

Exercise walk-through

11.2.1

Writing, choosing and tracing loops

A-Level Computer Science

You must be able to

- write a count-controlled loop, including one with STEP
- write a pre-condition loop and a post-condition loop, and change one kind of loop into another
- use the standard loop patterns: a running total, a count, the largest or smallest value, a validation loop and a **rogue value** 终止值
- use an IF statement with an ELSE clause, **nested** 嵌套 IF statements or a CASE structure inside a loop
- write nested loops
- justify why one loop structure is better suited to a problem than the others
- dry-run a loop with a **trace table** 跟踪表

1

The method

Method — Three loops, one task

Each of these outputs the numbers 1 to 5.

```
FOR Count ← 1 TO 5  
    OUTPUT Count  
NEXT Count
```

```
Count ← 1  
WHILE Count <= 5  
    OUTPUT Count  
    Count ← Count + 1  
ENDWHILE
```

Method — Three loops, one task

```
Count ← 1
REPEAT
    OUTPUT Count
    Count ← Count + 1
UNTIL Count > 5
```

Method — Three loops, one task

- A FOR loop sets, tests and increases its counter for you. The other two loops need all three steps written out: set the counter **before** the loop, change it **inside** the loop, and test it.
- WHILE repeats **while** its condition is true; REPEAT repeats **until** its condition is true. So the two conditions are opposites: `Count <= 5` and `Count > 5`.
- STEP changes the counter by a different amount: `FOR Count ← 10 TO 0 STEP -2` gives 10, 8, 6, 4, 2, 0.

Method — Loop patterns: a total and a count

```
Total ← 0
BelowZero ← 0
FOR Day ← 1 TO 30
    INPUT Temp
    Total ← Total + Temp
    IF Temp < 0 THEN
        BelowZero ← BelowZero + 1
    ENDIF
NEXT Day
OUTPUT BelowZero
OUTPUT Total / 30
```

Method — Loop patterns: a total and a count

- **Running total:** set it to 0 before the loop, and add to it inside the loop.
- **Count:** set it to 0, and add 1 inside an IF.
- Declare Day and BelowZero as INTEGER, and Temp and Total as REAL.

Method — Loop pattern: the largest value

```
FOR Day ← 1 TO 30
  INPUT Temp
  IF Day = 1 THEN
    Highest ← Temp
  ELSE
    IF Temp > Highest THEN
      Highest ← Temp
    ENDIF
  ENDIF
NEXT Day
OUTPUT Highest
```

Method — Loop pattern: the largest value

- Start with the first value, not with 0, because every temperature could be below zero. The ELSE clause holds a **nested** IF that only runs from day 2 onwards.

Method — A validation loop

```
REPEAT
    OUTPUT "Enter a mark from 0 to 100"
    INPUT Mark
UNTIL Mark >= 0 AND Mark <= 100
```

- The mark must be input **at least once** before it can be checked, so a post-condition loop fits.
- With a pre-condition loop, input the mark once **before** the loop and again as the last statement **inside** it, and loop WHILE Mark < 0 OR Mark > 100.

Method — A rogue value

Input prices one at a time until -1 is entered, then output the total price. The value -1 is a rogue value: it ends the loop, and it must **not** be added to the total.

```
Total ← 0
INPUT Price
WHILE Price <> -1
    Total ← Total + Price
    INPUT Price
ENDWHILE
OUTPUT Total
```

Method — A rogue value

- A pre-condition loop is used, because the very first input could be -1 , and then nothing should be added.
- Inside the loop, **process the value, then input the next one**, so every value is tested before it is used.

Method — Nested loops

```
INPUT Rows
FOR Row ← 1 TO Rows
  Line ← ""
  FOR Star ← 1 TO Row
    Line ← Line & "*"
  NEXT Star
  OUTPUT Line
NEXT Row
```

Method — Nested loops

- The **inner** loop runs completely for each pass of the **outer** loop.
- OUTPUT starts a new line each time, so the stars for one row are joined into Line first.
- When Rows is 3, the statement inside the inner loop runs $1 + 2 + 3 = 6$ times.

