

# CSIT881

## Programming and Data Structures

### For-Loop Statements



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# Objectives

- For loop
- More on string data type

# The first for-loop example

```
for i in range(0,10):  
    print(i)
```

Program output:

i = 0, print(i)	→	0
i = 1, print(i)	→	1
i = 2, print(i)	→	2
i = 3, print(i)	→	3
i = 4, print(i)	→	4
i = 5, print(i)	→	5
i = 6, print(i)	→	6
i = 7, print(i)	→	7
i = 8, print(i)	→	8
i = 9, print(i)	→	9

**range(0,10)** → number 10 is excluded!!!

# Times table example

```
for i in range(1,10):  
    print("{0} x {1} = {2}".format(i, 5, 5*i))
```

Program output:

i = 1, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	1 x 5 = 5
i = 2, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	2 x 5 = 10
i = 3, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	3 x 5 = 15
i = 4, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	4 x 5 = 20
i = 5, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	5 x 5 = 25
i = 6, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	6 x 5 = 30
i = 7, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	7 x 5 = 35
i = 8, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	8 x 5 = 40
i = 9, print("{0} x {1} = {2}".format(i, 5, 5*i))	→	9 x 5 = 45

# Times table example 2

```
for i in range(1,10) :  
    print("{0} x {1} = {2}".format(i, 5, 5*i))
```

We want to print times table based on user input

```
number_input = input("Enter a number: ")  
number = int(number_input)  
  
for i in range(1,10):  
    print("{0} x {1} = {2}".format(i, number, number*i))
```

```
Enter a number: 6  
1 x 6 = 6  
2 x 6 = 12  
3 x 6 = 18  
4 x 6 = 24  
5 x 6 = 30  
6 x 6 = 36  
7 x 6 = 42  
8 x 6 = 48  
9 x 6 = 54
```

# Friend of 10 table

$$0 + 10 = 10$$

$$1 + 9 = 10$$

$$2 + 8 = 10$$

$$3 + 7 = 10$$

$$4 + 6 = 10$$

$$5 + 5 = 10$$

$$6 + 4 = 10$$

$$7 + 3 = 10$$

$$8 + 2 = 10$$

$$9 + 1 = 10$$

$$10 + 0 = 10$$

# Friend of 10 table

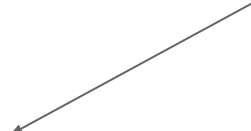
i = 0	→	0 + 10 = 10
i = 1	→	1 + 9 = 10
i = 2	→	2 + 8 = 10
i = 3	→	3 + 7 = 10
i = 4	→	4 + 6 = 10
i = 5	→	5 + 5 = 10
i = 6	→	6 + 4 = 10
i = 7	→	7 + 3 = 10
i = 8	→	8 + 2 = 10
i = 9	→	9 + 1 = 10
i = 10	→	10 + 0 = 10

```
for i in range(0,11):
```

# Friend of 10 table

What is this `second` number?

```
print("{0} + {1} = {2}".format(i, second, 10))
```



i = 0	0 + 10 = 10
i = 1	1 + 9 = 10
i = 2	2 + 8 = 10
i = 3	3 + 7 = 10
i = 4	4 + 6 = 10
i = 5	5 + 5 = 10
i = 6	6 + 4 = 10
i = 7	7 + 3 = 10
i = 8	8 + 2 = 10
i = 9	9 + 1 = 10
i = 10	10 + 0 = 10

```
for i in range(0,11):  
    print("{0} + {1} = {2}".format(i, second, 10))
```



