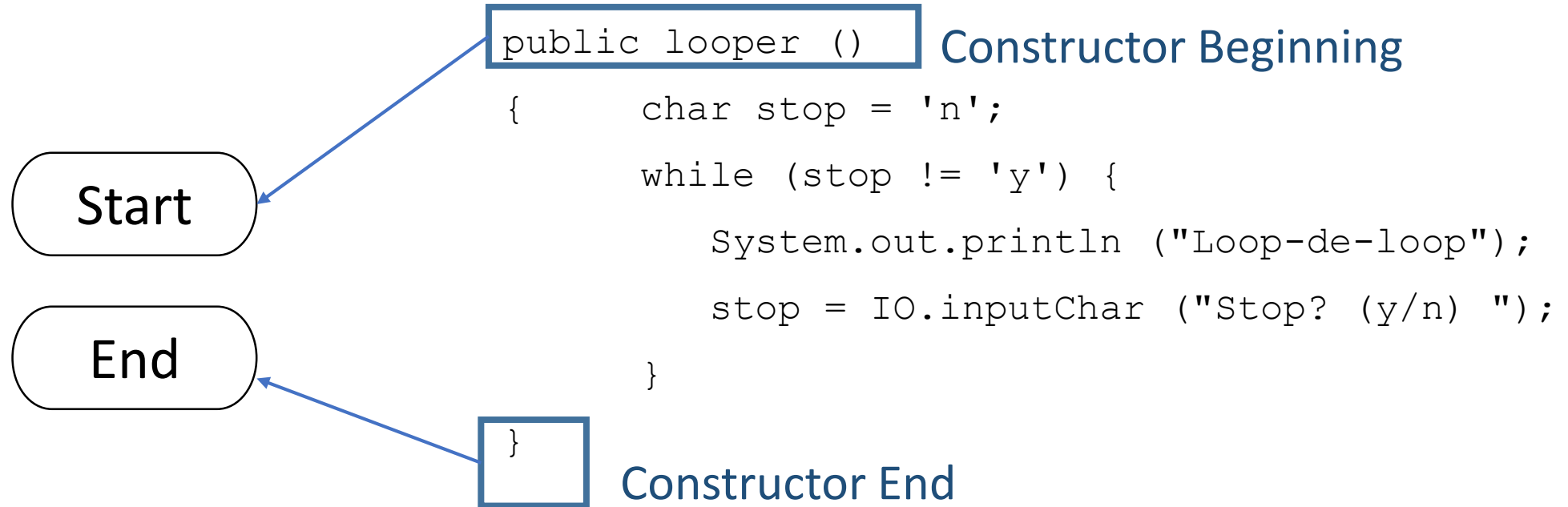


While Loop Flow Charts

Same great shapes, New great loop.

Oval

Terminal



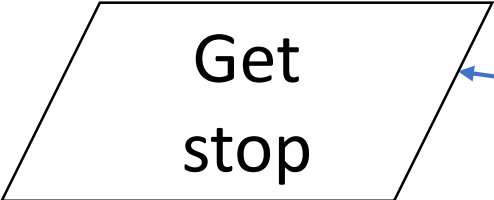
- One Start and One End for each program. No more, no less.
- Only holds “Start” and “End”
- Only one arrow comes out of the Start. No arrows for End.



Input

```
public loopier ()
{
    char stop = 'n';
    while (stop != 'y') {
        System.out.println ("Loop-de-loop");
        stop = IO.inputChar ("Stop? (y/n) ");
    }
}
```

IO lines



- Used for IO lines.
- Only write “Get” + variable name
- Don’t write the prompt (question)
- Only one arrow comes out of it.

