

Let's solve it

~~17~~ 16

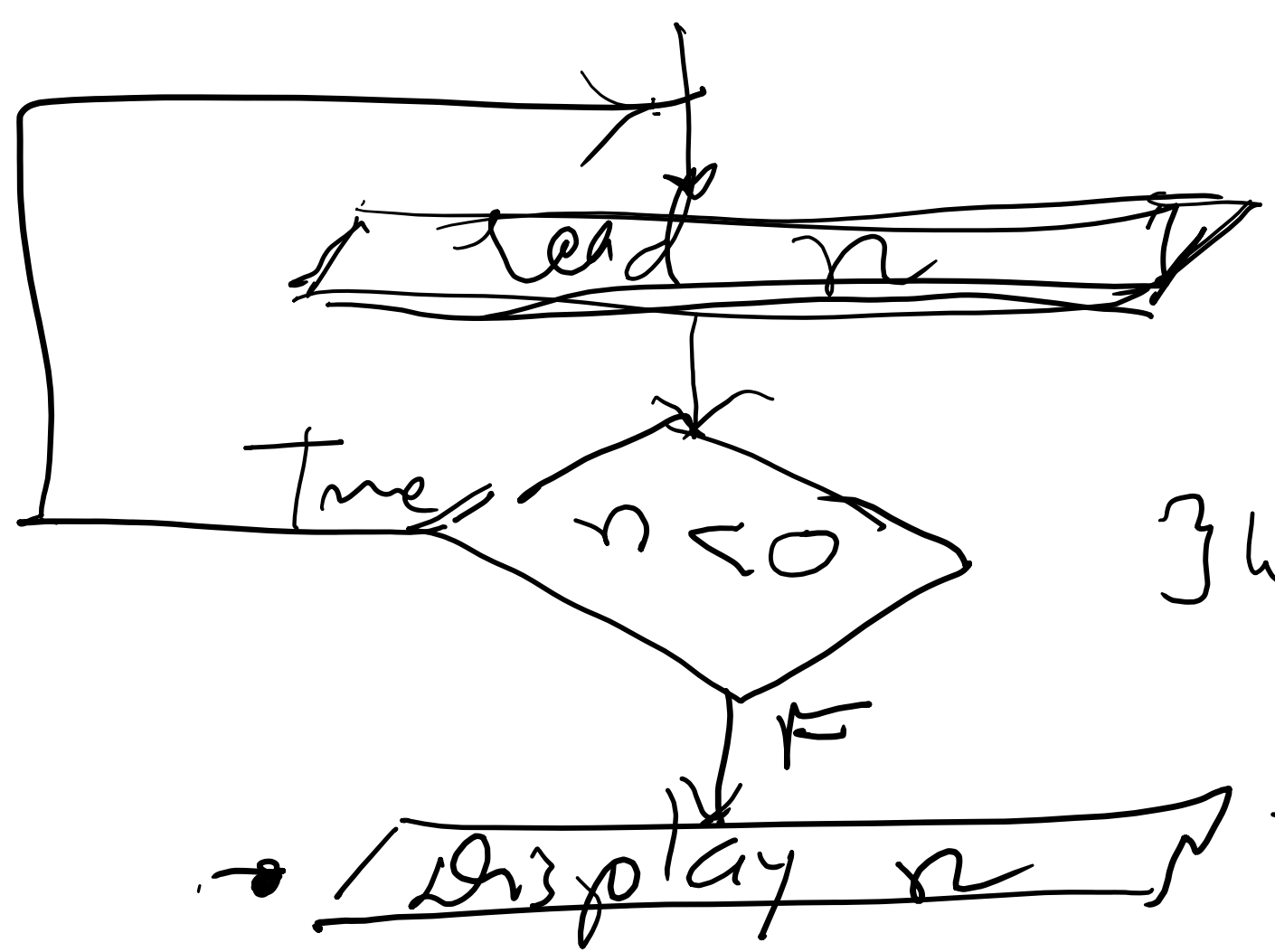
Problem Statement:

Take input a number

- Don't do anything if negative. Repeat. Keep giving.

