



LOOP

Loop is a section of code in a program which is executed repeatedly until a specific condition is satisfied.

There are 3 Types of Loop

1. For
2. While
3. Do ... while

FOR LOOP

SYNTAX

For (initialize counter; condition; parameter)

{

Statement

}

Initialize counter: uses the assignment operator for setting the starting point of the loop

Condition: uses logical operation to explain how the loop should be performed and the number of times the loop should go.

Re-evaluation Parameter: This counts the number of times a loop should be performed.

Rules

- Each syntax must be terminated with a semi-column
- The loop continue as long as the condition is tested TRUE
- The statement following the FOR LOOP can either be SIMPLE or COMPOUND statement
- Once the LOOP is tested FALSE the program resumes on the LOOP following the statement
- The loop conditions are enclosed in a bracket and is NOT terminated with a semi-column



NESTED FOR LOOP: When there are two or more LOOPS

SYNTAX

```
For (initialize counter; condition; parameter)
```

```
{
```

```
Statement
```

```
}
```

```
For (initialize counter; condition; parameter)
```

```
{
```

```
Statement;
```

```
}
```

THE WHILE: This work exactly like the FOR LOOP

SYNTAX

```
While (condition is true)
```

```
{
```

```
Statement;
```

```
}
```

DO ... WHILE: This performs the Instruction or statement before applying the condition

SYNTAX

```
Do
```

```
{
```

```
Statement;
```

```
}
```

```
While
```

```
(condition);
```



Here, the condition is terminated with a semi-column

THE JUMP STATEMENT

1. RETURN EXPRESSION

- It is use to return from a function
- It is causes execution to be returned to the point at which the call to function was made
- The return statement can return a value the program

2. GOTO LABEL

- It transfer control to any other statement within the same function
- It violate rules of a structured programming
- It is difficult to maintain and reduces program reliability

3. BREAK STATEMENT

- It is use to terminate a CASE in SWITCH statement
- It is use to terminate LOOP and the control is passed to the next statement following the LOOP

4. THE EXIST () FUNCTION

- The exist function is use to terminate the program completely