Rectangle

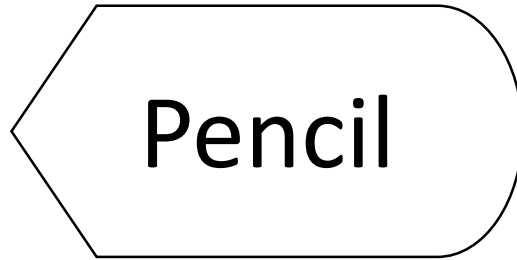
Processing

```
public looper ()  
{  
    char stop = 'n';  
    while (stop != 'y') {  
        System.out.println ("Loop-de-loop");  
        stop = IO.inputChar ("Stop? (y/n) ");  
    }  
}
```

Math lines

stop = 'n'

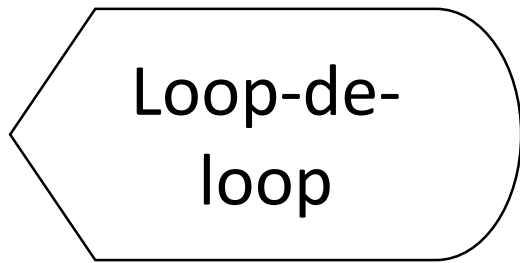
- Loop examples: int i=0; i++; i--; char stop='n';
- Used for Math Lines.
- Leave out the variable type, but write everything else
- Only one arrow comes out of it.



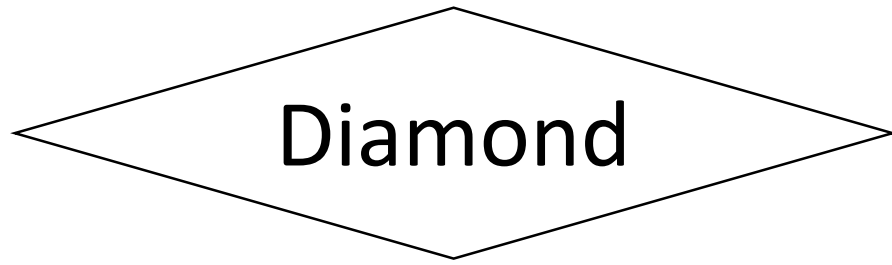
Output

```
public looper ()
{
    char stop = 'n';
    while (stop != 'y') {
        System.out.println ("Loop-de-loop");
        stop = IO.inputChar ("Stop? (y/n) ");
    }
}
```

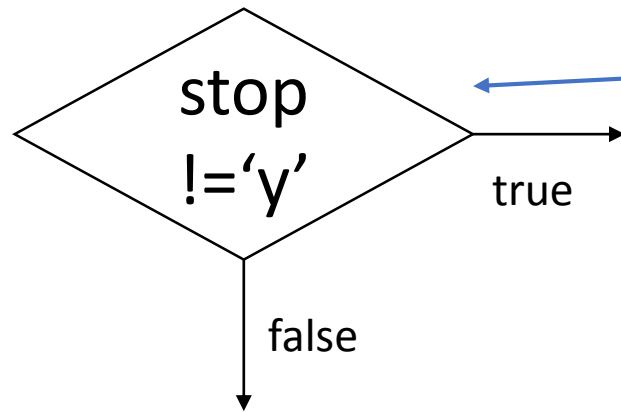
System.out lines



- Used for System.out.println lines.
- Leave out the System.out.println(); but write everything else
- Only one arrow comes out of it.



Boolean Expression



```
public looper ()  
{  
    char stop = 'n';  
    while (stop != 'y') {  
        System.out.println ("Loop-de-loop");  
        stop = IO.inputChar ("Stop? (y/n) ");  
    }  
}
```

- Examples: `i<10`; `stop!='y`; `continu=='y'`; `guess!=answer`
- Used for Boolean Expressions – ifs && loops.
- Exactly 2 arrows come out of them. One is labelled true and one is labelled false.

Let's start with a basic sandwich loop!

How does it start?

