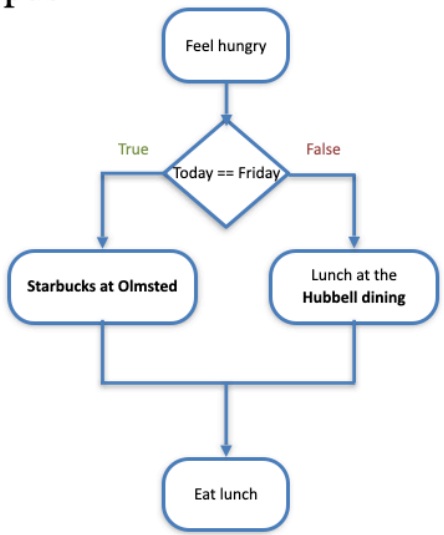
Recap

- **Boolean** datatype, which has **true** or **false** values

- Selection statements are useful for branching inside your program
  - if
  - if-else
  - if-elif-…-else

- Lunch on campus



Recap: '**bool**' Data Type

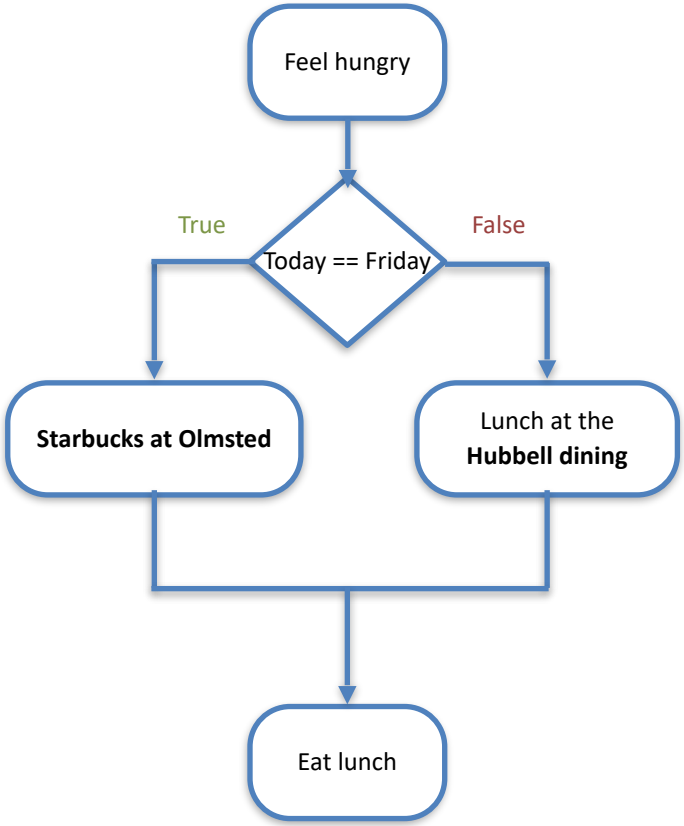
- Notion of something being true and being false — represented with two **'bool'** data types:
  - True
  - False

- Allows us to evaluate true or false questions — in real life, we always encounter question with Yes or No answer

- Logical and comparison operators:
  - Boolean expression with logical operator (and, or, not)
  - Boolean expression with comparison operator (<, <=, >, ==, etc)