# Friend of 10 table

**second = 10 - i**

`print("{0} + {1} = {2}".format(i, second, 10))`

<code>i = 0</code>	→	<code>0 + 10 = 10</code>
<code>i = 1</code>	→	<code>1 + 9 = 10</code>
<code>i = 2</code>	→	<code>2 + 8 = 10</code>
<code>i = 3</code>	→	<code>3 + 7 = 10</code>
<code>i = 4</code>	→	<code>4 + 6 = 10</code>
<code>i = 5</code>	→	<code>5 + 5 = 10</code>
<code>i = 6</code>	→	<code>6 + 4 = 10</code>
<code>i = 7</code>	→	<code>7 + 3 = 10</code>
<code>i = 8</code>	→	<code>8 + 2 = 10</code>
<code>i = 9</code>	→	<code>9 + 1 = 10</code>
<code>i = 10</code>	→	<code>10 + 0 = 10</code>

```
for i in range(0,11) :  
    second = 10 - i  
    print("{0} + {1} = {2}".format(i, second, 10))
```

# Friend of 10 table

**second = 10 - i**

`print("{0} + {1} = {2}".format(i, second, 10))`

<code>i = 0</code>	<code>0 + 10 = 10</code>
<code>i = 1</code>	<code>1 + 9 = 10</code>
<code>i = 2</code>	<code>2 + 8 = 10</code>
<code>i = 3</code>	<code>3 + 7 = 10</code>
<code>i = 4</code>	<code>4 + 6 = 10</code>
<code>i = 5</code>	<code>5 + 5 = 10</code>
<code>i = 6</code>	<code>6 + 4 = 10</code>
<code>i = 7</code>	<code>7 + 3 = 10</code>
<code>i = 8</code>	<code>8 + 2 = 10</code>
<code>i = 9</code>	<code>9 + 1 = 10</code>
<code>i = 10</code>	<code>10 + 0 = 10</code>

or  
simply

```
for i in range(0,11) :  
    print("{0} + {1} = {2}".format(i, 10 - i, 10))
```

# Friend of 10 table

```
print("{0:>2} + {1:>2} = {2:>2}".format(i, 10 - i, 10))
```

A diagram illustrating the relationship between the variable `i` and the equations in the Friend of 10 table. On the left, a box contains the values of `i` from 0 to 10. On the right, a box contains the corresponding equations: `0 + 10 = 10` through `10 + 0 = 10`. Horizontal arrows connect each value of `i` to its respective equation.

<code>i = 0</code>	<code>0 + 10 = 10</code>
<code>i = 1</code>	<code>1 + 9 = 10</code>
<code>i = 2</code>	<code>2 + 8 = 10</code>
<code>i = 3</code>	<code>3 + 7 = 10</code>
<code>i = 4</code>	<code>4 + 6 = 10</code>
<code>i = 5</code>	<code>5 + 5 = 10</code>
<code>i = 6</code>	<code>6 + 4 = 10</code>
<code>i = 7</code>	<code>7 + 3 = 10</code>
<code>i = 8</code>	<code>8 + 2 = 10</code>
<code>i = 9</code>	<code>9 + 1 = 10</code>
<code>i = 10</code>	<code>10 + 0 = 10</code>