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```

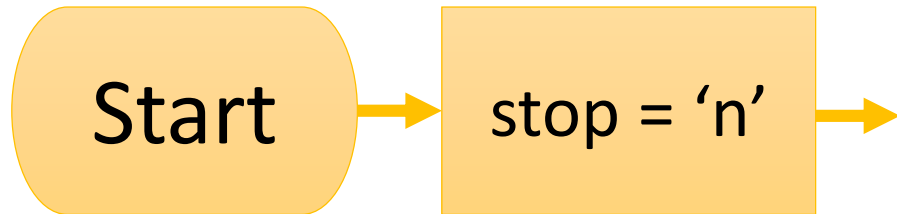
Then, we need to initialize the loop stopping variable.

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```

Start →

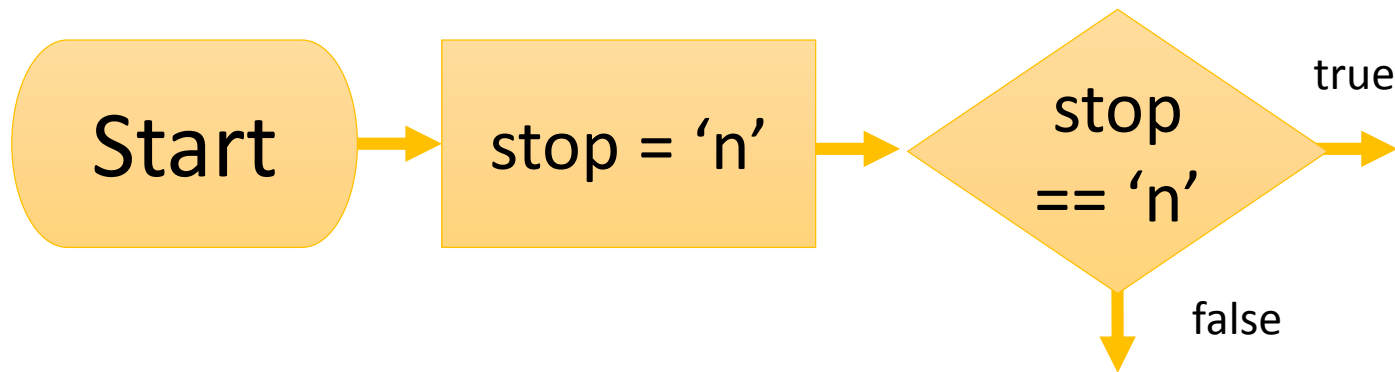
We need to handle the loop stopping condition.

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```



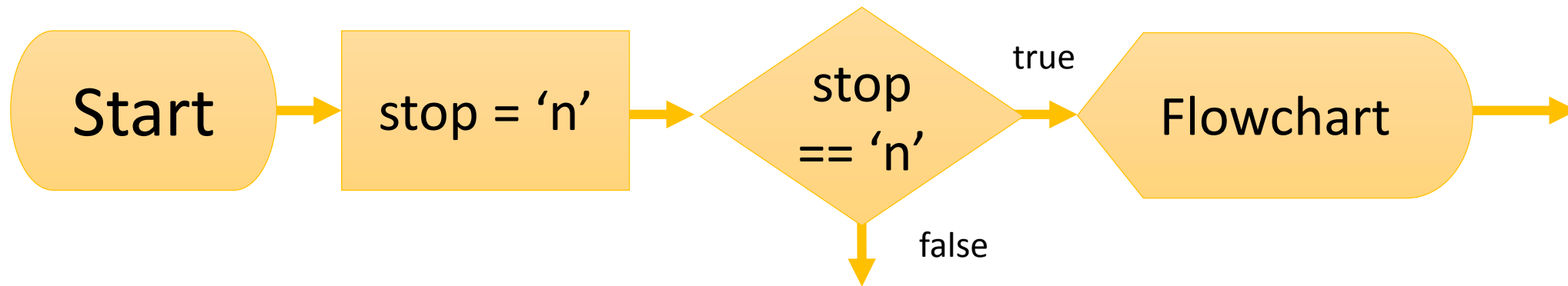
The next part is a
step to repeat:
System.out.println

