

Loops in Dart

Dart Loop is used to run a block of code repetitively for a given number of times or until matches the specified condition. The main objective of the loop is to run the code multiple times. Dart supports the following type of loops:

- 1) Dart for loop
- 2) Dart for...in loop
- 3) Dart while loop
- 4) Dart do-while loop



For Loop

The for loop is used when we know how many times a block of code will execute.

```
void main()
{
    for(var num=1; num<=10; num++)    //for loop to print 1-10
                                      numbers
    {
        print(num);    //to print the number
    }
}
```



For in Loop

The for in loop is slightly different from the for loop. It only takes dart object or expression as an iterator and iterates the element one at a time. The loop will execute until no element left in the iterator.

```
void main()
{
    var list1 = [10,20,30,40,50];

    for(var i in list1)
    {
        print(i);
    }
}
```



While Loop

The while loop executes a block of code until the given expression is false. It is more beneficial when we don't know the number of execution.

```
void main()  
{  
    int i = 1;  
    while (i < 5)  
    {  
        print( i);  
        i++;  
    }  
}
```



Do While Loop

The do...while loop is similar to the while loop but only difference is that, it executes the loop statement and then check the given condition.

```
void main()
{
    var a = 1;
    do {
        print(a);
        a++;
    }while (a<10);
}
```



Functions

Functions are the building blocks of readable, maintainable, and reusable code. A function is a set of statements to perform a specific task. Functions organize the program into logical blocks of code. Once defined, functions may be called to access code.

```
String sayHelloWorld() {  
    return "Hello, World!";  
}  
void main(){  
    sayHelloWorld();  
}
```



Function with parameters

```
void main(){  
    var sum = add(10,20);  
    print("Sum Of Given No. Is : ${sum}");  
}
```

```
int add(int n1, int n2){  
    int result;  
    result = n1+n2;  
    return result;  
}
```

