

CS161: Introduction to Computer Science

Lab Assignment 8

(Fun with) For Loops

Note: This lab requires you to have completed the reading assignment (sections 6.1-6.4).

At last we come to the `for` loop! Up until now, we've been using the `while` loop for all our looping needs. However, if you know the number of iterations in advance, a `for` loop is a much better choice than a `while` loop. The purpose of today's lab is to introduce you to the `for` loop and to give you experience using `for` loops in various scenarios.

A few comments before we begin:

- The textbook does not use curly brackets when there is only one statement inside the body of the `for` loop. See the example below. *This is a bad habit to get into and is an easy way to introduce unintentional errors into your code.* Always use curly brackets with your `for` loops¹!

```
// Bad                                // Good
for(int count = 1; count <= 5; count++)
    System.out.println(count);        for(int count = 1; count <= 5; count++) {
                                        System.out.println(count);
                                        }
```

- The variable `count` above is called a *loop counter*. A loop counter is a variable that controls the iterations of a loop. Historically, loop counters are named in a similar manner as mathematical subscripting variables: i , j , k , etc. For example, in math you see notation like x_i or x_{ij} . In the same way, in Java it is common to see `for` loops like:

```
for(int i = 0; i < N; i++){
}

or

for(int i = 0; i < N; i++){
    for(int j = 0; j < N; j++){
    }
}
```

This is one of the only times where it is acceptable to have a variable with a non-descriptive name such as i or j .

¹and `if` statements, `while` loops, etc

Warm Up

Today's lab is a series of standalone programming questions. The starter code has a Java class called `WarmUp` that has a `main` method along with other `private`, `static` methods.

Implement each method (one at a time) and then call the method from `main` to check that your output is correct. For example, after you finish implementing the `printHello` method, you can call it in `main` using the following syntax:

```
public static void main(String[] args){
    printHello();
}
```

When you run the `main` method you should see "Hello world!" printed 10 times to the screen.

Asterisk Pictures

The second Java class in the starter code is called `AsteriskPictures`. There are two methods inside: one for drawing a square and one for drawing a triangle. We worked on code to draw a square yesterday in class. Take that code and rewrite it so that it uses nested `for` loops instead of nested `while` loops.

The second method asks you to draw a triangle of a given height to the screen (using nested `for` loops). For example, if `height=5` then your method should draw the following picture:

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

Finally, together with your partner write a third method that prints a picture of your choosing. Feel free to experiment with nesting 3 `for` loops, or perhaps putting 2 `for` loops one after the other inside an outer `for` loop.

Submitting your lab assignment

Submit your `lab8` folder with both the `WarmUp` and `AsteriskPictures` classes inside.