better  
display

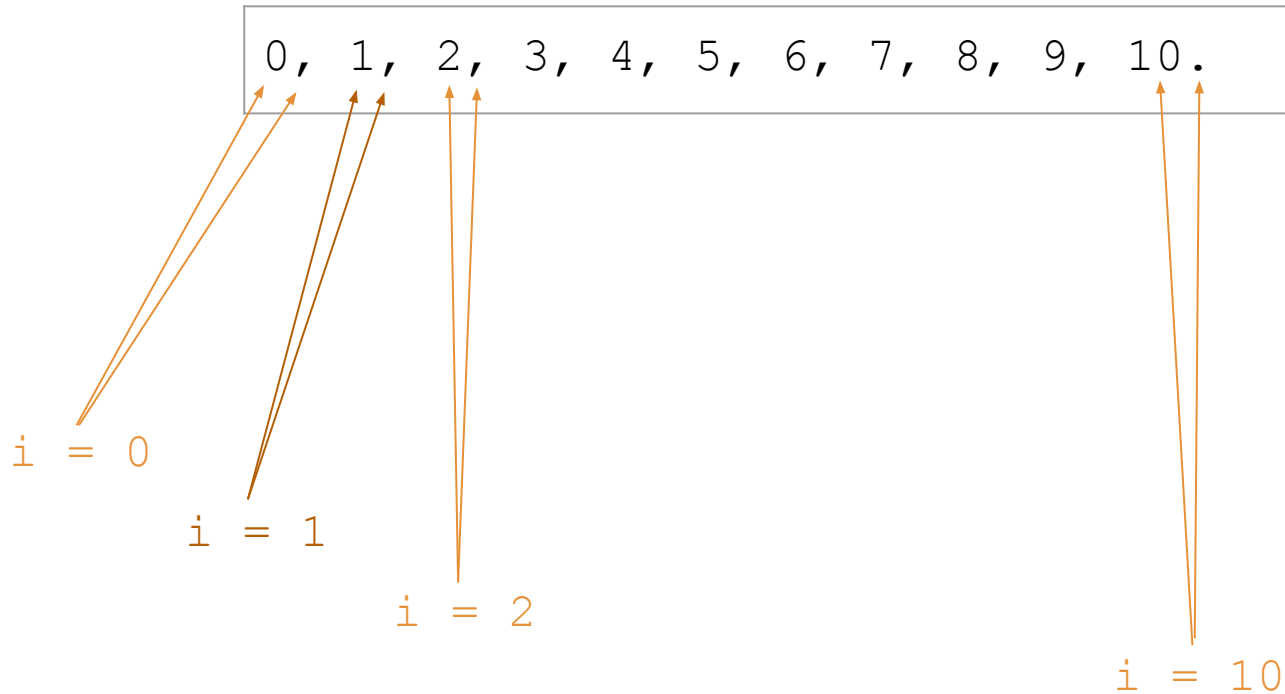
```
for i in range(0,11):  
    print("{0:>2} + {1:>2} = {2:>2}".format(i, 10 - i, 10))
```

# Consecutive numbers

We want to write a program to print the following output

```
0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.
```

# Consecutive numbers

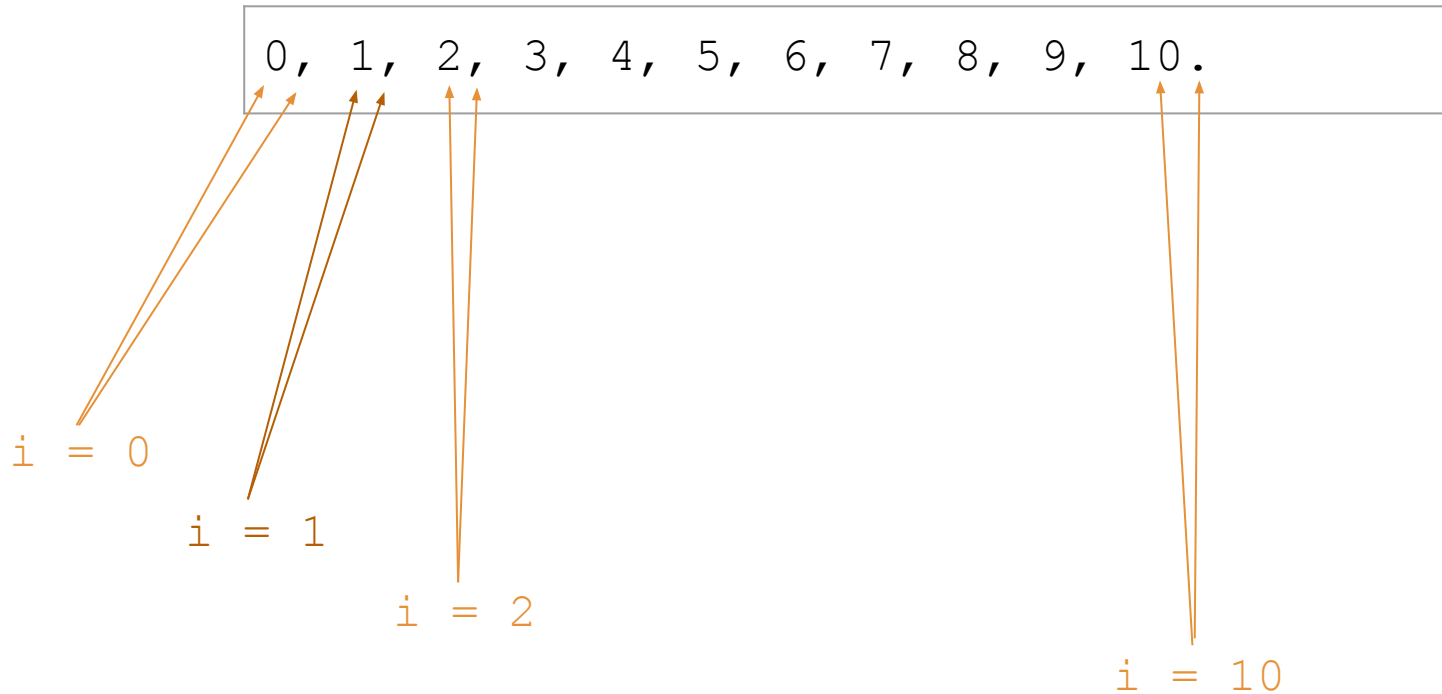


```
for i in range(0,11):  
    # print the number  
    print(i, end="")  
  
    # print the trailing  
    trailing = "frog"  
    print(trailing, end="")
```

