## Class 10

Nested Loops, Library Functions

## Example 1

- Print a $5 \times 5$ table with a border of * and X everywhere else:

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?
```
*****
*Xxx*
*Xxx*
*xxx*
*****
```


## Example 2

- Print a $6 \times 6$ checkerboard pattern:

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?

## XOXOXO

 OXOXOXXOXOXO OXOXOX XOXOXO OXOXOX

## Example 3

Questions to ask:

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

- Print a $6 \times 6$ multiplication table:

123456
24681012
369121518
4812162024
51015202530
61218243036

## Example 4

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.

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


## Example 6

- 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