- display and stop the program if and only if positive.  
answer

loop



```
{ do  
scanf("%d",  
    &n);  
} while (n < 0);  
printf("%d",  
    n);
```

'break'

is used to come out of the  
loop.

It will skip rest of the  
instructions.

```
do  
{  
    scanf("%d", &n);  
    while (n < 0);  
    printf("%d", n);  
}
```

```
while (1)
```

```
{  
    scanf("%d", &n);  
    if (n >= 0)  
        break;  
}
```

~~will be skipped~~

```
{  
    printf("%d", n);  
}
```

How can you come out of the loop? (generally)

- ① Because of break
- ② condition is false

Example

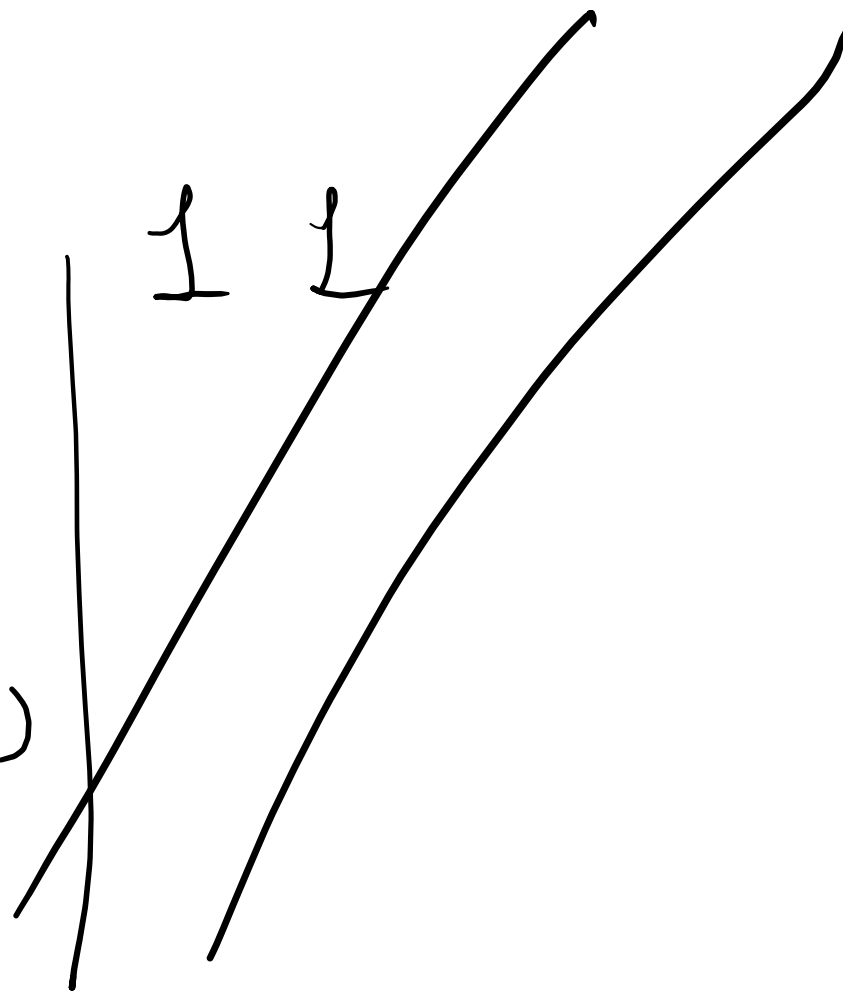
fibonacci

0 1 1 2  
(0+1) (1+1)

3 5 8  
(1+2) (2+3) (3+5)

5+8

- - - -



```
int term1 = 0, term2 = 1;
```

```
printf("%d\n", term1);
```

```
printf("%d\n", term2);
```

```
while(1)
```

```
{    addition = term1 + term2;
```

```
    printf("%d\n", addition);
```

```
    term1 = term2;
```

```
    term2 = addition;    getch();  
}
```



Instead of infinite number of terms,  
let's display finite first n terms.

```
scanf("%d", &n);  
printf("%d\n", term1);  
printf("%d\n", term2);  
for (i=3; i<=n; i++)  
{  
    addition = term1 + term2;  
    term1 = term2;  
    term2 = addition;  
}
```