



CL09: Variables & `while` loops

Announcements

Re: Assignments:

- **LS08: Variables** due tonight at 11:59pm
 - If you'd like, [read this optional reading](#) about variables!
- **LS09: while Loops** due tonight at 11:59pm
 - If you'd like, [read this optional reading](#) about while loops!
- **EX02: Wordle** – due Monday, September 22 at 11:59pm

Reminders:

- No class, office hours, or tutoring on Monday; we hope you enjoy your Wellbeing Day!
- **Quiz 01 on Friday, Sep 19**
 - **Hybrid review session at 6pm on Wednesday, Sep 17** in Sitterson Hall, room 014 and online
 - If you take your quizzes with ARS, please ensure you've scheduled it!
 - If you will have a university-approved absence for this day, tell me ASAP so we can arrange a time for you to make it up!

Warm-Up: Discuss these questions with a neighbor, then diagram how you believe this works:

```
1  def f(x: int) -> int:
2      y: int
3      y = x * 2
4      return y
5
6
7  print(f(3))
```

Questions to discuss with a neighbor:

What does line 2 remind you of?

What does line 3 remind you of?

```

1  def f(x: int) -> int:
2      y: int
3      y = x * 2
4      return y
5
6
7  print(f(3))

```

Globals

Stack

Heap

f | id:0 |

id:0 | fn | lines 1-4 |

f

RA | 7 |

RV | 6 |

x | 3 |

y | 6 |

Output

6

Key Variable Terminology

Variable Declaration / Definition - Associates a name/identifier with a data type, and a space in the current frame

`<name>: <type>`

Examples:

`students: int`

`message: str`

Key Variable Terminology

Variable Declaration / Definition

`<name>: <type>`

- Associates a name/identifier with a data type, and a space in the current frame

Variable Assignment

`students = 300`

- Binds a new value to a variable name in memory

Key Variable Terminology

Variable Declaration / Definition

`<name>: <type>`

- Associates a name/identifier with a data type, and a space in the current frame

Variable Assignment

`students = 300`

- Binds a new value to a variable name in memory

Variable Initialization

- First time a variable is assigned

Key Variable Terminology

Variable Declaration / Definition

`<name>: <type>`

- Associates a name/identifier with a data type, and a space in the current frame

Variable Assignment

`students = 300`

- Binds a new value to a variable name in memory

Variable Initialization

- First time a variable is assigned

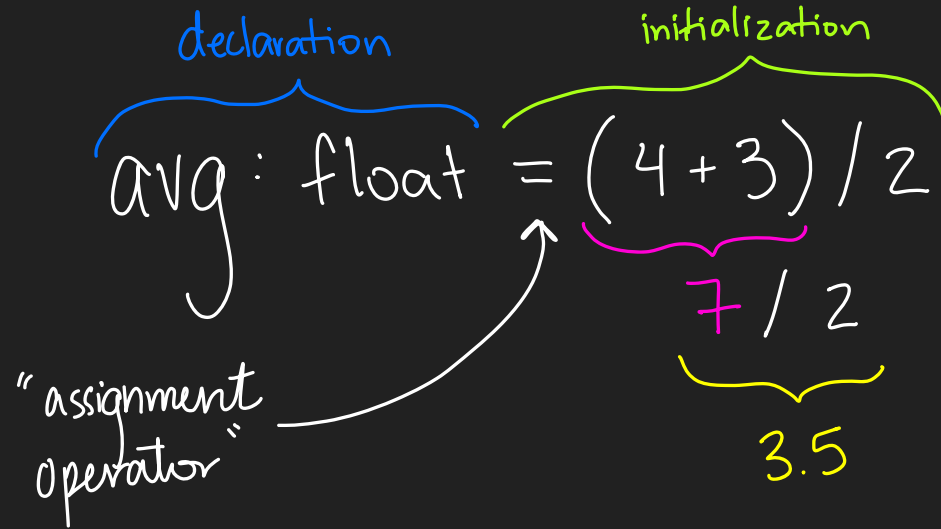
Variable Access

e.g., `print(students)`

- “Reading” or using a variable name in an expression

Left-hand vs. Right-hand Side of Assignment

Each side of the assignment operator (=) plays a distinct role in variable assignment!



ALWAYS evaluate the right-hand side first!

