Slide 1

Administrivia

- Quiz 4 next Tuesday.
- Homework 5 on the Web; due next Tuesday.

Slide 2

Loops in Scala — Review/Recap

- Scala provides three loop-like constructs — `while`, `do while`, and `for`.
- `while` and `do while` work as their names might suggest (and the difference is in whether the test to check whether the loop should continue happens before each iteration or after). These constructs would likely be familiar to programmers who know some other imperative language. They're a little un-Scala-like because they require mutable (`var`) variables.
- `for` is actually not a loop but a "comprehension" — a way of repeating some operation on all elements of a sequence. However, in some of its simple forms it would be familiar to programmers who know another imperative language.

Slide 3

Examples, Continued

- Last time we sketched using loops to work on arrays. Could revise our array and list demo programs to use loops. (See course "sample programs" page.)
- Last time we sketched a program to find all primes up through some maximum value. May be our first program that does something you could not more easily do another way?

Slide 4

Examples, Continued

- As another example, we could sketch an "ASCII art" program that would help us with that bounding-box problem from a while back.

Slide 5

Minute Essay

- None — quiz.