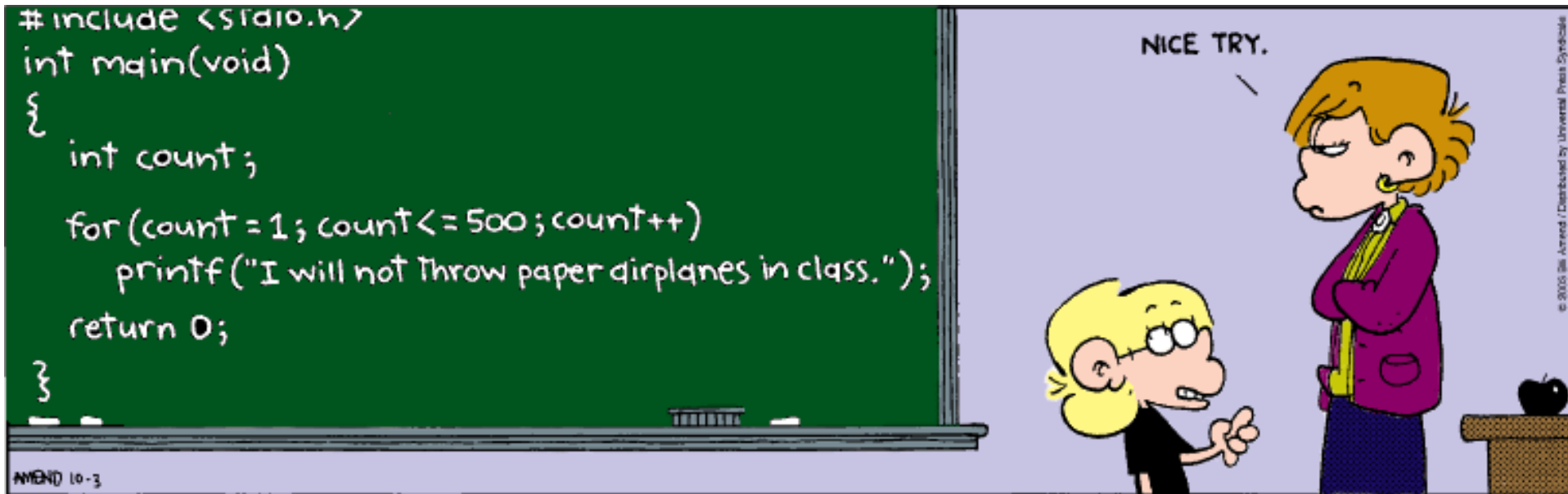


# CSc 110, Autumn 2016

## Lecture 5: Loop Figures and Constants

Adapted from slides by Marty Stepp and Stuart Reges

Can you write this in Python?



# Nested for loop exercise

- Make a table to represent any patterns on each line.

```
.....1
....2
...3
..4
.4
5
```

line	# of dots	$-1 * \text{line}$	$-1 * \text{line} + 5$
1	4	-1	4
2	3	-2	3
3	2	-3	2
4	1	-4	1
5	0	-5	0

- To print a character multiple times, use a for loop.

```
for j in range(1, 5):
    print(".")          # 4 dots
```

# Nested for loop solution

- Answer:

```
for line in range(1, 6):  
    for j in range(1, (-1 * line + 5 + 1)):  
        print(".", end=' ')  
    print(line)
```

- Output:

```
.....1  
...2  
..3  
.4  
5
```

# Drawing complex figures

- Use nested `for` loops to produce the following output.
- Why draw ASCII art?
  - Real graphics require a lot of finesse
  - ASCII art has complex patterns
  - Can focus on the algorithms

```
#=====#  
|          <><>          |  
|          <>...<>          |  
|          <>.....<>          |  
| <>.....<>          |  
| <>.....<>          |  
|          <>.....<>          |  
|          <>...<>          |  
|          <><>          |  
#=====#
```