Common Variable Errors

UnboundLocalError – Occurs when attempting to access a variable that is declared in a function but not yet initialized

NameError – Occurs when attempting to access a variable that has not been declared. Commonly from typos or renaming a variable and not updating all accesses

Example:

```
my_val: int  
print(my_val)
```

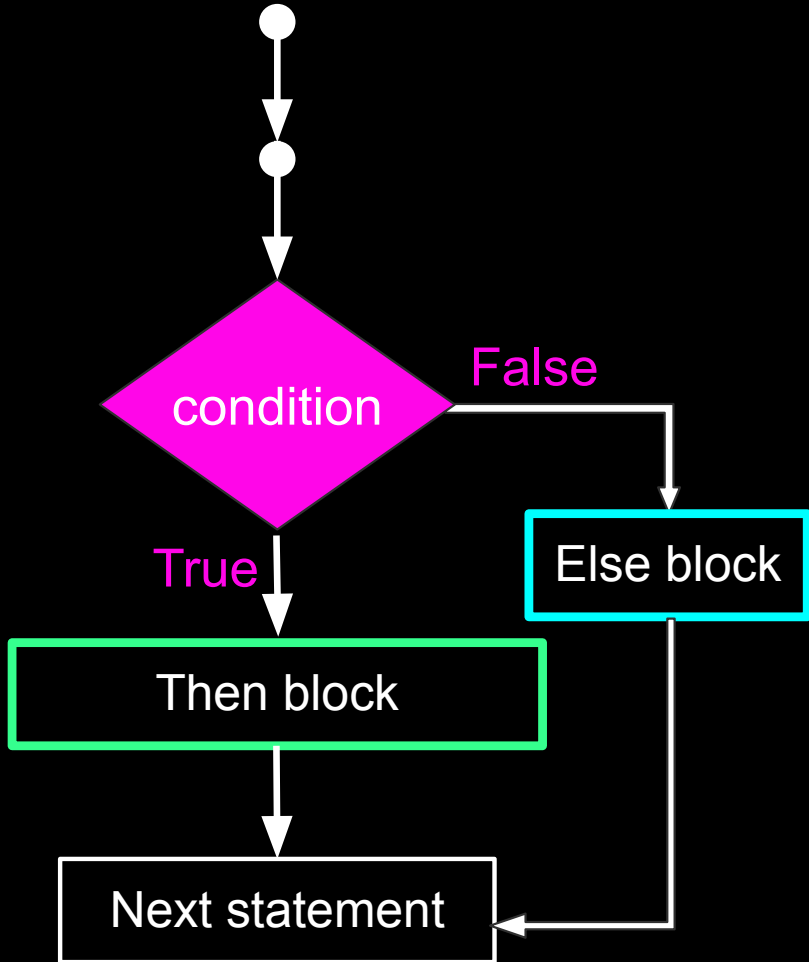
Variable was declared,
but not initialized!

Example:

```
phrase = phrase + "!"
```

The variable, phrase,
has not been declared yet!

