

# CDS 230

## Modeling and Simulation I

### Module 5

### Loops

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# This lecture

We will combine our knowledge on all the topics covered so far

- Numbers, variables
- Mathematical statements
- If, else, etc. (i.e., control flow)
- Strings
- Collections

# Loops and iteration

- Imagine a code piece should be executed multiple times.
  - E.g.: Simulate the projection of a free falling object every 0.1 seconds.
- Without loops, your solution would look like this =====>
- Thanks to loops and iteration, we don't need to follow that path.

```
y1=50 # initial position
vy=0 # initial velocity
g=9.8 # gravity

t=0.0
new_position = y1+vy*t-0.5*g*t**2
print(f"At time={t}, the position of the object is at {new_position}")

t=0.1
new_position = y1+vy*t-0.5*g*t**2
print(f"At time={t}, the position of the object is at {new_position}")

t=0.2
new_position = y1+vy*t-0.5*g*t**2
print(f"At time={t}, the position of the object is at {new_position}")

t=0.3
new_position = y1+vy*t-0.5*g*t**2
print(f"At time={t}, the position of the object is at {new_position}")
```

```
At time=0.0, the position of the object is at 50.0
At time=0.1, the position of the object is at 49.951
At time=0.2, the position of the object is at 49.804
At time=0.3, the position of the object is at 49.559
```

# The `for` loop

- Allows us executing a code block while iterating over “iterable” objects (`lists`, `tuples`, and `strings`).
  - Iterable means **ordered** sequence of items.
- Syntax: 

```
for item in iterable_object:  
    # code block
```
- Indentation is same as the `if` statement.

# Code example: `for` loop

```
[1]: cities = ["Fairfax", "Alexandria", "Reston", "Herndon", "Vienna", "Oakton", "Centreville"]
      for city in cities:
          print(city)
```

```
Fairfax
Alexandria
Reston
Herndon
Vienna
Oakton
Centreville
```

```
[2]: for letter in "GMU":
      print(letter)
```

```
G
M
U
```

```
[3]: coordinates = [(0,0), (0.4, 0.1), (0.7, 0.2), (0.99, 0.3)]
      for coor in coordinates:
          print("x,y: ", coor)
```

```
x,y: (0, 0)
x,y: (0.4, 0.1)
x,y: (0.7, 0.2)
x,y: (0.99, 0.3)
```

# Code example: nested `for` loop

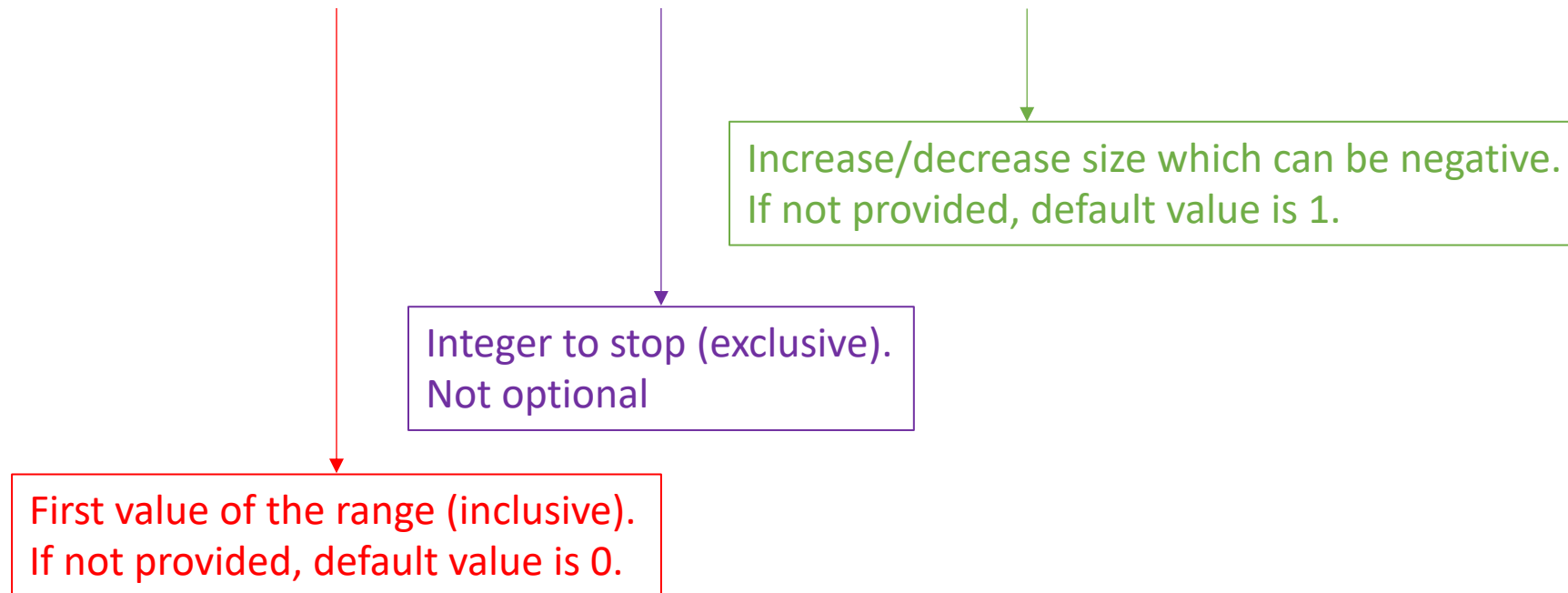
```
[4]: cities = ["Fairfax", "Alexandria", "Reston", "Herndon", "Vienna", "Oakton", "Centreville"]
      for city in cities:
          for letter in city:
              print(letter, end=".")
          print()
```

```
F.a.i.r.f.a.x.
A.l.e.x.a.n.d.r.i.a.
R.e.s.t.o.n.
H.e.r.n.d.o.n.
V.i.e.n.n.a.
O.a.k.t.o.n.
C.e.n.t.r.e.v.i.l.l.e.
```

