The for loop

## Most loops are of one of the following two types:

- Those that are repeated until a flag changes state
- Those that are repeated a number of times

An example of the first type of loop is the following:

```
int finished = false;
while (!finished) {
  // do something here
}
```

An example of the second type of loop is the following:

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

Checking the counter has not passed a threshold

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

Increasing the counter

This kind of loops can be written as *for* loops:

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
for (count = 0; count < 5; count++) {
  println("Counted up to " + count);
}
```

#### Initialisation

```
int count = 0;
While (count < 5) {
    println("Counted up to " + count);
    count++;
}</pre>
```

```
for (count = 0; count < 5; count++) {
    println("Counted up to " + count);
}
```

#### Check

```
int count = 0;
while (count < 5) {
  println("Counted up to " + count);
  count++;
}</pre>
```

```
for (count = 0; count < 5; count++) {
  println("Counted up to " + count);
}
```

#### Increase

```
int count = 0;
while (count < 5) {
    println("Counted up to " + count);
    count++;
}</pre>
```

```
for (count = 0; count < 5; count++) {
  println("Counted up to + count),
}</pre>
```

### while loops and for loops are equivalent

 Everything you can do with one, you can do with the other

However, it is good practice to use *for* loops when you are repeating something a number of times, and to use *while* loops for everything else

- A for loop is a shorter and <u>clearer</u> way of doing it

# One last comment about variable names

for loops are usually written using very short variable names like i, j, k...