# Development strategy

- Recommendations for managing complexity:
  1. Design the program (think about steps or methods needed).
    - write an English description of steps required
    - use this description to decide the functions
  2. Create a table of patterns of characters
    - use table to write your `for` loops

```
#=====#
|           <><>           |
|           <> . . . . <>           |
| <> . . . . . . . . <>           |
| <> . . . . . . . . . . <>           |
| <> . . . . . . . . . . <>           |
|           <> . . . . . . . . <>           |
|           <> . . . . . . . . <>           |
|           <><>           |
#=====#
```



# Pseudo-code algorithm

## 1. Line

- # , 16 =, #

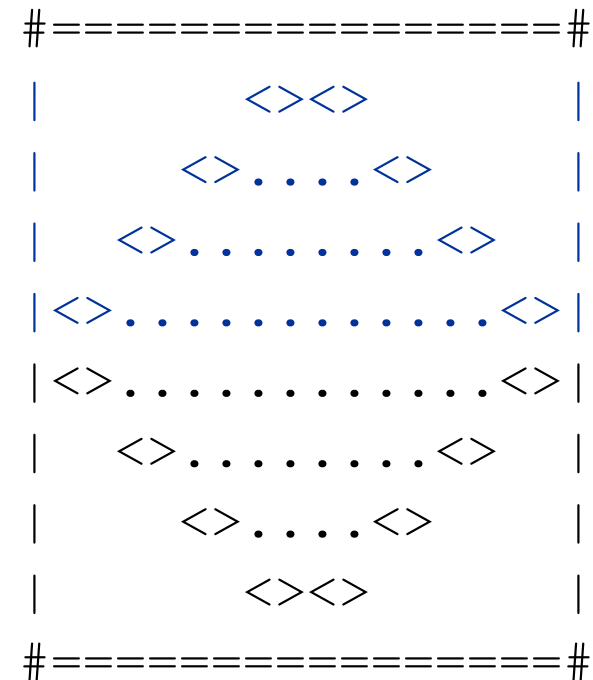
## 2. Top half

- |
- spaces (decreasing)
- <>
- dots (increasing)
- <>
- spaces (same as above)
- |

## 3. Bottom half (top half upside-down)

## 4. Line

- # , 16 =, #



# Methods from pseudocode

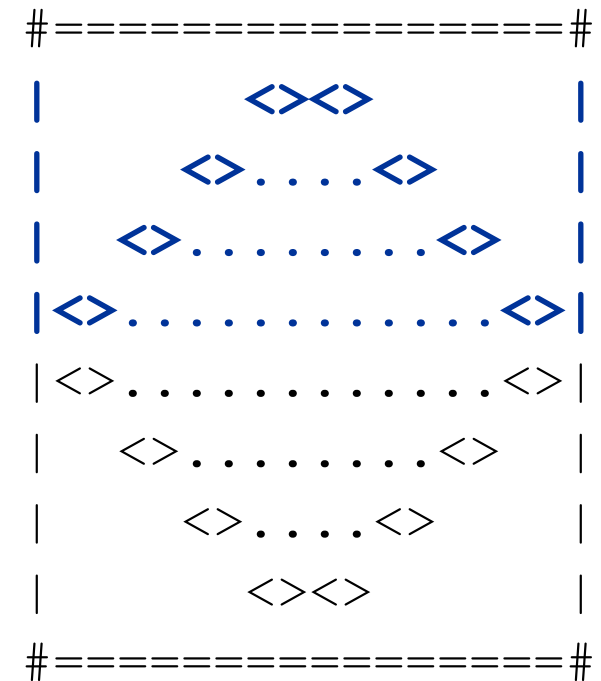
```
def main():  
    line()  
    top_half()  
    bottom_half()  
    line()  
  
def top_half():  
    for line in range(1, 5):  
        # contents of each line  
  
def bottom_half() {  
    for line in range(1, 5):  
        # contents of each line  
  
def line():  
    # ...
```



