

COMP 110/L Lecture 15

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Slides adapted from Dr. Kyle Dewey

Outline

- Loops with arrays

Loops with Arrays

Example

LoopsWithArray.java

Loops with Arrays

Can *iterate* through arrays using loops

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```
for (int x = 0; x < arr.length; x++) {  
    System.out.println(x);  
}
```

Loops with Arrays

Can *iterate* through arrays using loops

Not <=, since arrays start from 0

```
for (int x = 0; x < arr.length; x++) {  
    System.out.println(x);  
}
```

Example:
PrintArgs.java

Computing a Single Result

Common pattern: build a single result via iteration.
Update this result for each iteration.

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Example: arithmetic product

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{ }

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{ }

1

Computing a Single Result

Common pattern: build a single result via iteration.
Update this result for each iteration.

Example: arithmetic product

{ }

1

{ 5 }

Computing a Single Result

Common pattern: build a single result via iteration.
Update this result for each iteration.

Example: arithmetic product

{ }

1

{ 5 }

1 * 5

Computing a Single Result

Common pattern: build a single result via iteration.
Update this result for each iteration.

Example: arithmetic product

{ }

1

{ 5 }

1 * 5

5

Example: arithmetic product

Example: arithmetic product

{ 5 , 8 }

Example: arithmetic product

{ 5 , 8 }

1 * 5 * 8

Example: arithmetic product

$$\begin{array}{c} \{ 5, 8 \} \\ 1 * 5 * 8 \\ \backslash \quad \backslash \\ 5 \end{array}$$

Example: arithmetic product

$$\begin{array}{c} \{ 5, 8 \} \\ 1 * 5 * 8 \\ \swarrow \quad \searrow \\ 5 \\ \swarrow \quad \searrow \\ 40 \end{array}$$

Example: arithmetic product

Example: arithmetic product

{ 5, 8, 3 }

Example: arithmetic product

{ 5, 8, 3 }

1 * 5 * 8 * 3

Example: arithmetic product

$$\{ 5, 8, 3 \}$$
$$1 * 5 * 8 * 3$$

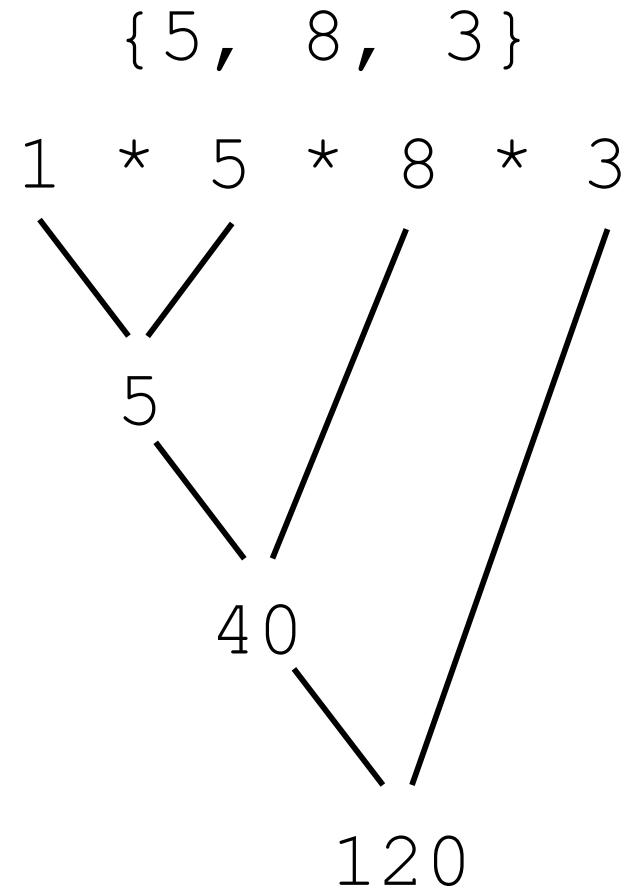
```
graph TD; 1[1] --- V(( )); V --- 5[5]; 5 --- H(( )); H --- 8[8]; 8 --- 3[3]
```

Example: arithmetic product

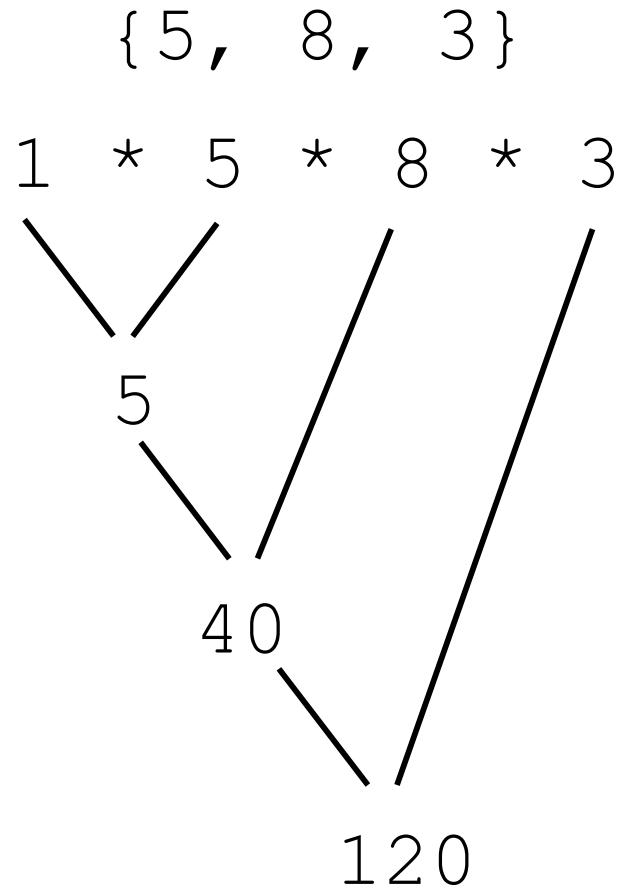
$$\{ 5, 8, 3 \}$$
$$1 * 5 * 8 * 3$$