Recall: if-then-else / *Conditional* Statements



```
if <condition>:
```

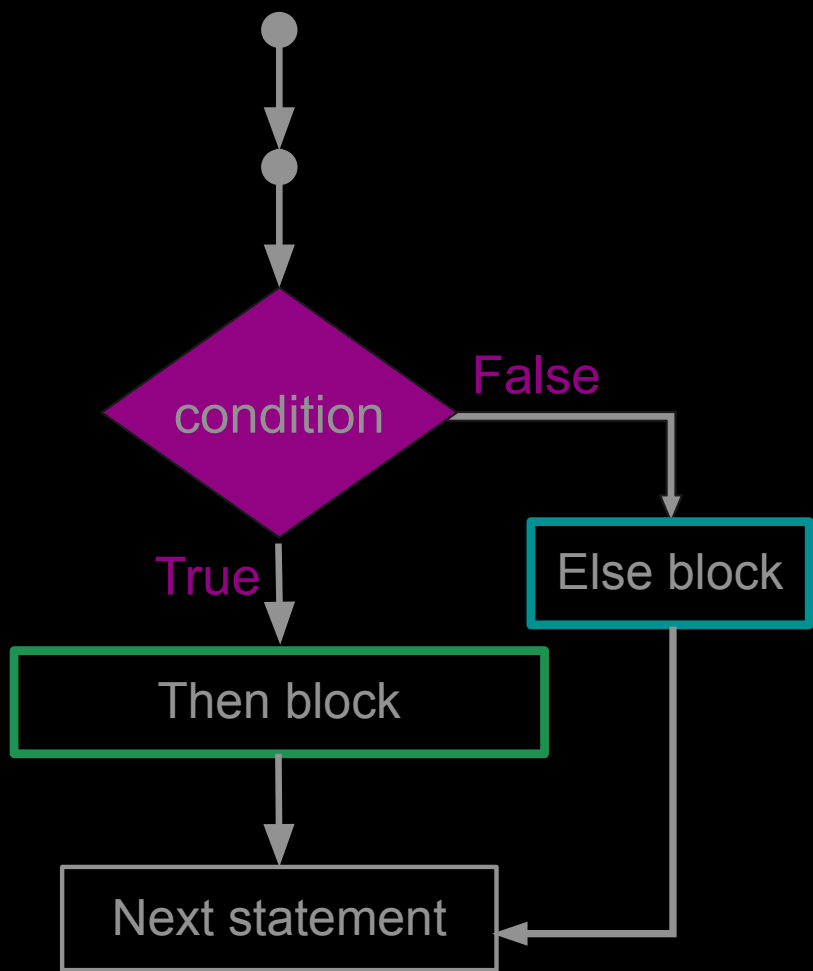
```
    <then, execute these statements>
```

```
else:
```

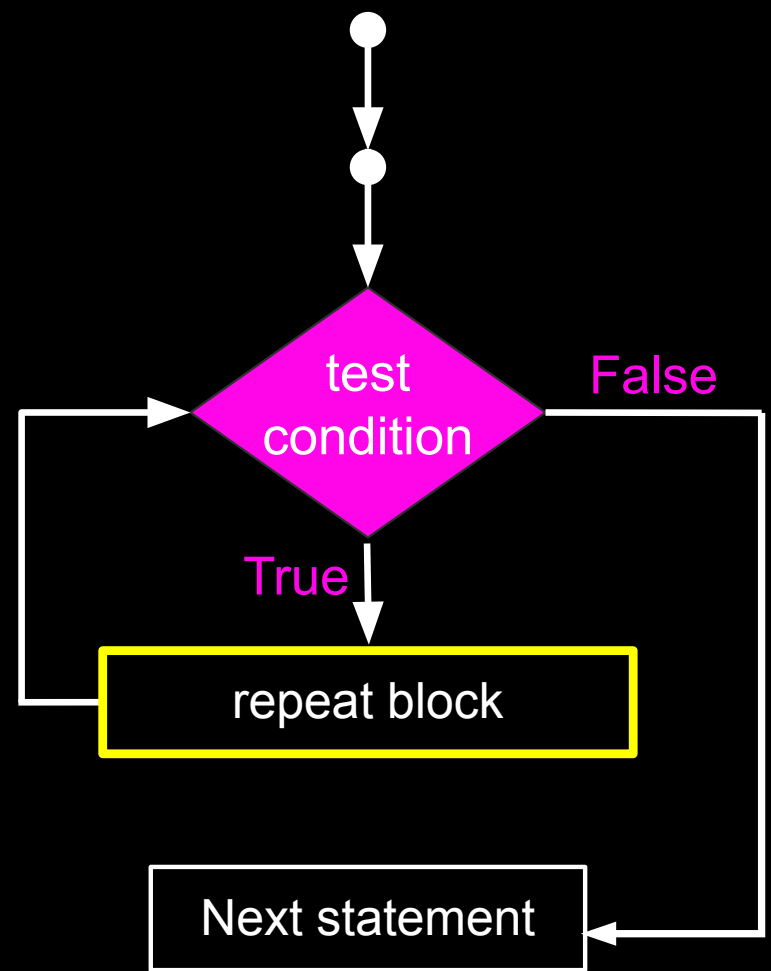
```
    <execute these statements>
```

```
<rest of program>
```