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```



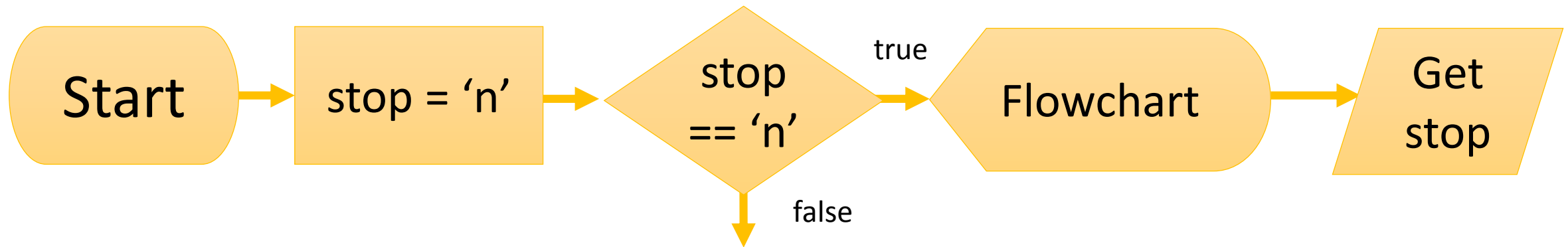
Then, we progress to the loop stopping condition

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```



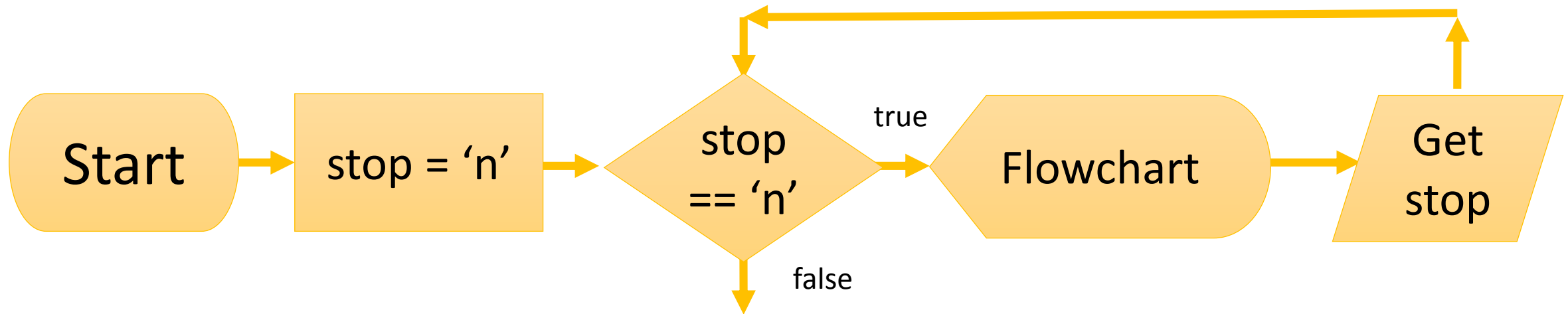
And loop back to the Boolean expression (aka Loop Stopping Condition)