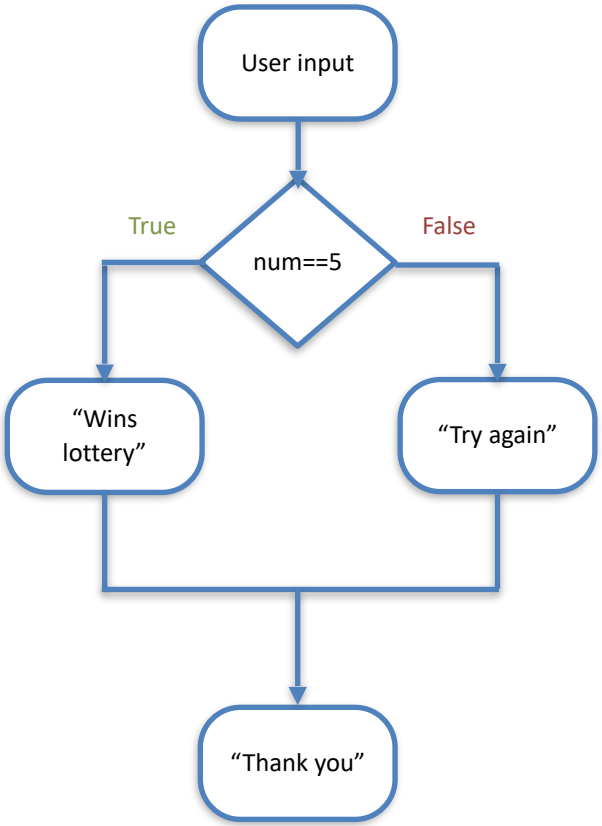
Recap: Selection Statements

- Program taking one *path* or *branch* of the code instead of taking another, based on the **boolean expression**'s value
- This feature allows to ask true/false questions in the code. Depending on the boolean answer (True or False), the program will execute a specific branch



Recap: 'if … else' Statement

```
1  num = int(input("Please enter a number. "))
2  if num == 5:
3      print("Yeah! I won a lottery ...")
4  else:
5      print("Oh gosh! better luck next time ...")
6  print("Thank you!")
7
```

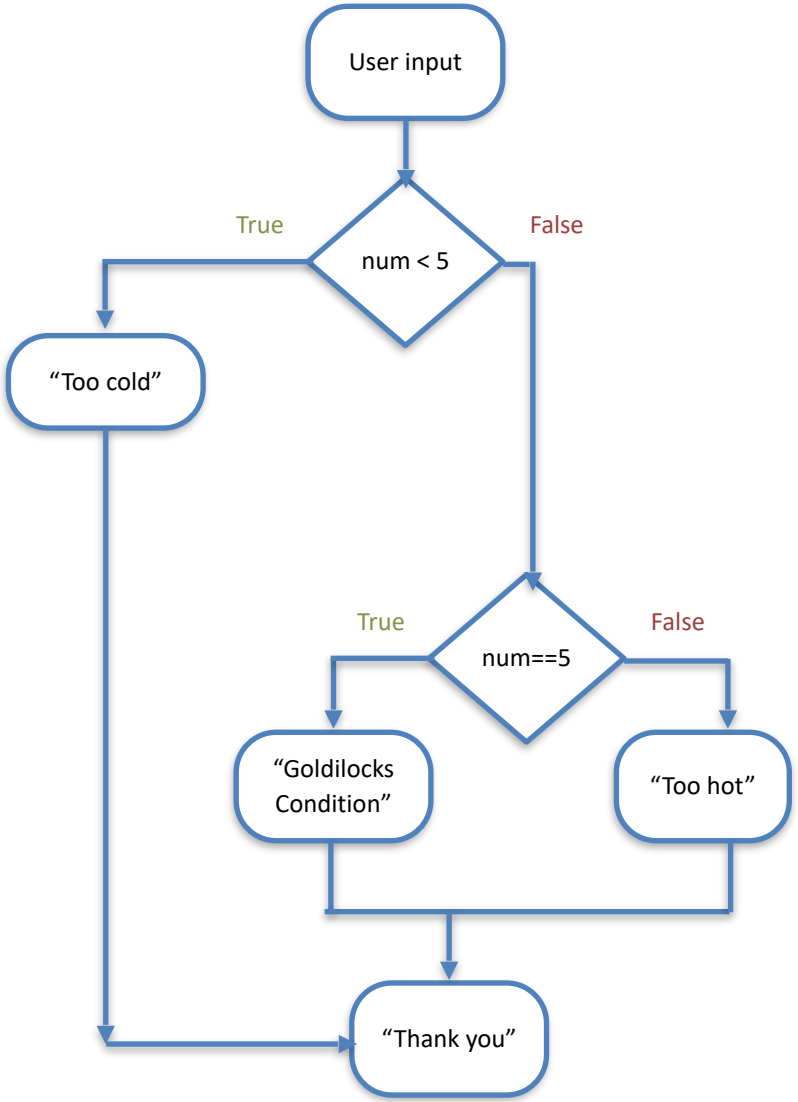


Recap: Multiple Selections

```
1  num = int(input("Please enter a number. "))
2  if num < 5:
3      print("Too cold ...")
4  elif num == 5:
5      print("Perfect! Goldilocks condition ...")
6  else:
7      print("Too hot ...")
8  print("Thank you!")
9
```

Shell

```
>>> %Run test4.py

  Please enter a number. 5
  Perfect! Goldilocks condition ...
  Thank you!

>>>
```



