C# Loop Constructs

A **loop** is a basic programming construct that allows repeated execution of a fragment of source code.

The **loop** constructs are used to execute a block of code until the condition becomes expired.

Loop constructs in C# save the programmer from writing code multiple times that has repetitive in nature.

If you have to print your name ten times, then there is no need to write code for printing ten times. Just write it once and executes within loop constructs ten times.

Loops can be classified as **Sentinel-controlled Loop** or **Counter-controlled** loop.

- **Sentinel-controlled loop** is a loop where in you don't know how many times the loop will execute
- **Counter-controlled loop** where in the number of times it will execute is known.

C# provides various loop constructs as **for** loop, **do while** loop, **while** loop and **foreach** loop.

However, you can use **goto** statements also for creating loop.

Loops that never end are called **infinite loops**.