Repetition

When do you need a loop? • you have more than a few copies of something, and • you either want to • do the same thing repeatedly, or • what changes between copies changes in a predictable way predictable change in position do the same thing repeatedly - draw with random positions, sizes, colors

Repetition

 drawing functions make it easier to have multiple copies of something, but we need a better solution if there are more than a few copies



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Loop Questions

- · What is repeated?
- What changes from one repetition to the next?
- How do things start?
- · How do things change?
- · When do you keep going?
 - two patterns
 - repeat n times (counting loop)
 - repeat as long as / until condition involves one or more of the "what changes" elements

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Loop Questions

What is repeated?

· What changes from one repetition to the next?

How do things start?

How do things change?

When do you keep going?

- two patterns
 - repeat n times (counting loop)
 - repeat as long as / until condition involves one or more of the "what changes" elements

draw a red circle

the y coordinate of the circle

at the bottom - (CENTER mode) y = height - radius of circle

y decreases - subtract the diameter of the circle

as long as the center of the

circle is within the window $y \ge 0$ (CENTER mode)

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Loop Questions

stack of four circles

- What is repeated?
- · What changes from one repetition to the next?
- How do things start?
- How do things change?
- When do you keep going?
- two patterns

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- repeat n times (counting loop)
- repeat as long as / until condition involves one or more of the "what changes" elements

draw a red circle

the y coordinate of the circle

at the bottom - (CENTER mode) y = height - radius of circle

y decreases - subtract the diameter of the circle

repeat 4 times

Loop Questions

What is repeated?

· What changes from one repetition to the next?

How do things start?

How do things change?

When do you keep going?

- two patterns

 - repeat as long as / until –

draw a red circle

the x and y

coordinates of the circle

at the top - (CENTER mode) x = radius of circle

y = radius of circle

x, y increase - add the diameter of

the circle

repeat n times (counting loop)

condition involves one or more of the "what changes" elements as long as the whole circle fits within the window – (CENTER mode) x + radius <= width

y + radius <= height

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