```
graph TD; A[1] --- B[5]; B --- C[8]; C --- D[3]; E[40] --- F[5]; F --- G[8]
```

Example: arithmetic product



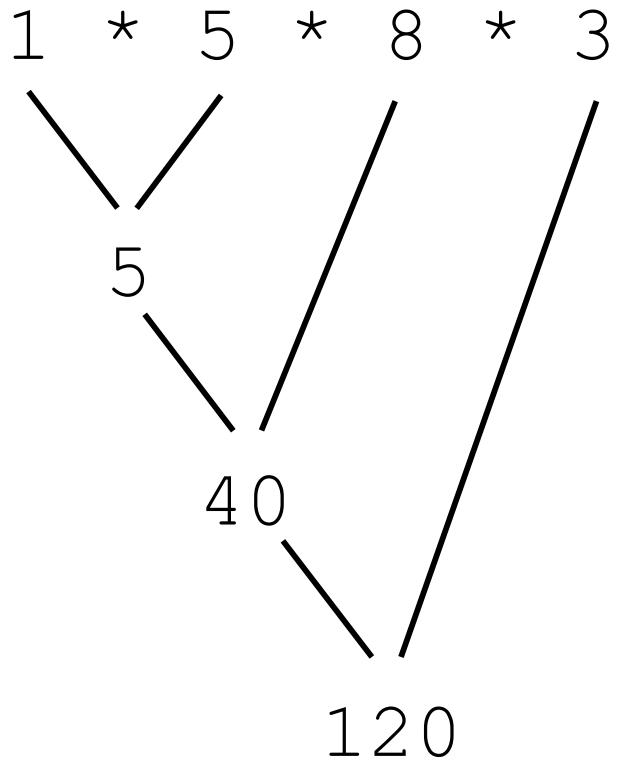
In Code



Variables needed:

In Code

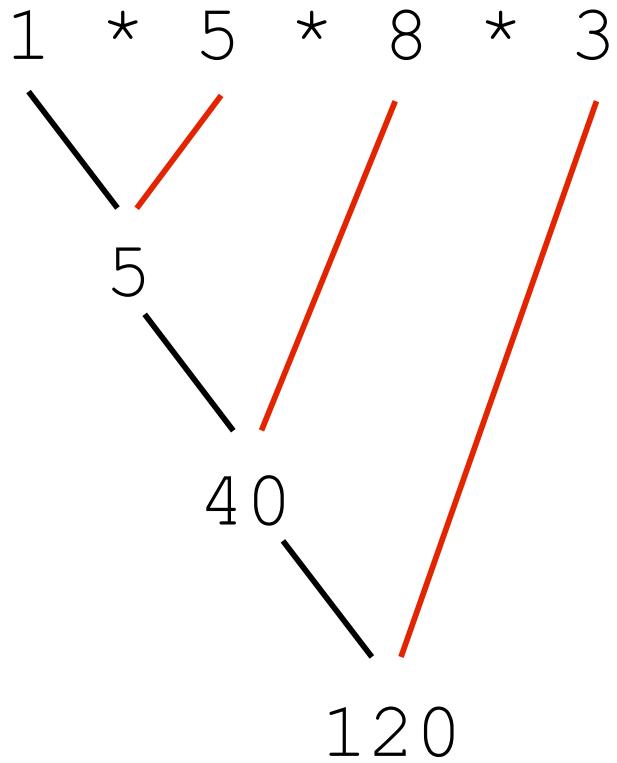
{ 5, 8, 3 }



Variables needed: array

In Code

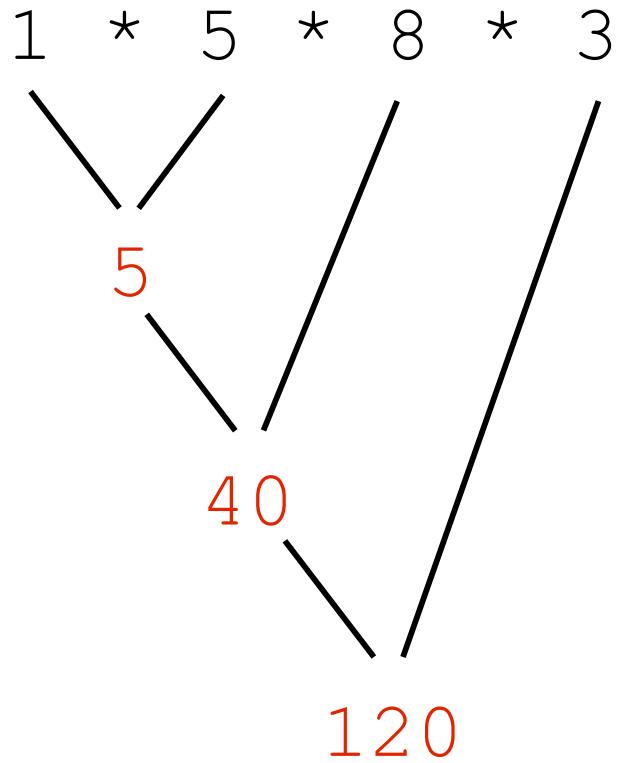
{ 5, 8, 3 }



Variables needed: array, **position in array**

In Code

{ 5, 8, 3 }



Variables needed: array, position in array, **result**

Example

- Product.java
- ProductTest.java

Another example: arithmetic sum

Another example: arithmetic sum

{ }

Another example: arithmetic sum

{ }

0

Another example: arithmetic sum

{ }

0

{ 2 }

Another example: arithmetic sum

{ }

0

{ 2 }

0 + 2

Another example: arithmetic sum

{ }

0

{ 2 }

0 + 2



Another example: arithmetic sum

{ 2 , 5 }

Another example: arithmetic sum

{ 2 , 5 }

0 + 2 + 5

Another example: arithmetic sum

{2, 5}

$$\begin{array}{cccc} 0 & + & 2 & + & 5 \\ \swarrow & & \searrow & & \\ 2 & & & & \end{array}$$

Another example: arithmetic sum

{2, 5}

$$0 + 2 + 5$$