Method — Choosing and justifying a loop

the problem	best loop	justification
process exactly 30 readings	count-controlled	the number of repetitions is known before the loop starts
read values until a rogue value, which could come first	pre-condition	the condition is tested before the first pass, so the loop can run zero times
input a password until it is correct	post-condition	the body must run at least once, because the value to test is input inside the loop

In an exam answer, name the loop **and** give the reason in terms of the problem.

Method — Dry-running a loop

Trace this algorithm for the inputs 4, 7, 2 and 0.

```
Count ← 0
Big ← 0
INPUT N
WHILE N <> 0
    Count ← Count + 1
    IF N > Big THEN
        Big ← N
    ENDIF
    INPUT N
ENDWHILE
OUTPUT Count, " ", Big
```

Method — Dry-running a loop

N	Count	Big	OUTPUT
	0	0	
4	1	4	
7	2	7	
2	3		
0			3 7

Method — Dry-running a loop

- Write a value only when a variable changes, and move down a row as the algorithm runs.

2

Practice

Practice 2.1 ■ 3 marks

Rewrite this count-controlled loop as a pre-condition loop that gives the same output.

```
FOR Number ← 3 TO 15 STEP 3  
    OUTPUT Number  
NEXT Number
```

Solution 2.1

Method: Three loops, one task — p.4

Worked steps

- set Number to 3 before the loop **B1**
- WHILE Number <= 15 ... ENDWHILE **B1**
- output, then add 3 inside the loop **B1**

```
Number ← 3
WHILE Number <= 15
    OUTPUT Number
    Number ← Number + 3
ENDWHILE
```

Practice 2.2 ■ 3 marks

Write pseudocode that inputs a person's age, and repeats the input until the age is from 0 to 120. Use a post-condition loop.

Solution 2.2

Worked steps

- REPEAT ... UNTIL structure **B1**
- INPUT Age inside the loop **B1**
- the condition Age ≥ 0 AND Age ≤ 120 **B1**

```
REPEAT
    INPUT Age
UNTIL Age  $\geq 0$  AND Age  $\leq 120$ 
```

Practice 2.3 ■ 4 marks

Write pseudocode that inputs the heights of 25 students, one at a time, and outputs the smallest height.

Solution 2.3

Method: Dry-running a loop — p.17

Worked steps

- input the first height and store it as the smallest **B1**
- a loop that runs for the other 24 heights **B1**
- compare each height with the smallest, and replace it if smaller **B1**
- output the smallest after the loop **B1**

Solution 2.3

```
DECLARE Count : INTEGER
DECLARE Height, Smallest : REAL
INPUT Height
Smallest ← Height
FOR Count ← 2 TO 25
    INPUT Height
    IF Height < Smallest THEN
        Smallest ← Height
    ENDIF
NEXT Count
OUTPUT Smallest
```

Practice 2.4 ■ 2 marks

A program reads words from the user until the user types "END". The user may type "END" as the first word. State the most suitable loop structure, and justify your choice.

Solution 2.4

Worked steps

- a **pre-condition** loop **B1**
- the condition is tested before any word is processed, so the loop can run zero times when "END" is typed first **B1**

Practice 2.5 ■ 3 marks

Complete the trace table for this algorithm.

```
Total ← 0
FOR Outer ← 1 TO 3
    FOR Inner ← 1 TO Outer
        Total ← Total + Inner
    NEXT Inner
NEXT Outer
OUTPUT Total
```

Practice 2.5 ■ 3 marks

Outer	Inner	Total	OUTPUT
		0	
1	1	1	

Solution 2.5

Method: Nested loops — p.14

Worked steps

Outer	Inner	Total	OUTPUT
		0	
1	1	1	
2	1	2	
	2	4	
3	1	5	
	2	7	
	3	10	
			10

Solution 2.5

- Outer and Inner columns correct **B1**; Total column correct **B1**; output **10**
B1

3

Exam-style

Exam-style 3.1 ■ 7 marks

A weather station records the rainfall, in mm, for each of the 30 days of a month. An algorithm will:

- input the rainfall for each day, one value at a time
- count the days with no rain
- find the total rainfall for the month
- find the day with the most rain; if two days have the same rainfall, keep the earlier day
- output the count, the total and the day number.

Write pseudocode for the algorithm. Declare any variables you use.

