

LOOPS

Problem Solving with Computers-I

<https://ucsb-cs16-sp17.github.io/>

C++

```
#include <iostream>
using namespace std;

int main() {
    cout<<"Hola Facebook!";
    return 0;
}
```



Announcements

- We will not have any enrollment changes.
- Change of section requests- completed
- If you want to pair with someone in the same section (different mentor group), let your current mentor know asap
- Mentor groups will be finalized by tomorrow.
- Homeworks should be submitted in the provided template
- HW 3 and 4 released, due next week in class

Clickers out – frequency AB

Control Flow: for loops

```
→ for (int i = 0; i < 15; i++) {  
    cout << i << endl; // Body of the loop (Repeatedly executed)  
}
```

① Initialize loop variable (i)
② check condition to execute body
③ Execute statement(s)
④ Update loop variable

What is the output of the above code?

$i++ ; \rightarrow i = i + 1$

- 0
- 1
- 2
- ⋮

i | ~~0~~ * ~~3~~

What is the last number that is printed?

- A. 14
- B. 15

Write a program that generates the following output:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Previous code:

```
for (int i = 0; i < 15; i++){  
    cout << i << endl ;  
}
```

(See code written in lecture)

Modify the program from the previous example to print a sequence: x_{\min} , $x_{\min}+1$, $x_{\min}+2$, ..., x_{\max} for user specified inputs x_{\min} and x_{\max}

Sample run of the program:

```
$ ./test
Enter the limits of the sequence
10 15
10, 11, 12, 13, 14, 15
```

(See lecture code in our class [git.org](https://github.com))

Write a program that calculates the sum of the series:
1, 2, 3,n
where `n` is specified by the user

Sample run of the program:

```
Enter the number of terms in the sequence
4
Sum of the first 4 terms is: 10
```

note variable i is
only visible within
the for loop

```
int sum=0;
int n;
cout << "Enter the no. of terms;"
cin >> n;
for (int i=1; i<=n; i++) {
    sum += i;
}
cout << "Sum of the first " << n
<< " terms is " << sum << endl;
```

Fizzbuzz – 3.0

1

2

fizz

4

buzz

fizz

7

8

fizz

buzz

fizzbuzz

Let's code Fizzbuzz 3.0!