```
graph TD; 0[0] --- P1[+] --- 2[2]; 2[2] --- P2[+] --- 5[5]; 5[5] --- 7[7]
```

Another example: arithmetic sum

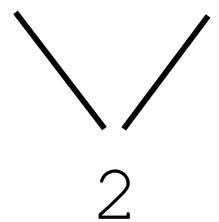
{ 2 , 5 , 9 }

Another example: arithmetic sum

{ 2 , 5 , 9 }

0 + 2 + 5 + 9

Another example: arithmetic sum

$$\{2, 5, 9\}$$
$$0 + 2 + 5 + 9$$


Another example: arithmetic sum

$$\{2, 5, 9\}$$
$$0 + 2 + 5 + 9$$
$$2$$
$$7$$

Another example: arithmetic sum

$$\{2, 5, 9\}$$
$$0 + 2 + 5 + 9$$

```
graph TD; 0[0] --> 2[2]; 2 --> 7[7]; 7 --> 16[16]
```

$$16$$

General Pattern

General Pattern

```
ResultType result = initialResult;
```

General Pattern

```
ResultType result = initialResult;  
for (int index = whereToStart;
```

General Pattern

```
ResultType result = initialResult;  
for (int index = whereToStart;  
     index < whereToEnd;
```

General Pattern

```
ResultType result = initialResult;  
for (int index = whereToStart;  
     index < whereToEnd;  
     index++) {
```

General Pattern

```
ResultType result = initialResult;  
for (int index = whereToStart;  
     index < whereToEnd;  
     index++) {  
    result = oneStep(array[index],  
                     result);  
}
```