



Loops

There are two basic types of loops in OCTAVE. Loops can be used to execute a set of statements repeatedly.

`while...end` – **Runs as long as the specified condition is satisfied.**

`for...end` – **Runs for a fixed number of times.**

While Loops

```
while(condition)
```

```
    body
```

```
endwhile
```

Example:

```
1  i=1;  
2  j=12;  
3  
4  while(j>i)  
5      disp('Hello')  
6      i=i+1;  
7  endwhile  
8  
9  
10  
11  
12
```



For Loops

The for statement makes it more convenient to count iterations of a loop. The general form of the for statement looks like this:

```
for var = expression
```

```
    body
```

```
endfor
```

Example:

```
4 for i=1:5
5     disp('Hello')
6 endfor
7
8
9
```

Break Statement

The break statement is used to terminate the execution of a **for or while loop**.

Example :

```
for a = [10, 20, 16, 18, 12, 14]
    if (a == 18)
        break;
    end
    printf('value of a: %d\n', a);
end
```



Exercise

1. Write an Octave program to display numbers from 1 to 10 (Use **While loop**)
2. Write an Octave program that will display the numbers from **5 to 50** with a **step of 5**. The program should display **5,10,15,20, 25,30,35,40,45,50**. (Use **While loop**).
3. Modify the program of Exercise 2 so that the numbers from **50 to 5** with a **step of -5** are displayed. The program should display **50,45,40,35,30,25,20,15,10, and 5**. Use (**While loop**) to solve this problem.
4. Using **While loop** and **Break Statement** write an octave program to display numbers **less than 20**.
5. Program to print the Fibonacci series up to 10 elements using **for loop**
6. Write an Octave Program to compute the square, cube, and fourth power of all integers **between 6 and 12**. (Use **for loop**)
7. Write an Octave Program only modify the first 5 values in row vector using the **for loop and break statement**.
8. Write a program to get the sum of the first 10 positive integers and Extend the program to get the sum of any positive integers numbers. (Use **for loop**)