if-then-else Statements



while Loop Statements

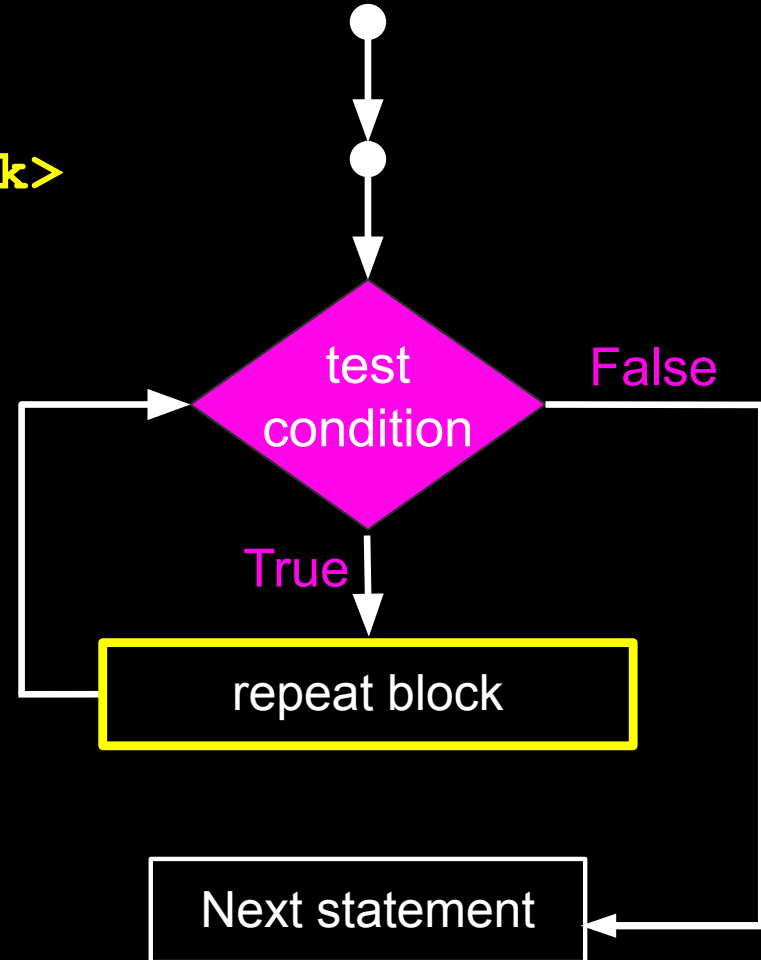


while Loop Statements

```
while <condition>:
```

```
    <execute indented repeat block>
```

```
<rest of program>
```



while Loop Statements

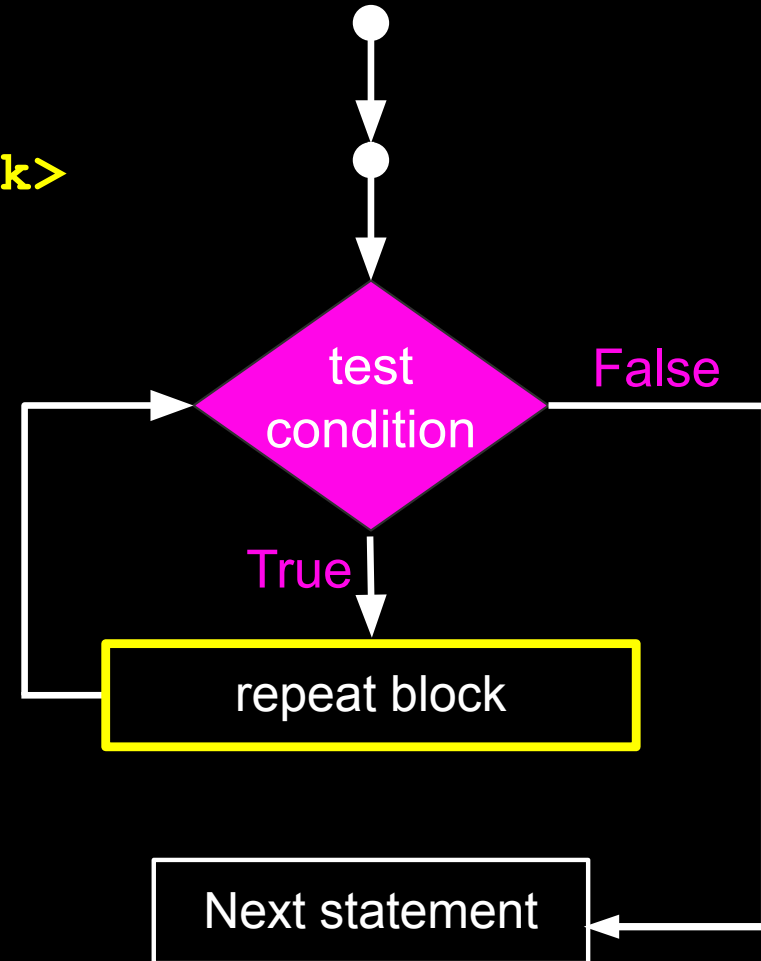
```
while <condition>:
```

```
    <execute indented repeat block>
```