Topics

- Random number
  - Useful for your Assignment 1
- The while loop
- Assignment 1 has been released
  - Due: March, 03 (Thursday)

Random Number

- Random numbers are useful several programming tasks:
  - Simulating a coin toss — random flipping of head or tail
  - Simulating a dice roll — random roll of one of six sides
  - Simulating a card shuffling from 52 cards

- Python provides library to generate random numbers
  - Like math module or graphics module, you can import random module to get access to random number generating functions

Random Number

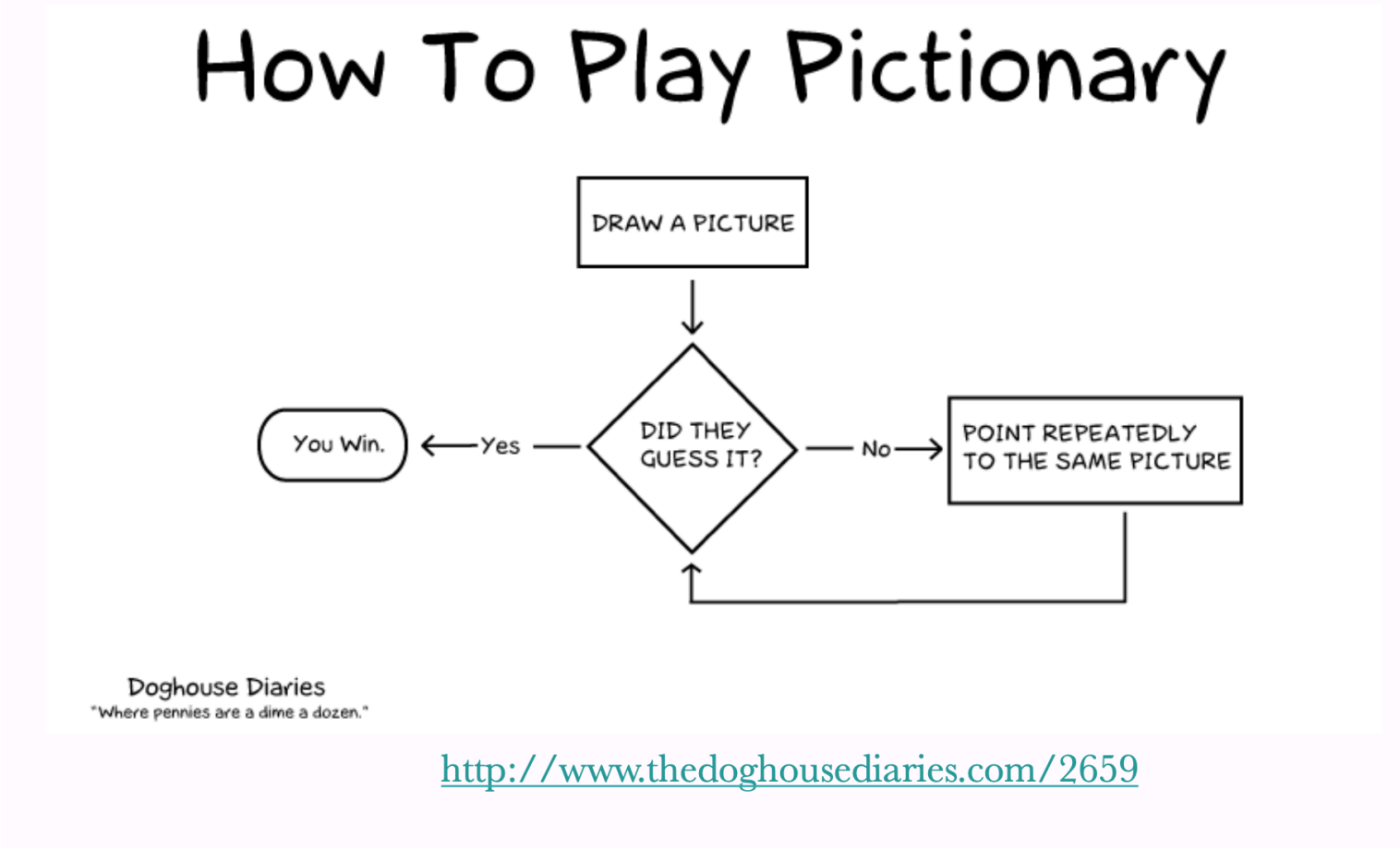
- Steps for generating a random number are as follows:
  - Step 1: Import the **random** module
  - Step 2: Generate a random number (eg, an integer number) between a range of values denoted by a lower_range and an upper_range
    - For example, in order to generate a random integer between lower_range of 1 and upper_range of 10, we need to do the following:

```
import random

rand_number = random.randint(1, 10)
print(rand_number)
```

