

# **Lecture05 - Feeling Loopy**

```
<u>≔</u> Tags
```

### **Outline**

- Turn-inable adjustments
- Some notes on print and return
- Loops, loops, more loops

## **Turn-inable adjustments**

- · Assignment deadlines and release dates altered
  - We should discuss due dates...
- There will be no Assignment10 content will be folded into final project
- Lab04 == Lab05
  - Lab06 will be completing Needleman-Wunsch
  - Lab07 will be implementing Smith-Waterman alignment
- Lab turn-in policy adjustment

### **Printing & returning confusion**

- printing != returning
- BUT! The REPL prints return values (read evaluate print loop)

#### **Compare:**

```
function print_demo(a, b, c)
    @info a
    println(b)
    return c
end

print_demo(1,2,3)

x = print_demo(4,5,6)
x
```

#### With

```
y = print_demo(7,8,9);
y
z = println(10)
z
typeof(z)
```

### All julia functions return something

- sometimes that something is nothing
- Default is the last statement that is:

```
function explicit(thing)
    return thing * 2
end

# is the same as

function implicit(thing)
    thing * 2
end
```

- Sometimes the thing return ed is the point ("fruitful" functions)
- Sometimes it's just a side-effect

## Looping

- We often want to perform the same operation on multiple values
- One way to do this is with a loop

```
julia> for num in 0:2:10
     @info "The loop has hit $num"
     end
[ Info: The loop has hit 0
[ Info: The loop has hit 2
[ Info: The loop has hit 4
[ Info: The loop has hit 6
[ Info: The loop has hit 8
[ Info: The loop has hit 10
```

• There are many ways to loop...

#### for loops go through each item in a sequence

```
julia> for c in "Hello!"
    @info c
    end
[ Info: H
[ Info: e
[ Info: l
[ Info: l
[ Info: o
```

### while loops go until a condition is met

#### But be careful that your condition will be met eventually...

```
julia> counter = 0
0

julia> while counter >= 0
```

```
counter += 1
  @info "We've gotten into the loop $counter times!"
end #...
```

#### map can apply a function to each item

• and returns a vector of the results

```
julia> function my_func(thing)
    @info "Here's the thing: $thing"
    return thing ^ 2
    end
my_func (generic function with 1 method)

julia> map(my_func, [1, "Hello, World!", 2.3])
[ Info: Here's the thing: 1
[ Info: Here's the thing: Hello, World!
[ Info: Here's the thing: 2.3
3-element Vector{Any}:
1
    "Hello, World!Hello, World!"
5.28999999999999
```

#### filter applies a boolean function to each item, retains those that are true

```
julia> function my_bool(thing)
    @info "Here's the thing: $thing"
    return thing isa Int
    end
my_bool (generic function with 1 method)

julia> filter(my_bool, [1, "Hello, World!", 2.3])
[ Info: Here's the thing: 1
[ Info: Here's the thing: Hello, World!
[ Info: Here's the thing: 2.3
1-element Vector{Any}:
```

#### What is loopable?

- anything that applies the "iterator" interface
  - OK... but what's that?
- For this class, think Arrays, Tuples, Strings
- For Dict s, you can iterate through keys, values, or both

### **Dictionary looping**

```
julia> my_dict = Dict("bananas"=>2, "apples"=>5, "durian"=>0);
julia> for k in keys(my_dict) # note that dictionaries are not "ordered"
           @info "the key is $k"
      end
[ Info: the key is bananas
[ Info: the key is durian
[ Info: the key is apples
julia> for v in values(my_dict)
           @info "the value is $v"
[ Info: the value is 2
[ Info: the value is 0
[ Info: the value is 5
julia> for (k,v) in my_dict
           @info "the key is k, the value is v"
[ Info: the key is bananas, the value is 2
[ Info: the key is durian, the value is 0
[ Info: the key is apples, the value is 5
```

### Count and loop at the same time with **enumerate**

### **Debugging loops**

- 1. Go through one loop at a time (first(iter) and last(iter) can be very helpful)
- 2. Go through a subset of the data (eg use indexing or enumerate)
- 3. Add println or @info @warn statements

# Lab05 (Lab04 in disguise)