Output:

0frog1frog2frog3frog4frog5frog6frog7frog8frog9frog10frog

# Consecutive numbers

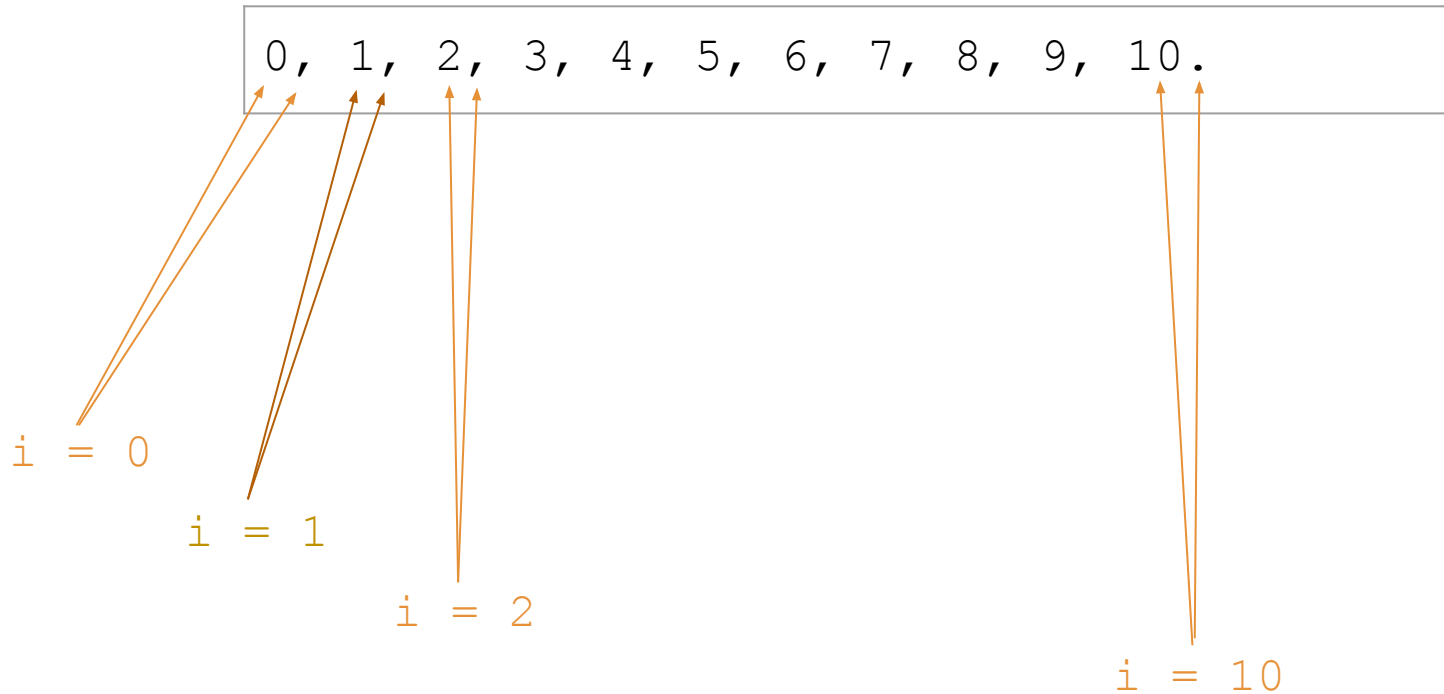


```
for i in range(0,11):  
    // print the number  
    // print the trailing
```

