**Break Statement**

#import <Foundation/Foundation.h>

int main ()

{

/\* local variable definition \*/

int a = 10;

/\* **while** loop execution \*/

**while**( a < 20 )

{

NSLog(@**"value of a: %d\n"**, a);

a++;

**if**( a > 15)

{

/\* terminate the loop using **break** statement \*/

**break**;

}

}

return 0;

}

The code above generates the following result.