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```



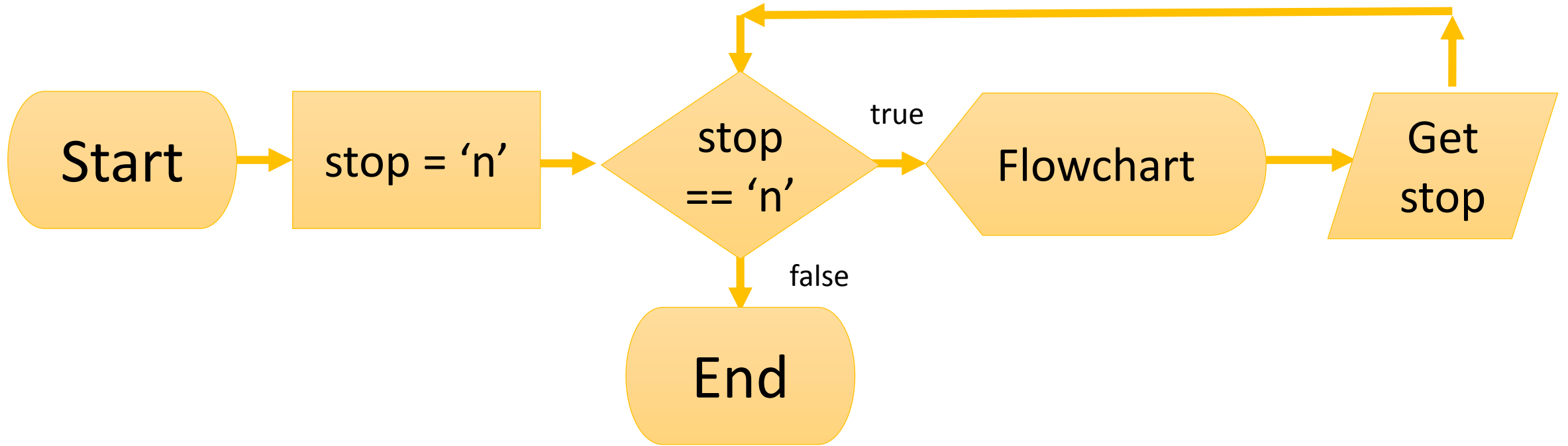
And how do we end?

```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```





```
char stop = 'n';  
while (stop == 'n')  
{  
    System.out.println ("Flowchart!");  
    stop = IO.inputChar ("Stop? (y/n) ");  
}
```



Let's make a
flow chart for
this while
loop!

How do we
start?

```
int a = (int) (Math.random () * 10) + 1;
int b = (int) (Math.random () * 10) + 1;
int ans = IO.inputInt (a + "+" + b + "? ");
while (a + b != ans)
{
    System.out.println ("Nope. Again.");
    ans = IO.inputInt (a + "+" + b + "? ");
}
System.out.println ("You got it!");
```

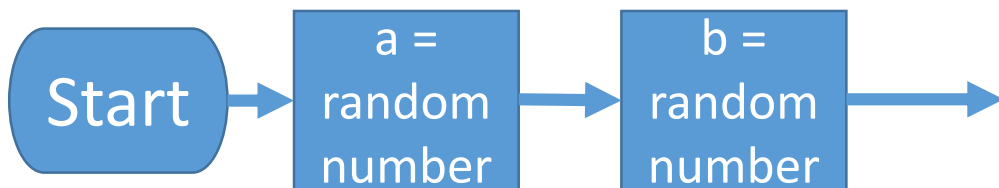
Then, we have
two lines where
we make new
random
numbers

