Welcome, PROGRAMMERS



01.

What is Loops?



What is

Loops?



Loops (Repetition Structure)



Loops allows the **execution of a block of code repeatedly** as long as a specified **condition is true**.

- 1. Entry Control Loop
 - while loop
 - for loop
- 2. Exit Control Loop
 - do while loop

Loops (Repetition Structure)



In any type of loops, following three essential parts must have to ° be included:

Initialization

Condition



Increment or Decrement



initialization



Initialization in a loop refers to **the process of setting an initial value** to the **loop control variable** before the loop starts executing.

The loop control variable is a variable that determines the

number of iterations or the condition for the loop to continue.

int i = 1;





Condition



The condition in a loop is **a boolean expression** that **determines** whether the loop should continue or terminate.

It is **evaluated before each iteration** of the loop.

If the condition is true, the loop body is executed; if it is false, the loop is terminated, and program control moves to the next statement after the loop.





increment / decrement



Increment and decrement in a loop refer to the operation of increasing or decreasing the loop control variable.

These operations are typically part of the loop control statement and are **executed after each iteration** of the loop.

They are used to update the loop control variable and play a

crucial role in determining when the loop should terminate.

increment / decrement



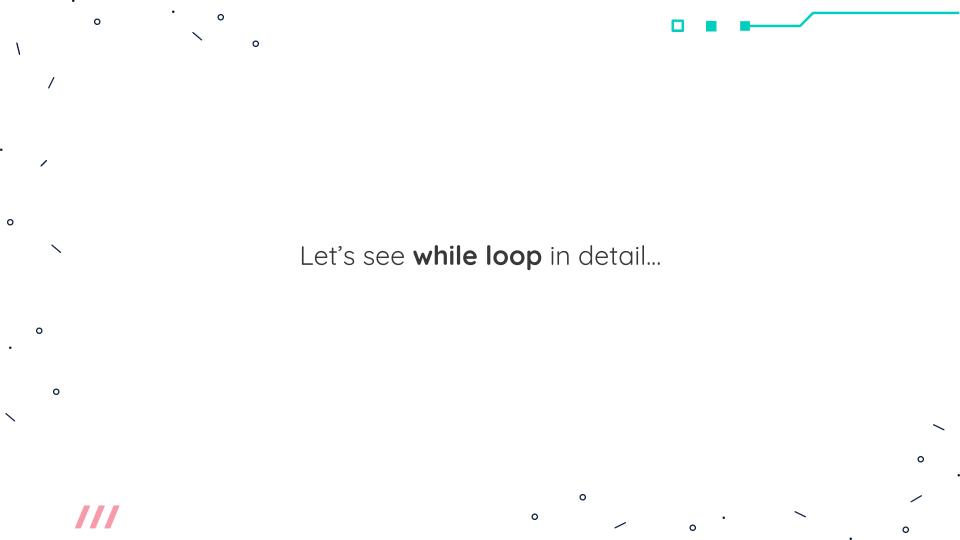
Increment and decrement can be done using three different approaches:

Normal way

i += 1; or i -= 1;

Shorthand syntax (using assignment operators) i++; or i--;

Using unary operator



Syntax of while loop



The while loop is a **control flow statement** that **allows a block** of code to be executed repeatedly as long as a specified condition is true.

The basic **syntax** of the while loop is as follows:

```
Initialization
while (Condition)
{
    // Code to be executed if the condition is true
    // Increment / Decrement
}
```

