#### Assignment

Implement and Understand Bubble Sort Algorithm using For Loop.

```
while(condition) {
    while(condition) {
        // statement of inside loop
    }

    // statement of outer loop
}
```

## Syntax of Nested While

```
int i=1;
int j;

while(i<=5){
    j=1;
    cout<<"Multiplication Table of: "<<i<<endl;
    while(j<=10){
        cout<<i<<"*"<<j<<"="<<i*j<<"\n";
        j+=1;
    }
    i++;
}</pre>
```

### Nested While

```
do{
    do{
        // statement of inside loop
    }while(condition);

    // statement of outer loop
}while(condition);
```

# Syntax of Nested do while

#### Class Activity

```
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**

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```



## No Restriction on Nesting Level and type of loop

#### Jump Statements

- Jump statements manipulate the flow of program if some conditions are met
- Four Types:
  - Break
  - Continue
  - Goto
  - Return

#### Continue

Used inside for, while or do while loop

Executes some parts of the loop, while skipping others

Used with a conditional statement which must be present inside a loop

```
// C++ program to demonstrate the
// continue statement
#include <iostream>
using namespace std;

// Driver code
int main()
{
    for (int i = 1; i < 10; i++) {
        if (i == 5)
            continue;
        cout << i << " ";
    }
    return 0;
}</pre>
```

Break



C++ break statement is used with loops and cases of a switch statement.



It forces the loop to terminate, upon meeting a condition



Used with a conditional statement in loop

```
// C++ program to demonstrate the
// break statement
#include <iostream>
using namespace std;

// Driver Code
int main()
{
    for (int i = 1; i < 10; i++) {
        // Breaking Condition
        if (i == 5)
            break;
        cout << i << " ";
    }
    return 0;
}</pre>
```

#### Return

It terminates the entire function, and it is stronger than a break statement

Can be used with or without conditionals

```
// C++ program to demonstrate the
 // return statement
#include <iostream>
using namespace std;
// Driver code
int main()
    cout << "Begin ";</pre>
    for (int i = 0; i < 10; i++) {
         // Termination condition
         if (i == 5)
             return 0;
         cout << i << " ";
    cout << "end";
    return 0;
 }
```

## Goto statements

- C++ goto statement can take control to any part of the program
- C++ goto statement has a label associated with it
- ► The label can be written anywhere, before goto or after goto

#### Syntax of goto

```
goto label_name;
.
.
.
label_name:
```

```
// C++ program to demonstrate the
// goto statement
#include <iostream>
using namespace std;
// Driver Code
int main()
    int n = 4;
    if (n \% 2 == 0)
        goto label1;
    else
        goto label2;
label1:
    cout << "Even" << endl;</pre>
    return 0;
label2:
    cout << "Odd" << endl;</pre>
```