## 2. Tables

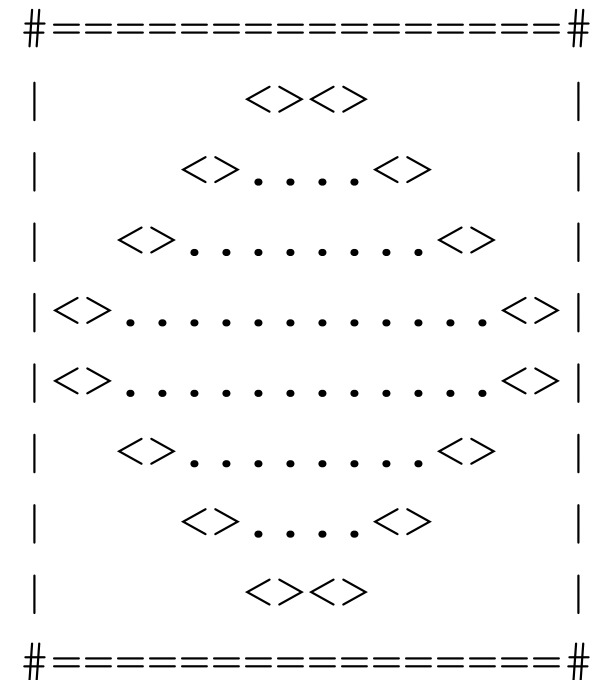
- A table for the top half:
  - Compute spaces and dots expressions from line number

line	spaces	$\text{line} * -2 + 8$	dots	$4 * \text{line} - 4$
1	6	6	0	0
2	4	4	4	4
3	2	2	8	8
4	0	0	12	12



# 3. Writing the code

- Useful questions about the top half:
  - Number of (nested) loops per line?



# Partial solution

```
# Prints the expanding pattern of <> for the top half of the figure.
def top_half():
    for line in range(1, 5):
        print("|", end="")

        for space in range(1, line * -2 + 9):
            print(" ", end="")

        print("<>", end="")

        for dot in range(1, line * 4 - 3):
            print(".", end="")

        print("<>", end="")

        for space in range(1, line * -2 + 8):
            print(" ", end="")

        print("|")
```

# Class constants and scope

# Scaling the mirror

- Let's modify our Mirror program so that it can scale.
  - The current mirror (left) is at size 4; the right is at size 3.
- We'd like to structure the code so we can scale the figure by changing the code in just one place.

```
#=====#  
|           <><>           |  
|           <>...<>           |  
|           <>.....<>           |  
| <>.....<>           |  
| <>.....<>           |  
|           <>.....<>           |  
|           <>...<>           |  
|           <><>           |  
#=====#
```

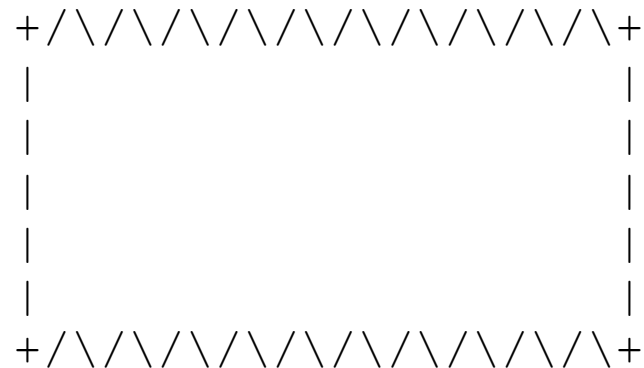
```
#=====#  
|           <><>           |  
|           <>...<>           |  
| <>.....<>           |  
| <>.....<>           |  
|           <>...<>           |  
|           <><>           |  
#=====#
```

