

# C++ Programming for Engineers

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# Overview

- For-loops motivation
- While vs For-loops
- Datatypes for new problems
- Problems

# For loops

Why another loop construct ?

- Recurring problem/solution
  - ▶ Print all the elements in a list
  - ▶ Convert to lower case each character in a string
  - ▶ Search for the smallest value in a list
  - ▶ ...

```
int i=0,max;
cin >> max;
while(i < max) {
    cout << "i" << endl;
    i++;
}
```

## Same behavior, new syntax

```
int i=0,max;
cin » max;
while(i < max) {
    cout « "i" « endl;
    i++;
}
// can access i here...
```

```
int max;
cin » max;
for (int i=0; i < max; i++) {
    cout « "i" « endl;
}
// cannot access i outside the body of the loop
```

# New syntax

Syntax consists of 4 parts

- counter definition

- ▶ for(int i=0; i < max; i++) { }

- termination condition

- ▶ for(int i=0; i < max; i++) { }

- counter update

- ▶ for(int i=0; i < max; i++) { }

- body of the loop

- ▶ for(int i=0; i < max; i++) { }

# While vs For loop

Unknown number of iterations

- **While** (preferred)

```
char c = ' ';  
while (c != 'q') {  
    cin >> c;  
    // do something...  
}
```

- For loop

```
for (char c = ' ' ; c != 'q' ; cin >> c ) {  
    // do something...  
}
```

# While vs For loop

## Known number of iterations

- While

```
int i=0;
while(i < myString.length()) {
    myString[i] = tolower(myString[i]);
    i++;
}
```

- For loop (preferred)

```
for (int i=0 ; i < myString.length(); i++) {
    myString[i] = tolower(myString[i]);
}
```

## More on syntax

Each place holder in the for-loop admits several definitions and increments

```
for (int i=0, j=0; i < N; i+=1, j+=2)
    cout << "(" << i << ", " << j << ")" << endl;
```

(0, 0)

(1, 2)

(2, 4)

(3, 6)

...



# Real world problems

Before loops, exercises were

- small problems
- repetition of code
- known size of the problem in advance

Now

- we can process many elements
- with less code
- unknown of the size of the problem

But...

- we need more general datatypes (like strings)
  - ▶ `int a,b,c,d,e,f,g,....;`

## Some additional definitions

We have used strings as collection of characters

```
string S = "Hello";  
cout << S;  
cout << S[0] << S[1] << S[2] << S[3] << S[4];
```

What about collections of integers and floats ?

```
// array of ints  
int A[4];  
cin >> A[0] >> A[1] >> A[2] >> A[3];  
cout << A[3] << A[2] << A[1] << A[0];
```

## Some additional definitions (2)

Formally, the array definition

- Known size at compile time

```
// constant expression!  
datatype variableName1[255];
```

- Known size at runtime: (\* is not multiplication in this context)

```
// dynamic memory allocation  
datatype *variableName2 = new datatype[expression];
```

- The usage is the same syntax

```
variableName1[3] = 5;  
variableName2[3] = 5;
```

## Some additional definitions (3) - Examples

### Definition of collections of elements (Arrays)

- Known size (3 elements vector)

```
float vec[3];  
vec[0] = 0;  
vec[1] = 2;  
vec[2] = vec[0];
```

- Unknown size / Runtime (N-vector)

```
int N;  
cin » N;  
float *vec = new float[N];  
vec[0] = 0;  
vec[5] = vec[0];  
vec[N-1] = 0;
```

# Problem 1

- Apply a simple linear function ( $y = ax$ ) to an array of  $N$  numbers within  $[0,100]$ 
  - ▶ Read  $N$ , the amount of values to process.
  - ▶ Read the constant  $a$ .
  - ▶ Allocate a dynamic array to hold the values
  - ▶ Generate  $N$  random floats and save them into the array
  - ▶ Compute the function
  - ▶ Print both arrays (before and after the function)

```
Input: a = 2.0, N = 5
```

```
Output:
```

```
5 98 1 8 4
```

```
10 196 2 16 8
```

## Problem 1 (code)

```
float a, N;
cin >> a >> N;
float *vec1 = new float[N];
float *vec2 = new float[N];
for (int i=0; i < N; i++) {
    vec1[i] = rand()%100;
    cout << vec1[i] << " ";
    vec2[i] = a * vec1[i];
}
cout << endl;
for (int i=0; i < N; i++)
    cout << vec2[i] << " ";
cout << endl;
```

## Problem 2

- Using for loops, generate the following pattern:
- Example for  $N = 4$

```
12344321
123  321
12    21
1     1
```

## Problem 2 (cont)

Given  $N = 4$ ,

```
12344321
123  321
12    21
1     1
```

Analysing the output

- How many lines ?
- How many elements in the first row ?
  - ▶ How do they behave ?
- How many elements in the second ?
- How many blanks per line ?



## Problem 3 (cont)

```
12344321
123  321
12    21
1     1
```

One possible view: (assuming fixed font size)

- pattern made of N lines, each with:
  - ▶ 1 sequence of increasing numbers
  - ▶ 1 sequence of 0 or more spaces
  - ▶ 1 sequence of decreasing numbers

## Problem 3 (cont)

Given  $N=4$ ,

```
12344321
123  321
12    21
1     1
```

Translates to,

```
for (int i=0; i<N; i++) {
    for (int j=1; j <=(N-i); j++)
        cout << j;
    for (int j=0; j < 2*i; j++)
        cout << ' ';
    for (int j=(N-i); j > 0; j-)
        cout << j;
    cout << endl;
}
```

## Problem 3 (cont)

What about the following pattern ?

```
* * * * *
* * *   * * *
* *     * *
*       *
```