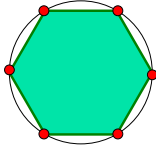
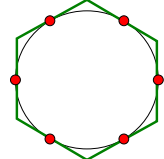


- Previous Lecture:
  - Iteration using **for**
- Today's Lecture:
  - Iteration using **while**
  - Review loops, conditionals using graphics
- Announcements:
  - Read FVL 3.2 before lab next week
  - Project 2 due Thursday, 2/14
  - We do not use **break** in this course

Example:  $n$ -gon  $\rightarrow$  circle



Inscribed hexagon  
 $(n/2) \sin(2\pi/n)$



Circumscribed hexagon  
 $n \tan(\pi/n)$

As  $n$  approaches infinity, the inscribed and circumscribed areas approach the area of a circle. How big should  $n$  be?

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Find  $n$  such that **outerA** and **innerA** converge

Now organize the tasks  $\rightarrow$  algorithm:

*n gets initial value*

**Repeat until tolerance is reached:**

*calculate innerA, outerA for current n*

*diff= outerA - innerA*

*increase n*

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Find  $n$  such that **outerA** and **innerA** converge

*n gets initial value*

**while** *<tolerance isn't reached yet>*

*calculate innerA, outerA for current n*

*diff= outerA - innerA*

*increase n*

**end**

Indefinite iteration

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```

% Convergence of inner and outer areas of regular n-gons on unit circle
fprintf('\n n\t A(n)\t B(n)\n');

% Initialize n, innerA, and outerA
n= 3;
innerA= 3*sqrt(3)/4;
outerA= 3*sqrt(3);
tol= 0.01; % convergence tolerance

% Compute and print areas until convergence
while (outerA - innerA > tol)
    fprintf('%4d %9.6f %9.6f \n', n, innerA, outerA);
    n= n+1;
    innerA = (n/2)*sin(2*pi/n);
    outerA = n*sin(pi/n)/cos(pi/n);
end
fprintf('%4d %9.6f %9.6f \n', n, innerA, outerA);
    
```

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Common loop patterns

Do something  $n$  times

```

for k= 1:n
    % Do something
end
            
```

Do something an indefinite number of times

```

%Initialize loop variables
while ( not stopping signal )
    % Do something
    % Update loop variables
end
            
```

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Pattern to do something n times

```

for k= 1:1:n
    % Do something
end

%Initialize loop variables
k= 1;
while ( k <= n )
    % Do something
    % Update loop variables
    k= k+1;
end
    
```

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for-loop or while-loop: that is the question

- for-loop: loop body repeats a *fixed* (predetermined) number of times. The "increment" is *fixed*.
- while-loop: loop body repeats an *indefinite* number of times under the control of the "loop condition."

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What will be displayed when you run the following script?

```

for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
    
```

4  
9    or    4    or    Something else ...

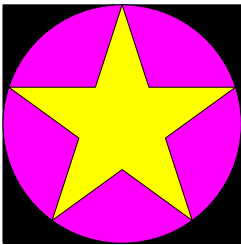
A    B    C

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Review loops/conditionals using user-defined graphics function

```

drawRect(...)
drawDisk(...)
drawStar(...)
    
```



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```

% drawDemo
close all
figure
axis equal off
hold on

drawRect(0,0,2,2,'k')
drawDisk(1,1,1,'m')
drawStar(1,1,1,'y')

hold off
    
```

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Example: Nested Stars

