Class 10

Nested Loops, Library Functions

• Print a 5 x 5 table with a border of * and X everywhere else:

XXX *XXX*

XXX

Questions to ask:

- 1. How many rows?
- 2. How many columns?
- 3. After labeling the rows and columns, what condition(s) using the row and column labels can be used to tell the computer when a particular character needs to be placed?

• Print a 6 x 6 checkerboard pattern:

XOXOXO

OXOXOX

XOXOXO

OXOXOX

XOXOXO

ΟΧΟΧΟΧ

Questions to ask:

- 1. How many rows?
- 2. How many columns?
- 3. After labeling the rows and columns, what condition(s) using the row and column labels can be used to tell the computer when a particular character needs to be placed?

- Print a 6 x 6 multiplication table:
- 1 2 3 4 5 6
- 2 4 6 8 10 12
- 3 6 9 12 15 18
- 4 8 12 16 20 24
- 5 10 15 20 25 30
- 6 12 18 24 30 36

Questions to ask:

- 1. How many rows?
- 2. How many columns?
- 3. What action is repeated frequently?
- 4. What action is repeated less frequently?

• Output seven days for each week of three weeks.

Questions to ask:

- 1. How many rows?
- 2. How many columns?
- 3. What action is repeated frequently?
- 4. What action is repeated less frequently?

Week: 1

Day: 1

Day: 2

• • •

Week: 2

Day: 1

Day: 2

•••

Library Functions

- rand() generates a random integer
- Use in conjunction with srand() to generate a distinct random number every time the code executes

Example 5 – Single For Loop

• Goal: Generate ten random numbers



• Generate ten random numbers each between 1 and 10

For Fun

- Number guessing game
 - Generate a random number between 1 and 100
 - Ask the user to guess the number
 - In a while loop:
 - If the user's guess is too low, print "Too low" to the monitor
 - If the user's guess is too high, print "Too high" to the monitor
 - Prompt the user for a new guess
 - Once the user guesses the correct number, print "You guessed the number!"
 - If you like, keep track of how many tries it took the user to guess the number