```
int a = (int) (Math.random () * 10) + 1;
int b = (int) (Math.random () * 10) + 1;
int ans = IO.readInt (a + "+" + b + "? ");
while (a + b != ans)
{
    System.out.println ("Nope. Again.");
    ans = IO.readInt (a + "+" + b + "? ");
}
System.out.println ("You got it!");
```

Start →

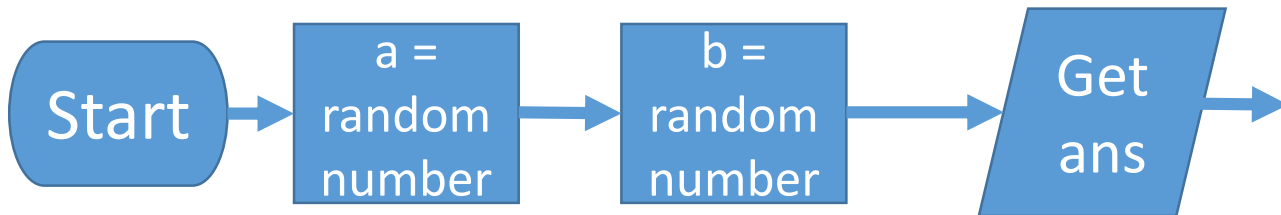
Then, we ask
the user to
add the
numbers
together

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



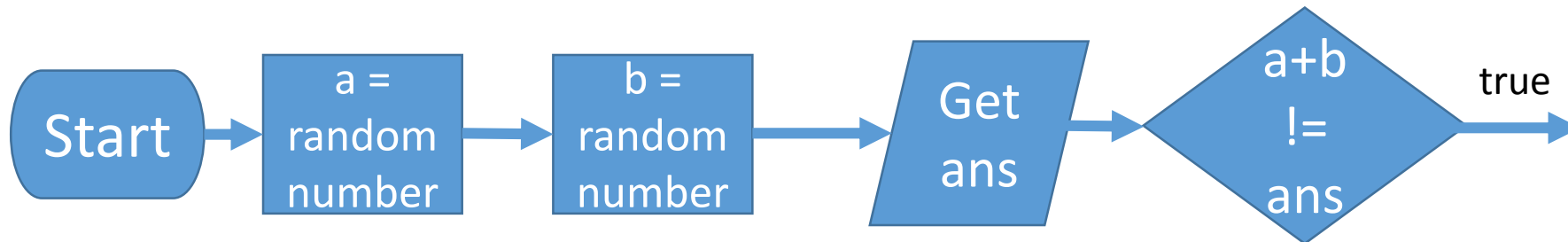
Then, we test
and see if they
were right!

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



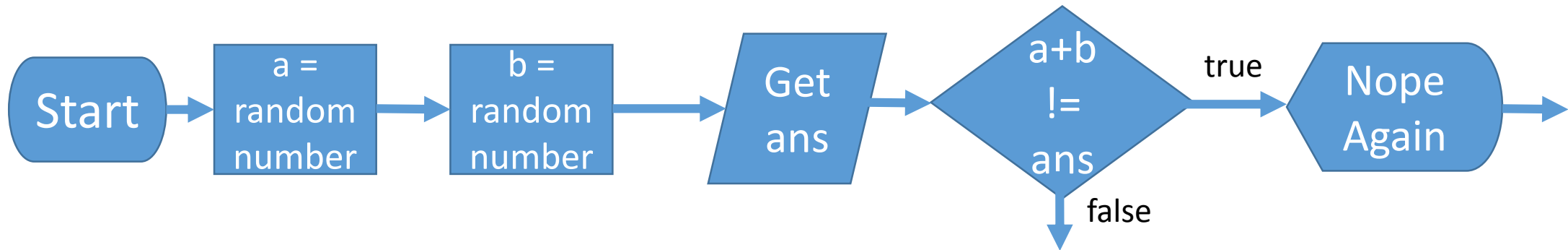
If they weren't right, we ask them to try again.

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



