

```

> #FOR LOOP EXAMPLES
> #1. Search for an element in a list
>
> myListSearch := proc(L :: list, x :: numeric)
  local num;
  for num from 1 to nops(L) do
    if L[num] = x then return num;
    end if;
  end do;
  print("Element not found");
  return -1;
end proc;
myListSearch := proc(L::list, x::numeric)
  local num;
  for num to nops(L) do if L[num] = x then return num end if end do;
  print("Element not found");
  return -1
end proc
(1)
> L := [1, 1, 2, 3, 4];
L := [1, 1, 2, 3, 4]
(2)
> myListSearch(L, 1);
1
(3)
> a := myListSearch(L, 5); a;
"Element not found"
a := -1
-1
(4)
> #Make a more general version of searching a list by adding a function for matching
matchfunc := proc(x :: numeric, c :: numeric)
  if abs(x - c) < 0.05 then return true; #instead of exact matches allow some mismatch
  else return false;
  end if;
end proc;
matchfunc := proc(x::numeric, c::numeric)
  if abs(x - c) < 0.05 then return true else return false end if
end proc
(5)
> myListSearch2 := proc(L :: list, x :: numeric)
  local num;
  for num from 1 to nops(L) do
    if matchfunc(L[num], x) = true then return num;
    end if;
  end do;
  print("Element not found");
  return -1;
end proc;
myListSearch2 := proc(L::list, x::numeric)
  local num;
(6)

```

```

for num to nops(L) do if matchfunc(L[num], x) = true then return num end if end do;
print("Element not found");
return -1

```

**end proc**

```
> myListSearch2(L, 3.99);
```

5

(7)

```
> L := [1, 2, 3, 1, 1];
```

L := [1, 2, 3, 1, 1]

(8)

```
> #count number of occurrences of a number in a list
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```
> numOccur := proc(L :: list, x :: numeric)
```

```
  local num, count;
```

```
  count := 0;
```

```
  for num from 1 to nops(L) do
```

```
    if L[num] = x then count := count + 1;
```

```
  end if;
```

```
  # print("CURRENT COUNT VALUE:", count);
```

```
  end do;
```

```
  return count;
```

```
  end proc;
```

```
numOccur := proc(L::list, x::numeric)
```

(9)

```
  local num, count;
```

```
  count := 0;
```

```
  for num to nops(L) do if L[num] = x then count := count + 1 end if end do;
```

```
  return count
```

**end proc**

```
> numOccur(L, 5);
```

0

(10)

```
> numOccur(L, 1);
```

3

(11)

```
> #adding the elements of a list
```

```
>
```

```
> sumList := proc(L :: list)
```

```
  local num, sum;
```

```
  sum := 0;
```

```
  for num from 1 to nops(L) do
```

```
    sum := sum + L[num];
```

```
  end do;
```

```
  return sum;
```

```
  end proc;
```

```
sumList := proc(L::list)
```

(12)

```
  local num, sum;
```

```
  sum := 0; for num to nops(L) do sum := sum + L[num] end do; return sum
```

**end proc**

```
> sumList(L);
```

11

(13)



```

> for num from 1 to trunc( $\frac{nops(L)}{2}$ ) do
  L[nops(L) - num + 1] := L[num];
end do;

```

$L_6 := 1$   
 $L_5 := 2$   
 $L_4 := 3$ 
(22)

```

> L;

```

$[1, 2, 3, 3, 2, 1]$ 
(23)

```

> #try again
> L := [1, 2, 3, 4, 5, 6];

```

$L := [1, 2, 3, 4, 5, 6]$ 
(24)

```

> for num from 1 to trunc( $\frac{nops(L)}{2}$ ) do
  tmp := L[nops(L) - num + 1];
  L[nops(L) - num + 1] := L[num];
  L[num] := tmp;
end do;

```

$tmp := 6$   
 $L_6 := 1$   
 $L_1 := 6$   
 $tmp := 5$   
 $L_5 := 2$   
 $L_2 := 5$   
 $tmp := 4$   
 $L_4 := 3$   
 $L_3 := 4$ 
(25)

```

> L

```

$[6, 5, 4, 3, 2, 1]$ 
(26)

```

> L := [1, 2]; ll := [1, 2, 3];

```

$L := [1, 2]$   
 $ll := [1, 2, 3]$ 
(27)

```

> evalb(L=ll);

```

*false*
(28)

```

> #Is a list palindromic (i.e. L = revList(L))?
> Pdrome := proc(L :: list)
  local num, len, result;
  len := nops(L);
  result := true;

  for num from 1 to trunc( $\frac{len}{2}$ ) do
    if L[len - num + 1]  $\neq$  L[num] then result := false;
    end if;
  end for;
end proc;

```

```

#print(num, result);
end do;
return result;
end proc;
Pdrome := proc(L:list)
local num, len, result;
len := nops(L);
result := true;
for num to trunc(1/2 * len) do
if L[len - num + 1] <> L[num] then result := false end if
end do;
return result
end proc

```

```

> L;
L

```

```

> L := [1, 2, 3, 2, 1]; L2 := [1, 2, 3, 4, 5, 6];
L := [1, 2, 3, 2, 1]
L2 := [1, 2, 3, 4, 5, 6]

```

```

> Pdrome(L);
true

```

```

> Pdrome(L2);
false

```

```

>
>
>
>
>
>
>

```