

CMSC 201 Spring 2018

Lab 10 – For Loops

Assignment: Lab 10 – For Loops

Due Date: **During discussion**, April 9th through April 12th

Value: 10 points (8 points during lab, 2 points for Pre Lab quiz)

This week's lab will give you practice with debugging more complex problems, such as logic errors, that you may start encountering.

(Having concepts explained in a new and different way can often lead to a better understanding, so make sure to pay attention as your TA explains.)

Part 1A: Review – For Loops

We can use `for` loops to perform two different actions: *iterating* over a list, or performing an action a certain number of times. We will see both below. *Iterating* over a list means moving through a list, one element at a time.

For example:

```
fruitList = ["kiwi", "banana", "peach"]
for fruit in range(len(fruitList)):
    print("I ate a", fruitList[fruit])
```

Output:

```
I ate a kiwi
I ate a banana
I ate a peach
```

As another example:

```
greetings = ["Hello", "Hola", "Ciao", "Salut"]
for i in range(len(greetings)):
    greetings[i] = "Goodbye"
print(greetings)
```

Output:

```
['Goodbye', 'Goodbye', 'Goodbye', 'Goodbye']
```

We can also run a `for` loop a specific number of times, without making use of a list or its length. For example:

```
numToRun = 5
for n in range(numToRun):
    print("Executing for time #", n)
```

Output:

```
Executing for time # 0
Executing for time # 1
Executing for time # 2
Executing for time # 3
Executing for time # 4
```

You can either define the number of times to run prior to using it in the `for` loop (like we did above with `numToRun`), with an expression in its place (like we did with `len(greetings)`), or with just a number (as we will see below).

The loop variable in a `for` loop behaves in a specific way. The loop variable will first be set to the first value generated by `range` (often 0). On the next iteration of the loop, it will change to the next value. Often 1, 2, 3, etc. – all the way up to the number specified by `range()`. (Remember that `range()` goes up to *but not including* the last number.

For example:

```
for i in range(4):
    print("The value of i is:", i)
```

Output:

```
The value of i is: 0
The value of i is: 1
The value of i is: 2
The value of i is: 3
```

You can also be much more specific in choosing the exact range that your `for` loop variable will iterate over.

For example:

```
for number in range(5, 8):
    print("This will execute 3 times:", number)
```

Output:

```
This will execute 3 times: 5
This will execute 3 times: 6
This will execute 3 times: 7
```

Notice how the previous loop will only execute 3 times, starting at the number 5 and ending at the number 7. **Specifying the starting number for the `range()` function is optional!** If you don't include it, then 0 is chosen as the default start for the `range()` function. You can also optionally specify the increment that the `range()` function increases by for each iteration.

For example:

```
for num in range(1, 10, 2):
    print("The value increases by 2:", num)
```

Output:

```
The value of num is: 1
The value of num is: 3
The value of num is: 5
The value of num is: 7
The value of num is: 9
```

See how the above loop only executes 5 times? This time, the loop variable `number` will increment by 2 each iteration, instead of 1. **The third number, which specifies the increment of the range is also optional!** If you don't include it, an increment of 1 is chosen by default. For the `range()` function, the only hard requirement is a number to end the range on.

You can also use a negative increment in your `range()` function. This can be used to count down, or to iterate backwards through a list. If you use this, you need to **make sure that your starting number is higher than your ending number**, and make sure that the end of the range you specify is one less than where you actually want to stop.

For example:

```
for i in range(5, -1, -1):
    print("The value of i is:", i)
```

Output:

```
The value of i is 5
The value of i is 4
The value of i is 3
The value of i is 2
The value of i is 1
The value of i is 0
```

Part 2: Exercise

In this lab, you'll be creating one file, `factors.py`. You'll also be putting your skills at creating algorithms from scratch to the test, so think carefully about what your code needs to do and why.

You are also **REQUIRED TO USE FOR LOOPS** for this lab.

The program you'll be coding asks the user for a number (an integer), and then prints out all of the factors of that number. For example, if given 6, the factors are 1, 2, 3, and 6. The factors of 8 are 1, 2, 4, and 8. (See the sample output for more examples.)

Your program **must adhere** to the following requirements, but the details are up to you. (It is your decision if you want to create a function, or simply code everything up in `main()`.)

- Must verify that the number entered is higher than zero
- Must store the factors of the number in a list as they are found
- Must iterate over that list to print out the final response
- (*HINT: You will need at least two for loops to complete this lab.*)

Tasks

- Create a `factors.py` file
- Carefully consider how to find a number's factors
- Write the code to determine the factors of the number
 - (A separate function or within `main()` are both acceptable)
- Write the code to iterate over the list of factors
- Show your work to your TA

Part 3A: Creating Your File

First, create the `lab10` folder using the `mkdir` command -- the folder needs to be inside your `Labs` folder as well.

Next, create a Python file called `factors.py` using the “touch” command in GL.

The “touch” command creates a new blank file, but doesn’t open it.

Once a file has been “touched”, you can open and edit it using emacs.

```
touch factors.py
emacs factors.py
```

The first thing you should do with any new Python file is create and fill out the comment header block at the top of your file. Here is a template:

```
# File:          FILENAME.py
# Author:       YOUR NAME
# Date:        TODAY'S DATE
# Section:     YOUR SECTION NUMBER
# E-mail:      USERNAME@umbc.edu
# Description: YOUR DESCRIPTION GOES HERE AND HERE
#             YOUR DESCRIPTION CONTINUED SOME MORE
```

Part 3B: Sample Output

Here is some sample output, with the user input in **blue**.
(Yours does not have to match this word for word, but it should be similar.)

```

bash-4.1$ python factors.py
Enter a (positive) number to find the factors of: -7
Sorry, enter a number greater than zero: 0
Sorry, enter a number greater than zero: -9
Sorry, enter a number greater than zero: 6
1 is a factor of 6
2 is a factor of 6
3 is a factor of 6
6 is a factor of 6

bash-4.1$ python factors.py
Enter a (positive) number to find the factors of: 30
1 is a factor of 30
2 is a factor of 30
3 is a factor of 30
5 is a factor of 30
6 is a factor of 30
10 is a factor of 30
15 is a factor of 30
30 is a factor of 30

Enter a (positive) number to find the factors of: 123
1 is a factor of 123
3 is a factor of 123
41 is a factor of 123
123 is a factor of 123

bash-4.1$ python factors.py
Enter a (positive) number to find the factors of: 137
1 is a factor of 137
137 is a factor of 137

bash-4.1$ python factors.py
Enter a (positive) number to find the factors of: 1
1 is a factor of 1

```

Part 4: Completing Your Lab

Since this is an in-person lab, you do not need to use the `submit` command to complete your lab. Instead, raise your hand to let your TA know that you are finished.

They will come over and check your work – they may ask you to run your program for them, and they may also want to see your code. Once they've checked your work, they'll give you a score for the lab, and you are free to leave.

Tasks

- Create a `factors.py` file
- Carefully consider how to find a number's factors
- Write the code to determine the factors of the number
 - (A separate function or within `main()` are both acceptable)
- Write the code to iterate over the list of factors
- Show your work to your TA

IMPORTANT: If you leave the lab without the TA checking your work, you will receive a **zero** for this week's lab. Make sure you have been given a grade before you leave!