The **trailing** depends on the index `i`:

- `i = 0, 1, ..., 9`: the trailing is the comma
- `i = 10`: the trailing is the full-stop

# Consecutive numbers



```
for i in range(0,11):
```

```
    if (i < 10):
        trailing = ", "
    else:
        trailing = "."
```

```
    print(i, end="")          <- print the number
    print(trailing, end="")  <- print the trailing
```

# Sum of numbers

$$1 + 2 + 3 + 4 + \dots + 10 = ?$$

Adding one number of a time:

result = 0

i = 1 → result = result + **1**

i = 2 → result = result + **2**

i = 3 → result = result + **3**

i = 4 → result = result + **4**

i = 5 → result = result + **5**

...

i = 10 → result = result + **10** = ?

$$0 + \mathbf{1} = 1$$

$$1 + \mathbf{2} = 3$$

$$3 + \mathbf{3} = 6$$

$$6 + \mathbf{4} = 10$$

$$10 + \mathbf{5} = 15$$

$$45 + \mathbf{10} = 55$$



# Sum of numbers

$$1 + 2 + 3 + 4 + \dots + 10 = ?$$

```
# initialise the result to zero
result = 0

# keep adding the result with number from 1 to 10
for i in range(1,11):
    #{
        result = result + i
    #}

# display the result
print("The sum of 1 to 10 is {0}".format(result))
```

# Sum of numbers

$$1 + 2 + 3 + 4 + \dots + 10 = ?$$

Adding one number of a time:

```
result = 0
```

```
for i in range(1,11):  
    result = result + i
```

```
print(result)
```

```
result = 0
```

```
i = 1 → result = 0 + 1 = 1
```

```
i = 2 → result = 1 + 2 = 3
```

```
i = 3 → result = 3 + 3 = 6
```

```
i = 4 → result = 6 + 4 = 10
```

```
i = 5 → result = 10 + 5 = 15
```

```
...
```

```
i = 10 → result = result + 10 = ?
```

# Number pattern

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

```
i = 1 → 2 1
i = 2 → 4 3 2 1
i = 3 → 6 5 4 3 2 1
i = 4 → 8 7 6 5 4 3 2 1
i = 5 → 10 9 8 7 6 5 4 3 2 1
```

*What is the pattern?*

for each i from 1 to 5

```
start_number = 2 * i
```

print from the **start\_number** down to **1**  
that is:

```
start_number - 0
start_number - 1
start_number - 2
start_number - 3
...
```

```
# display 5 lines of pattern
for i in range(1, 6):
    # display the ith line

    # the first number on line i is 2i
    start_number = 2 * i

    # print from start number down to 1
    for j in range(0, start_number):

        number = start_number - j
        print(number, end=" ")

    # print a new line to complete the line i
    print()
```

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

# The **break** keyword


The **break** statement terminates the closest enclosing loop.

```
# a flag to indicate user has answered YES
user_say_yes = False

# patiently ask the user 10 times until they say YES
for i in range(0, 10):
    answer = input("Would you like green eggs and ham? (Y/N): ")

    if (answer == "Y"):
        user_say_yes = True
        print("That's a smart choice!")
        break

# if the user has not said yes
if (user_say_yes == False):
    print("Oh well, you don't know what you're missing!")
```

