1  (Fun with) For Loops

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 familiarize you with 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 loops!

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

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

- The variable `count` above controls the number of iterations of the loop. Historically, such variables 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:

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

or

```java
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`.

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1 and if statements, while loops, etc
2 Warm Up

Today’s lab is a series of standalone programming questions. The starter code has a Java class called ForLoops 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:

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

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

3 Asterisk Pictures

The first part of this exercise should be completed on a piece of paper. Read the following Java code:

```java
for(int i = 0; i < 5; i++){
    for(int j = 0; j < 3; j++){
        System.out.print("*");
    }
    System.out.println();
}
```

On a sheet of paper, with your partner, step through this code and decide what it prints. After you are done, call me or the lab assistant over to check your answer.

A nested loop is one loop inside of another loop. We can unroll the loops as follows:

Set i = 0
Set j = 0
    print "*"
Set j = 1
    print "*"
Set j = 2
    print "*"
print "\n"
Set i = 1
Set j = 0
    print "*"
Set j = 1
    print "*"
Set j = 2
    print "*"
...

2
Open up the second Java class in the starter code called *AsteriskPictures*. There are three methods inside: one for drawing a line, one for drawing a rectangle, and one for drawing a triangle. The first method (for drawing a line) requires only a single for-loop. However, the other two methods require you to use nested for-loops just like above.

Note: The third 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 fourth 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.

4 Submitting your lab assignment

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