`print(end=".")` => prints a dot as the last character (not `\n`)

# The `range` type

- Creates iterable **integers on demand** based on given parameters.
- Does **not** create a list!
- Syntax: `range(start, end, stride)`



# Code example: `range`

- `range(6)`            0, 1, 2, 3, 4, 5
- `range(1, 5)`        1, 2, 3, 4
- `range(0, 10, 2)`    0, 2, 4, 6, 8
- `range(9, 0, -2)`    9, 7, 5, 3, 1

```
for num in range(9, 0, -2):  
    print(num)
```

```
9  
7  
5  
3  
1
```

```
for num in range(5):  
    print(num*num) ?
```

```
0  
1  
4  
9  
16
```



# enumerate

- Produces index values while iterating over a list or tuple.
  - E.g.,: You have the city list and want to print them with a counter:

```
[1]: cities = ["Fairfax", "Alexandria", "Reston", "Herndon", "Vienna", "Oakton", "Centreville"]
```

```
1 . Fairfax  
2 . Alexandria...
```

- Two ways to achieve the desired output

```
for index in range(len(cities):  
    print(index+1, ".", cities[index])
```

```
1 . Fairfax  
2 . Alexandria  
3 . Reston  
4 . Herndon  
5 . Vienna  
6 . Oakton  
7 . Centreville
```

```
for index, city in enumerate(cities):  
    print(index+1, ".", city)
```

```
1 . Fairfax  
2 . Alexandria  
3 . Reston  
4 . Herndon  
5 . Vienna  
6 . Oakton  
7 . Centreville
```

# zip

- Used when two or more sequences are iterated at the same time.
- Syntax: `zip(first_iterable, second_iterable,...)`

```
indexes = [1, 2, 3, 4, 5, 6, 7]
cities = ["Fairfax", "Alexandria", "Reston", "Herndon", "Vienna", "Oakton", "Centreville"]
```

```
for item in zip(indexes, cities):
    print(item)
```

```
(1, 'Fairfax')
(2, 'Alexandria')
(3, 'Reston')
(4, 'Herndon')
(5, 'Vienna')
(6, 'Oakton')
(7, 'Centreville')
```

```
for item in zip(indexes, cities):
    print(item[0], ".", item[1])
```

```
1 . Fairfax
2 . Alexandria
3 . Reston
4 . Herndon
5 . Vienna
6 . Oakton
7 . Centreville
```

# Code example: `zip`

## More than two iterables

```
list1 = [0,1,2]
list2 = ["zero", "one", "two"]
list3 = ["cero", "uno", "dos"]
for item in zip(list1, list2, list3):
    print(item)
```

```
(0, 'zero', 'cero')
(1, 'one', 'uno')
(2, 'two', 'dos')
```

