# Nested While Loops 

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## Objectives

- To write nested loops (§5.9).
- To learn loops from a variety of examples (GCD, FutureTuition, Dec2Hex, Monte Carlo Simulation) (§5.10-§5.11).


## Outline

- Discussed
- Loops and While loops
- Design while loops
- Design strategy, controlling loop (user confirmation, sentinel value)
- Algorithm. Compute the sum
- Operating system tricks. Using input/output redirection
- while Loop vs. do-while Loop vs. for Loop
- Pitfalls and Errors
- Nested Loops
- Algorithms and Example Programs
- Finding the Greatest Common Divisor
- Finding the root of an equation
- Converting hexadecimal numbers to decimal numbers
- Simple Monte Carlo simulations


## Nested Loops

- Loops can be nested, i.e., in the loop body, we can have another loop, like,

```
while (outer_loop_continuation_condition) { // outer loop
    // statements
    while (inner_loop_continuation_condition) { // inner loop
        // statements
    }
    // statements
}
```


## Problem. Print a multiplication table

- Write a program that uses nested for loops to print a multiplication table

|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | ... |  |  |  |  |  |  |  |
| 1 | 0 | 1 | 2 | ... |  |  |  |  |  |  |
| 2 | ... | ... | 4 | 6 | 8 | ... |  |  |  |  |
| 3 |  |  |  | 9 | 12 | ... |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |
| ... |  |  |  |  |  |  |  |  |  |  |

## Questions?

## Examples using Nested While Loops

- (Discuss selected examples from below if time permits)
- Problem 1. Finding the Greatest Common Divisor
- Problem 2. Predicting Future Tuition
- Problem 3. Converting Decimals to Hexadecimals
- Problem 4. Estimating $\pi$ using Monte Caro Simulation


## Problem. Finding the Greatest Common Divisor

- Problem: Write a program that prompts the user to enter two positive integers and finds their greatest common divisor


## Solution. Finding the Greatest Common Divisor

- Suppose you enter two integers 4 and 2, their greatest common divisor is 2 . Suppose you enter two integers 16 and 24 , their greatest common divisor is 8.
- So, how do you find the greatest common divisor?
- Let the two input integers be n1 and n2. You know number 1 is a common divisor, but it may not be the greatest commons divisor. So you can check whether $k$ (for $k=2,3,4$, and so on) is a common divisor for $n 1$ and $n 2$, until $k$ is greater than $n 1$ or $n 2$


## Problem. Predicting Future Tuition

- Problem: Suppose that the tuition for a university is $\$ 10,000$ this year and tuition increases $7 \%$ every year. In how many years will the tuition be doubled?
- This is in fact a root finding problem, i.e., find $x$ such that $y=f(x)$.
- For this problem, we need to find $n$, such that, $20,000=10,000$ * $(1+0.07)^{\mathrm{n}}$


## Solution. Predicting Future Tuition

- Compute tuition repeatedly for year $1,2, \ldots$, until the tuition is greater than or equal to 20,000


## Problem. Converting Decimals to Hexadecimals

- Hexadecimals are often used in computer systems programming (see Appendix for an introduction to number systems). Write a program to convert a hexadecimal number to the decimal number.


## Solution. Converting Decimals to

## Hexadecimals

- To convert a decimal number $d$ to a hexadecimal number is to find the hexadecimal digits $h_{n}, h_{n-1}, h_{n-}$ ${ }_{2}, \ldots, h_{2}, h_{1}$, and $h_{0}$ such that

$$
d=h_{n} \times 16^{n}+h_{n-1} \times 16^{n-1}+h_{n-2} \times 16^{n-2}+\ldots+h_{2} \times 16^{2}+h_{1} \times 16^{1}+h_{0} \times 16^{0}
$$

- These hexadecimal digits can be found by successively dividing $d$ by 16 until the quotient is 0 .
The remainders are $h_{0}, h_{1}, h_{2}, \ldots, h_{n-2}, h_{n-1}$, and $h_{n}$.


## Problem. Estimating $\pi$ using Monte Caro Simulation

- The Monte Carlo simulation refers to a technique that uses random numbers and probability to solve problems.
- This method has a wide range of applications in computational mathematics, physics, chemistry, and finance.
- Let's consider to use the Monto Carlo simulation for estimating $\pi$


## Solution. Estimating $\pi$ using Monte Caro Simulation


circleArea $/$ squareArea $=\pi / 4$.
$\pi$ can be approximated as $4 *$ numberOfHits / numberOfTrials

## Questions