# Constants

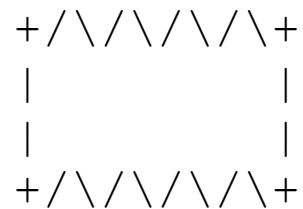
- **constant:** A fixed value visible to the whole program.
  - value should only be set only at declaration; shouldn't be reassigned
- Syntax:
  - Just like declaring a normal variable:  
**name = value**
  - name is usually in ALL\_UPPER\_CASE
  - Examples:  
DAYS\_IN\_WEEK = 7  
INTEREST\_RATE = 3.5  
SSN = 658234569

# Constants and figures

- Consider the task of drawing the following scalable figure:



Multiples of 5 occur many times



The same figure at size 2

# Repetitive figure code

```
def main():
    draw_line()
    draw_body()
    draw_line()

def draw_line():
    print("+", end="")
    for i in range(1, 11):
        print("/\\", end="")

    print("+")

def draw_body():
    for line in range(1, 6):
        print("|", end="")
        for spaces in range(1, 21):
            print(" ", end="")

        print("|")
```



# Adding a constant

```
HEIGHT = 5
def main():
    draw_line()
    draw_body()
    draw_line()

def draw_line():
    print("+", end="")
    for i in range(1, HEIGHT * 2 + 1):
        print("/\\", end="")

    print("+")

def draw_body():
    for line in range(1, HEIGHT + 1):
        print("|", end="")
        for spaces in range(1, HEIGHT * 4 + 1):
            print(" ", end="")

    print("|")
```

# Complex figure w/ constant

- Modify the Mirror code to be resizable using a constant.

A mirror of size 4:

```
#=====#  
|           <><>           |  
|      <> . . . . <>      |  
|   <> . . . . . . . . <>   |  
| <> . . . . . . . . . . <> |  
| <> . . . . . . . . . . <> |  
|   <> . . . . . . . . <>   |  
|      <> . . . . <>      |  
|           <><>           |  
#=====#
```

A mirror of size 3:

```
#=====#  
|           <><>           |  
|      <> . . . . <>      |  
| <> . . . . . . . . <> |  
| <> . . . . . . . . <> |  
|   <> . . . . <>   |  
|           <><>           |  
#=====#
```

# Loop tables and constant

- Let's modify our loop table to use `SIZE`
  - This can change the amount added in the loop expression

SIZE	line	spaces		dots	
4	1,2,3,4	6,4,2,0		0,4,8,12	
3	1,2,3	4,2,0		0,4,8	

```

#=====#
|         <><>         |
|        <>...<>       |
|       <>.....<>      |
|      <>.....<>      |
|     <>.....<>      |
|    <>.....<>      |
|   <>.....<>      |
|  <>.....<>      |
| <>.....<>      |
| <><>          |
#=====#

#=====#
|         <><>         |
|        <>...<>       |
|       <>.....<>      |
|      <>.....<>      |
|     <>.....<>      |
|    <>.....<>      |
|   <><>          |
#=====#

```

# Partial solution

```
SIZE = 4;
```

```
# Prints the expanding pattern of <> for the top half of the figure.
```

```
def top_half() {  
    for line in range(1, SIZE):  
        print("|", end="")  
        for space in range(1, line * -2 + (2*SIZE) + 1):  
            print(" ", end="")  
  
        print("<>", end="")  
        for dot in range(1, line * 4 - 3):  
            print(".", end="")  
  
        print("<>", end="")  
        for space in range(1, line * -2 + (2*SIZE) + 1):  
            print(" ", end="")  
  
        print("|")  
}
```

# Observations about constant

- The constant can change the "intercept" in an expression.
  - Usually the "slope" is unchanged.

```
SIZE = 4;

for space in range(1, line * -2 + (2 * SIZE)):
    print(" ", end="")
```

- It doesn't replace *every* occurrence of the original value.

```
for dot in range(1, line * 4 - 4 + 1):
    print(".", end="")
```