 *use **break** to stop the loop*

# The **break** keyword

```
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Oh well, you don't know what you're missing!
```

```
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : N  
Would you like green eggs and ham? (Y/N) : Y  
That's a smart choice!
```

# String data type

## Upper case:

```
name = "John Smith"  
name_uppercase = name.upper()  
print(name_uppercase) → JOHN SMITH
```

## Lower case:

```
name = "John Smith"  
name_lowercase = name.lower()  
print(name_lowercase) → john smith
```




# String data type

Searching for a substring:


```
name = "Alexandra"
```

```
index = name.find("exa")  
print(index)
```




2

```
index = name.find("frog")  
print(index)
```



-1

```
index = name.find("Alex")  
print(index)
```



0

**find** returns the first index if found,  
otherwise, it return -1 if not found

Index 0 means the first character.

# String data type

Find the length of a string:

```
greeting = "Hi there!"  
greeting_length = len(greeting) → 9
```

Get one character at a time:

```
print(greeting[0]) → H  
print(greeting[1]) → i  
print(greeting[2]) → space  
print(greeting[3]) → t  
print(greeting[4]) → h  
print(greeting[5]) → e  
print(greeting[6]) → r  
print(greeting[7]) → e  
print(greeting[8]) → !
```

**Question.** What is the last index?

**Answer.** `len(greeting) - 1`

# String data type

## Slicing a string:

```
sentence = "Python is cool!"
```

```
sub_sentence1 = sentence[1:4]  
# "yth"
```

`[i:j]` gives substring from index `i` up to index `(j-1)`, so altogether, there are `(j-i)` characters

```
sub_sentence2 = sentence[1:]  
# "ython is cool!"
```

`[i:]` gives substring from index `i` up to the end

```
sub_sentence3 = sentence[:4]  
# "Pyth"
```

`[:j]` is the same as `[0:j]` gives substring from index 0 up to index `(j-1)`, so altogether, there are `j` characters

# Display characters of string

```
greeting = "Hi there!"

for i in range(0, len(greeting)):

    # get the ith character
    letter = greeting[i]

    # display the ith character
    print(letter)
```

**Question.** What is the last index?

**Answer.** `len(greeting) - 1`

Output:

```
H
i

t
h
e
r
e
!
```

# Example: generate password

In an online game, the initial password is generated from the username by replacing each letter i to 1, r to 7, s to 5, and z to 2.

Write a program to generate this initial password.

```
Enter username: Superman123  
Password is 5upe7man123
```

```
Enter username: zebra8  
Password is 2eb7a8
```

```
Initially set password = ""
```

```
Username letter    Password letter
```

<b>z</b>	<b>2</b>	password = "2"
e	e	password = "2e"
b	b	password = "2eb"
<b>r</b>	<b>7</b>	password = "2eb7"
a	a	password = "2eb7a"
8	8	password = "2eb7a8"

# Example: generate password

```
# ask user to enter username
username = input("Enter username: ")
```

```
# construct the password
```

```
Initially set password = ""
```

```
Username letter    Password letter
```

**z**

**2**

password = "2"

e

e

password = "2e"

b

b

password = "2eb"

**r**

**7**

password = "2eb7"

a

a

password = "2eb7a"

8

8

password = "2eb7a8"

```
# display password result
print("Password is " + password)
```

# Example: generate password

```
# initialize password as empty string
password = ""

for i in range(0, len(username)):
    # get the ith character from username
    letter = username[i]

    # construct corresponding character for password
    if (letter == "i") or (letter == "I"):
        password_letter = "1"
    elif (letter == "r") or (letter == "R"):
        password_letter = "7"
    elif (letter == "s") or (letter == "S"):
        password_letter = "5"
    elif (letter == "z") or (letter == "Z"):
        password_letter = "2"
    else:
        password_letter = letter

    # adding a character to password
    password = password + password_letter
```