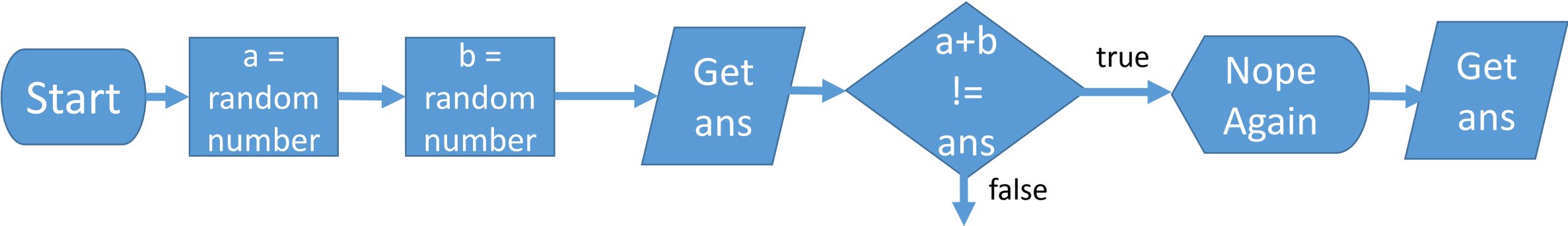
We get their
new answer

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



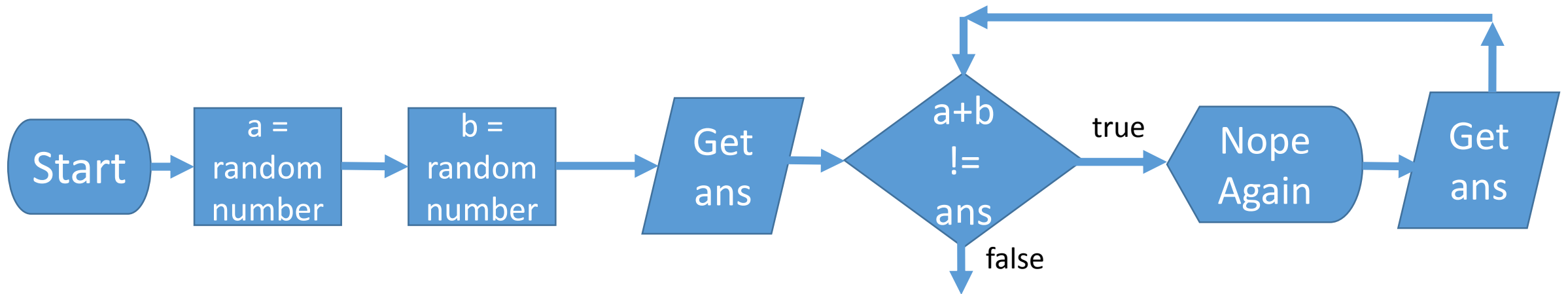
And we loop back

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



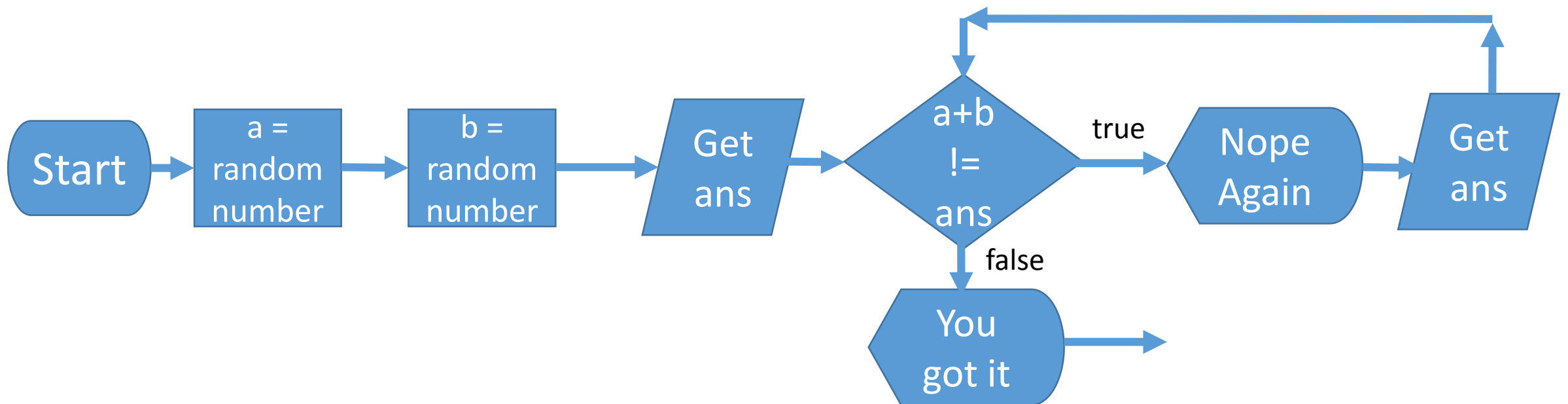
We tell them they got it right

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```



And then
we end

```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```





```
int a = (int) (Math.random () * 10) + 1;  
int b = (int) (Math.random () * 10) + 1;  
int ans = IO.inputInt (a + "+" + b + "? ");  
while (a + b != ans)  
{  
    System.out.println ("Nope. Again.");  
    ans = IO.inputInt (a + "+" + b + "? ");  
}  
System.out.println ("You got it!");
```

