

Rocket Uniface Library 10.4

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To contact Rocket Software by telephone for any reason, including obtaining pre-sales information and technical support, use one of the following telephone numbers.

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#### for...endfor

Define a counter-based processing loop.

```
for Counter = StartValue
  to
   EndValue
  {
   step
   StepValue}
   Your ProcScript
endfor
```

#### **Parameters**

#### **Table: Parameters**

Parameter	Data Type	Description
Counter	Number	Current value of the counter
StartValue	Number	Initial value of the counter
EndValue	Number	End value of the counter
StepValue	Number	Step size by which the counter is incremented (or decremented); if not specified, the default value is 1.

#### **Return Values**

None

#### Use

Allowed in all component types.

#### **Description**

The **for** statement defines a counter-based processing loop, which initializes *Counter* with the *StartValue* and repeatedly executes the code in the block until one of the following conditions is met:

- StepValue >= 0 and Counter > EndValue
- StepValue < 0 and Counter < EndValue
- A break statement is encountered

After the loop completes (after the endfor statement), the Counter holds the value it had when the loop ended.

The *Counter*, *EndValue* and *StepValue* can be altered by the code in the loop, which enables you to conditionally make changes in the loop as it executes.

**Note:** If the *EndValue* is not specified, the loop runs forever, so it must be broken by a **break**.

In the following example, the counter (vCounter) is decreased by 2 each time the **for** loop is executed. A **break** statement stops the loop after it has executed 6 times.

```
variables
numeric vCounter
numeric vLoops
endvariables

vLoops = 0
for vCounter = 100 to 0 step -2
vLoops += 1
putmess "Counter: %vCounter, Loop count: %vLoops "
if (vLoops >= 6)
putmess "Loop processing stopped"
break
endif
endfor
```

The resulting output looks like this:

```
Counter: 100, Loop count: 1
Counter: 98, Loop count: 2
Counter: 96, Loop count: 3
Counter: 94, Loop count: 4
Counter: 92, Loop count: 5
Counter: 90, Loop count: 6
Loop processing stopped
```

#### **Related concepts**

forentity...endfor forlist...endfor forlist/id...endfor