Unit 2—Lesson 6: Loops

Problem

```
print("Le bar de Greg")
print("————————————")
print("————————————")
print("————————————")
print("————————————")
print("————————————")
```

Loops

```
for
while
```

for loops

```
for index in 1...5 {
  print("——————————")
}
```

for loops

```
for _ in 1...5 {
  print("Hello!")
}
```

for loops

```swift
let names = ["Joseph", "Cathy", "Winston"]
for name in names {
  print("Hello \(name)")
}
```

```swift
for letter in "ABCDEFG" {
  print("The letter is \(letter)")
}
```

for loops

```swift
for (index, letter) in "ABCDEFG".characters.enumerated() {
  print("\(index): \(letter)")
}
```

for loops

```swift
let vehicles = ["unicycle" : 1 , "bicycle" : 2, "tricycle" : 3, "quad bike" : 4]
for vehicle in vehicles {
  print("A \(vehicle.key) has \(vehicle.value) wheels")
}
```

for loops

```swift
let vehicles = ["unicycle" : 1, "bicycle" : 2, "tricycle" : 3, "quad bike" : 4]
for (vehicleName, wheelCount) in vehicles {
  print("A \(vehicleName) has \(wheelCount) wheels")
}
```

while loops

```
var numberOfLives = 3

while numberOfLives > 0 {
  playMove()
  updateLivesCount()
}
```

while loops

```
var numberOfLives = 3

while numberOfLives > 0 {
  print("I still have \(numberOfLives) lives.")
  numberOfLives = numberOfLives - 1
}
```

while loops

```
var numberOfLives = 3
var stillAlive = true

while stillAlive {
  print("I still have \(numberOfLives) lives.")
  numberOfLives -= 1
  if numberOfLives == 0 {
    stillAlive = false
  }
}
```

Control transfer statements

```
for counter in -10...10 {
  print(counter)
  if counter == 0 {
    break
  }
}
```

```
-10
-9
...
0
```

Unit 2—Lesson 6
Lab: Loops

Open and complete the exercises in `Lab - Loops.playground`.