Demo: Random Number

```
import random

rand_number = random.randint(1, 10)
print(rand_number)
```

Motivation: Loop



http://www.thedoghousediaries.com/2659

Topic: Solving Repetitive Task

- Designed to solve a repetitive task — runs a block of code based on a Boolean expression:
  - Summing all the numbers from 0 to 100
  - Taking user inputs until a special number is provided

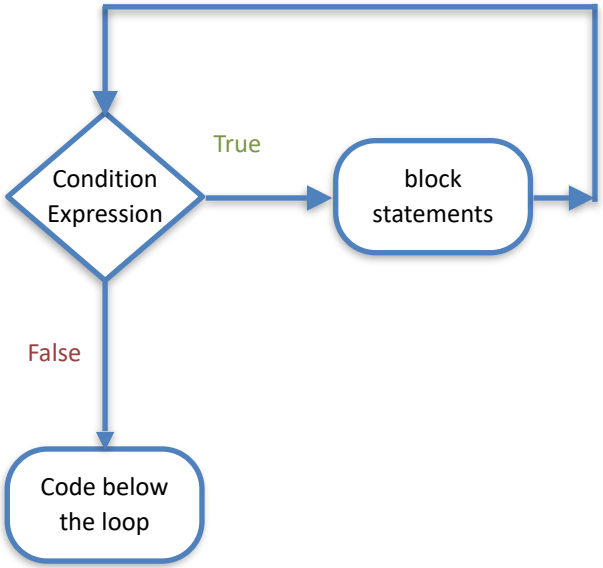
- Two different ways to solve a repetitive task in Python
  - The **while** loop
  - The **for** loop

The **while** Loop

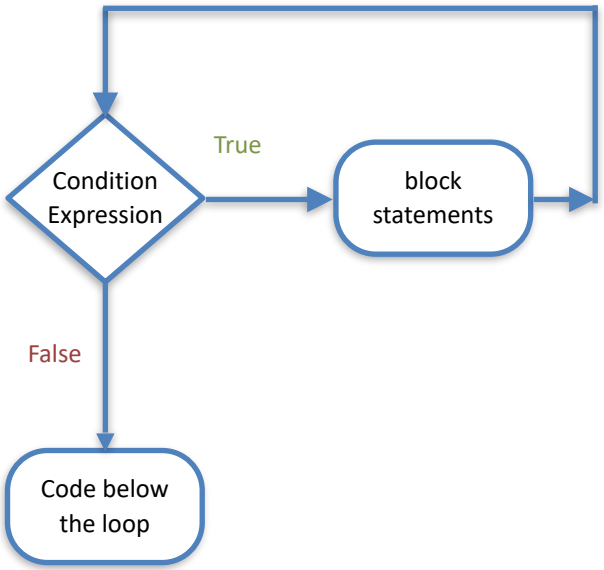
- **while** **<condition expression>** **:**

  <block statements>

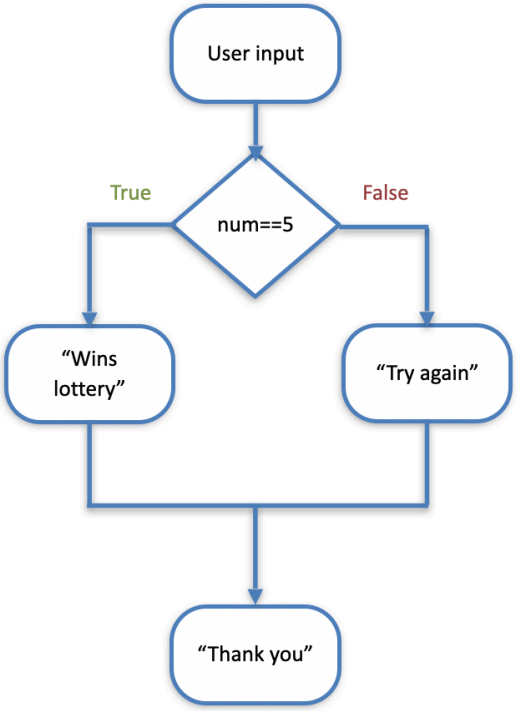
- **condition expression**: a boolean expression
- **block statements**: statements to be executed if result of the condition expression is **True**
- Unlike if statement, the **<block statements>** will repeatedly be executed until the **<condition expression>** becomes False