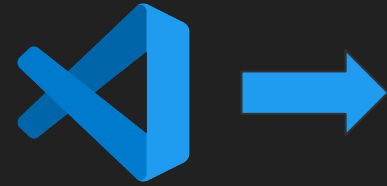
```
<rest of program>
```

When we reach a while loop statement in code...

- While the **condition** evaluates to **True**:
 - Execute the **repeat block**
 - Jump back up to the test if the **condition** is still True. This process will repeat (“iterate”) until the condition is False. In which case...
- When the **condition** evaluates to **False**:
 - *Skip past* the **repeat block** and continue on to the next line of code at the same level of indentation as the **while** keyword



Let's try writing a function, `count_to_n`, that will print values from 0 to n using a `while` loop!



Requirements:

Name: `count_to_n`

Parameter: `n`, an int

Return type: `None`

We'll need:

- Local variable (to keep track of the count)
- `while` loop (to iterate through each value of count, from 0 to `n`)

Output:

Count is: 0

Count is: 1

Count is: 2

Count is: 3

Count is: 4

```

1  def count_to_n(n: int) -> None:
2      count: int = 0
3      while count <= n:
4          print(f"Count is: {count}")
5          count = count + 1
6      Loop while the condition is true!
7
8  count_to_n(n=4)

```

Stack

Globals

count_to_n | id: 0

Heap

id: 0 | fn lines 1-5

count_to_n

RA | 8 n | 4

RV | None

count | ~~0~~/~~1~~/~~2~~/~~3~~/~~4~~/~~5~~

Output

Count is: 0

Count is: 1

Count is: 2

Count is: 3

Count is: 4

A common problem: the dreaded *infinite loop*

If a condition in a `while` loop never becomes `False`, the loop will continue indefinitely.

To prevent this:

- Ensure that your loop's condition will eventually evaluate to `False`!

```
1  def count_to_n(n: int) -> None:
2      count: int = 0
3      while count <= n:
4          print(f"Count is: {count}")
5          count = count + 1
6
7
8  count_to_n(n=4)
```

A common problem: the dreaded *infinite loop*

If a condition in a `while` loop never becomes `False`, the loop will continue indefinitely.


To prevent this:

- Ensure that your loop's condition will eventually evaluate to `False`!



```
1  def count_to_n(n: int) -> None:
2      count: int = 0
3      while count <= n:
4          print(f"Count is: {count}")
5          count = count + 1
6
7
8  count_to_n(n=4)
```

Which line of code in the code listing prevents an *infinite loop* from occurring?
What would happen without it?

Common use cases of `while` loops

- **User input validation:** Prompt the user for a valid input until they give one to you!
 - *Think:* our word-guessing game example, or Wordle!
- **Game loops:** Keep a game running until some condition is met
 - Common examples: You run out of lives or attempts
- Iterating through values
 - Examples:
 - Counting from 0 to n 
 - Looping through every character in a string (via subscription notation)

Common use cases of `while` loops

- **User input validation:** Prompt the user for a valid input until they give one to you!
 - *Think:* our word-guessing game example, or Wordle!
- **Game loops:** Keep a game running until some condition is met
 - Common examples: You run out of lives or attempts
- Iterating through values
 - Examples:
 - Counting from 0 to n 
 - Looping through every character in a string (via subscription notation) 

```
1  def reverse(a_str: str) -> str:
2      """Reverse a string"""
3      idx: int = 0
4      result: str = ""
5      while idx < len(a_str):
6          result = a_str[idx] + result
7          idx = idx + 1
8
9      return result
10
11
12  print(reverse(a_str="abc"))
```