

ITEC1620
Object-Based Programming

Lecture 3
Iconic Programming II

Review

- Sequence
 - An action that is performed once
- Branch
 - An action that is performed maybe once
- Loop
 - An action that is performed maybe more than once

Single Actions vs. Repeatable Actions I

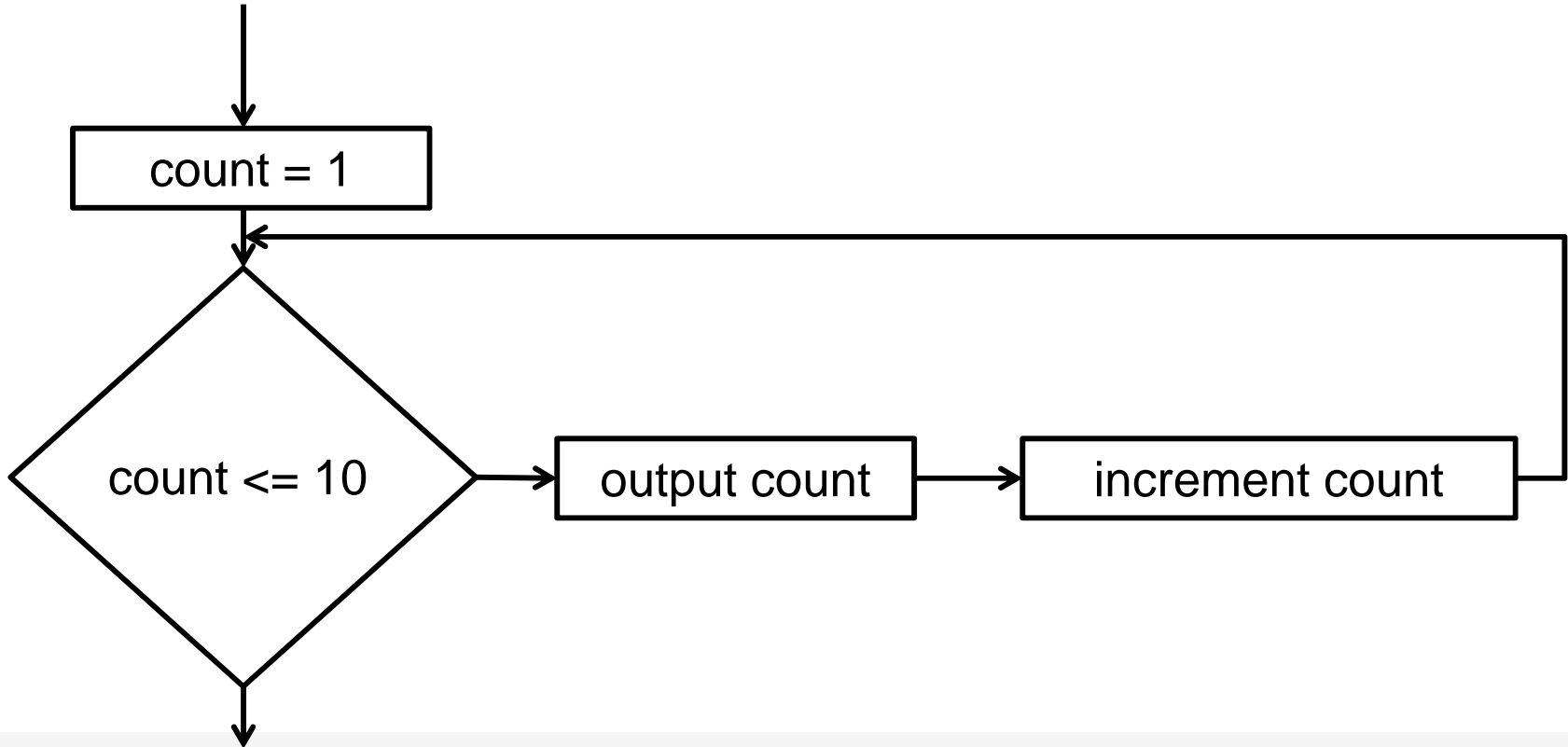
- Output the numbers from 1 to 10
 - 10 single actions
 - 2 actions in a loop

Single Actions vs. Repeatable Actions II

- 10 single actions
 - Output 1
 - Output 2
 - Output 3
 - ...
 - Output 10

Single Actions vs. Repeatable Actions III

- Two actions in a loop



Single Actions vs. Repeatable Actions IV

- Not the same action
- Have to find common component (output) and their relationship (increment)
- Looping is key to programming
 - Transformation is key to looping

Sample Program 1

- Write a program that takes one hundred inputs and outputs the largest value

Sample Program II

- Generate a random number between 1 and 10
- Output how many inputs it takes to guess that number

Sample Program III

- Generate random numbers between 1 and 10 until the same number is generated twice in a row
- Output all generated numbers

Readings and Assignments
