NAME: UYE TIMILEYIN

COURSE CODE: CSC 312

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**QUESTION**

Explain Loop & Switch Scanner

**SOLUTION**

**LOOP**

In computer programming, a loop is a sequence of instruction s that is continually repeated until a certain condition is reached. Typically, a certain process is done, such as getting an item of data and changing it, and then some condition is checked such as whether a counter has reached a prescribed number. If it hasn't, the next instruction in the sequence is an instruction to return to the first instruction in the sequence and repeat the sequence. If the condition has been reached, the next instruction "falls through" to the next sequential instruction or branches outside the loop. A loop is a fundamental programming idea that is commonly used in writing programs.

A loop is used for executing a block of statements repeatedly until a particular condition is satisfied. For example, when you are displaying number from 1 to 100 you may want set the value of a variable to 1 and display it 100 times, increasing its value by 1 on each loop iteration.

Computer programs can use different types of loops:

* infinite loops - repeat forever
* count-controlled loops - repeat a set amount of times
* condition-controlled loops - repeat until something happens

**SWITCH SCANNER**

Switch/Scanning is comprised of two parts. The "switch" is a small device (see button) that detects very light pressure. When you press on it you will often hear a ‘click’ sound. This “switch” often has a short cord (3 foot) that is then plugged into a “switch interface”. The “switch interface” is a small USB device that is connected to the computer

The “switch” (see button) can be placed under a finger, toe or other body part that can be moved voluntarily to activate the switch. Once the "switch" is connected to the “switch interface” and the "scanning" mode is turned on. The user can make selections by simply activating (pressing) their switch.

The term "scanning" describes the manner in which items on the computer screen are sequentially highlighted, one after the other, until the user activates the switch to make their selection. In other words, the computer offers the user a series of choices which can be selected by pressing the switch.