## Iterables with different lengths?

```
list1 = [0,1,2]
list2 = ["zero", "one", "two", "three"]
for item in zip(list1, list2):
    print(item)
```

```
(0, 'zero')
(1, 'one')
(2, 'two')
```

```
list1 = [0,1,2, 3]
list2 = ["zero", "one", "two"]
for item in zip(list1, list2):
    print(item)
```

```
(0, 'zero')
(1, 'one')
(2, 'two')
```

# The `while` loop

- Executes a block of code as long as a given condition holds
- Syntax: `while condition is true:`  
    `# code block`
- Indentation is same as in the `if` statement
- More flexible than the `for` loop but have the potential to run into an “infinite loop” problem

# Code example: `while` loop

## Use as counter

```
index = 0
while index < 5:
    index = index + 1 # or index+= 1
    print(index)
```

1  
2  
3  
4  
5

## Iterate over lists

```
list2 = ["zero", "one", "two"]
index = 0
while index < len(list2):
    print(list2[index])
    index+= 1
```

zero  
one  
two

# Control flow in loops

- We can insert additional control flow statements within loops
- You already learned `if ... else ... elif` statements

```
for num in range(11):  
    if num % 2 == 0:  
        print(num, "is an even number.")  
    else:  
        print(num, "is an odd number.")
```

```
0 is an even number.  
1 is an odd number.  
2 is an even number.  
3 is an odd number.  
4 is an even number.  
5 is an odd number.  
6 is an even number.  
7 is an odd number.  
8 is an even number.  
9 is an odd number.  
10 is an even number.
```

- Other control statements:
  - `break`: immediately terminates the loop
  - `continue`: forces the next iteration without executing the rest of the iteration
  - `pass`: does nothing (placeholder)

# Example code: `break` and `continue`

```
num = 0
max_number = 5
while True:
    if num > max_number:
        break

    if num % 2 == 0:
        print(num, "is an even number.")
    else:
        print(num, "is an odd number.")

    num += 1
```

```
0 is an even number.
1 is an odd number.
2 is an even number.
3 is an odd number.
4 is an even number.
5 is an odd number.
```

```
for num in range(11):
    if num % 2 == 0:
        continue
    print(num, "is an odd number.")
```

```
1 is an odd number.
3 is an odd number.
5 is an odd number.
7 is an odd number.
9 is an odd number.
```

# any and all

- `any()` : tests whether any items in an iterable object is `True`.
- `all()` : tests whether all items in an iterable object is `True`.
- If an iterable item is not `bool` type, it will be converted to `bool`.

```
first_list = ["Hello", "World", 2000, True]
empty_tuple = tuple()
one_elem_list = list([True])
print( any(first_list) )
print( all(first_list) )
print( any(empty_tuple) )
print( all(empty_tuple) )
```

The last item in the list is `True`, so the result is `True`

Each item will be converted to `bool` if they are not already the Boolean type, so the result is `True`

Empty iterable returns `False` when passed to `any()`.

Empty iterable returns `True` when passed to `all()`.



# In Python, there's more than one way to skin a cat

- Your task: generate values  $[0.0, 0.1, \dots, 3.0]$

```
time = []  
for i in range(31):  
    time.append(i/10.0)  
print (time)
```

```
time = []  
i = 0  
while i <= 30:  
    time.append(i/10)  
    i += 1  
print (time)
```

```
time = [i/10 for i in range(31)]  
print(time)
```



# Print example

- You are given two variables: `num_of_character = 10` and `character_to_print = "*" . Write a program that prints the character for given number of times in the same line using for or while loops.`
- Based on the above parameters, your program should print 10 stars `"*****"`.
- You need to write the code in a way that if you change the value of the above variables, it should be reflected in the output.
  - Given `num_of_character = 3`, `character_to_print = "-"`, your program should print three dashes in the same line `"--"`.
- `print(end=".")` => prints a dot as the last character (not `\n`)

# Example problem

- Given an object dropped from a height of  $100\text{ m}$  in a frictionless environment under gravity's influence. Write Python code that computes the falling object's new position every  $0.1$  seconds until it reaches the ground ( $y = 0$ ) (assume no bouncing). Keep track of the distance (using a `list`) between the current location and the next predicted location every  $0.1$  seconds and print the result.

$$y_2 = y_1 + v_y t - \frac{1}{2} g t^2$$

Starting height =  $y_1$ .

Ending height =  $y_2$ .

Initial velocity =  $v_y$ .

Gravity =  $g = 9.8$

Time =  $t$