Solution 3.1

Method: Loop patterns: a total and a count — p.7

Worked steps

- declarations (B1); a count-controlled loop from 1 to 30 (B1); input inside the loop (B1)
- count the days with rainfall 0 (B1); running total (B1)
- keep the largest rainfall and its day number, replacing only when greater (B1)
- output all three after the loop (B1)

Solution 3.1

```
DECLARE Day, DryDays, WettestDay : INTEGER
DECLARE Rain, Total, MostRain : REAL
DryDays ← 0
Total ← 0
MostRain ← -1
WettestDay ← 0
FOR Day ← 1 TO 30
    INPUT Rain
    IF Rain = 0 THEN
        DryDays ← DryDays + 1
    ENDIF
    Total ← Total + Rain
    IF Rain > MostRain THEN
        MostRain ← Rain
        WettestDay ← Day
    ENDIF
NEXT Day
OUTPUT DryDays
OUTPUT Total
OUTPUT WettestDay
```

Solution 3.1

- `MostRain` starts at -1, below any real rainfall, so day 1 is always stored first;
> rather than `>=` keeps the earlier day

Exam-style 3.2 ■ 8 marks

A calculator program repeats a menu until the user chooses to stop.

choice	action
1	input a number and add it to Total
2	input a number and multiply Total by it
3	output Total
4	output "Stopped", and the program ends

Exam-style 3.2 (a) ■ 6 marks

Write pseudocode for the program, using a CASE structure inside a loop. Total starts at 1, and any other choice outputs "Invalid".

Solution 3.2 (a)

Method: A rogue value — p.12

Worked steps

a loop that ends when the choice is 4 (B1); input the choice inside the loop (B1)

- CASE OF ... ENDCASE (B1); choices 1 and 2 (B1); choice 3 (B1); choices 4 and OTHERWISE (B1)

```
DECLARE Choice : INTEGER
DECLARE Total, Number : REAL
Total ← 1
REPEAT
    INPUT Choice
    IF Choice = 1 OR Choice = 2 THEN
        INPUT Number
    ENDIF
    CASE OF Choice
        1 : Total ← Total + Number
        2 : Total ← Total * Number
        3 : OUTPUT Total
        4 : OUTPUT "Stopped"
```

Solution 3.2 (a)

- *(inputting Number inside the clauses for 1 and 2 of the CASE structure is also correct)*

Exam-style 3.2 (b) ■ 2 marks

Justify the loop structure you used.

Solution 3.2 (b)

Worked steps

a **post-condition** loop B1

- the choice must be input at least once before it can be tested B1

Exam-style 3.3 ■ 9 marks

Study this pseudocode.

```
Count ← 0
Total ← 0
INPUT Value
WHILE Value <> 999
    IF Value > 0 THEN
        Total ← Total + Value
        Count ← Count + 1
    ENDIF
    INPUT Value
ENDWHILE
IF Count > 0 THEN
    OUTPUT Total / Count
ELSE
    OUTPUT "No data"
ENDIF
```

Exam-style 3.3 (a) ■ 4 marks

Complete the trace table for the inputs 6, -2, 9, 0 and 999.

Value	Count	Total	OUTPUT
	0	0	

Solution 3.3 (a)

Method: Dry-running a loop — p.17

Worked steps

Value	Count	Total	OUTPUT
	0	0	
6	1	6	
-2			
9	2	15	
0			
999			7.5

Solution 3.3 (a)

- Value column **B1**; Count column **B1**; Total column **B1**; output **7.5** **B1**

Exam-style 3.3 (b) ■ 2 marks

State the purpose of the algorithm.

Solution 3.3 (b)

Worked steps

it outputs the mean (average) of the **positive** values input **B1**

- it stops at the rogue value 999, and outputs "No data" if there were no positive values **B1**

Exam-style 3.3 (c) ■ 3 marks

The algorithm is rewritten with a post-condition loop, and INPUT Value becomes the first statement inside the loop. **Explain** what goes wrong if the first value input is 999, and how to correct it.

Solution 3.3 (c)

Worked steps

the test comes at the end of the loop, so 999 is processed before the loop stops **B1**

- 999 is positive, so it is added to Total and counted, and the output is 999 instead of "No data" **B1**
- correct it by changing the condition to `Value > 0 AND Value <> 999` **B1**