while loop
vs
if/else selection statements



While loop



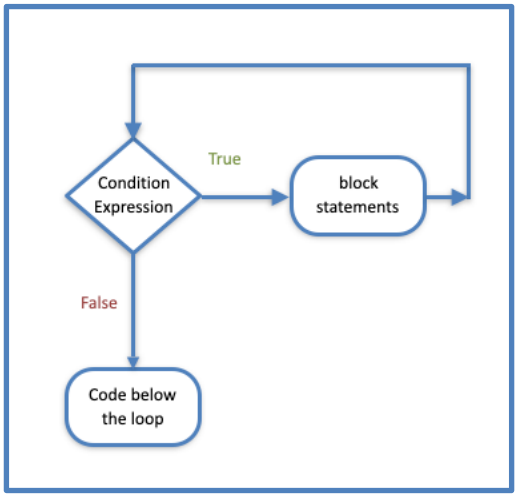
If/else blocks

The while Loop

- Section of code that repeats — designed to solve a repetitive task
  - decrease the value of a variable by 1 until it becomes negative

```
num = 5

while num > 0:

    print(num)
    num = num - 1
```

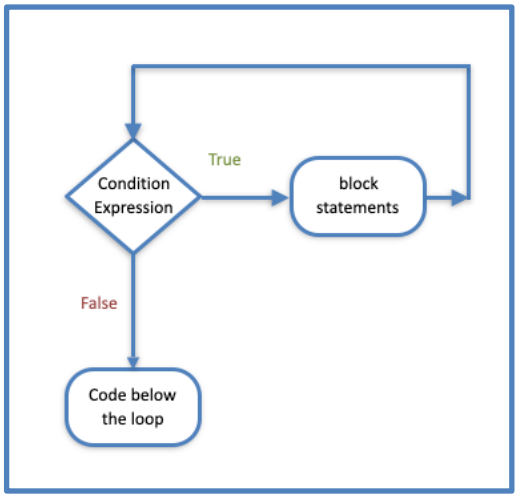
```
>>> %Run lecture8_while.py

  5
  4
  3
  2
  1

>>>
```



The while Loop

- **Infinite loop:** section of code that repeats forever
  - The condition expression should be designed carefully so that the loop terminates after a certain number of iterations

```
num = 5

while num > 0:

    print(num)
    num = num + 1
```



What will happen?

The while Loop

- The index variable can be updated (**decreased**) with a shorthand:

```
num = 5

while num > 0:

    print(num)
    num = num - 1
```

```
>>> %Run lecture8_while.py

  5
  4
  3
  2
  1

>>>
```

```
num = 5

while num > 0:

    print(num)
    num -= 1
```

```
>>> %Run lecture8_while.py

  5
  4
  3
  2
  1

>>>
```

The while Loop

- The index variable can be updated (**increased**) with a shorthand:

```
num = 5

while num > 0:

    print(num)
    num = num + 1
```

```
num = 5

while num > 0:

    print(num)
    num += 1
```

Exercise 1

- Write a code that will do the following:
  - prompt the user for an integer (between 1 to 100)
  - then **computes** the sum of all number from 0 to the given number

Exercise 2

- Write a code that will do the following:
  - prompt the user for an integer number (between 1 to 100)
  - then **prints** all the even numbers between 0 and the given number

Exercise 3

- Write a code that will do the following:
  - prompt the user for a state's name from the following:
    - {"NY", "PA", "MD", "VA"},
    - {"IA", "IN", "IL", "MN"},
    - {"TX", "LA", "FL", "AK"},
    - {"CA", "OR", "WA", "NV"}
  - then prints its geographic location from one of the categories:
    - "Eastern", "Midwestern", "Southern", "Western"
  - program will terminate only when the user enters "END"

Announcements

- Assignment 1 has been released. You have two weeks (due by 03/03/22)

- Quiz 2 will take place on next Tuesday
  - *boolean expression* and *selection statements* (Lecture 7)
  - Implicitly, there will be function calls — so review functions again