```c
#include <stdio.h>

int main(void){

    int contor = 0;

    while(contor <= 15){
        printf("Contor = %d\n", contor);

        contor++;
    }
    printf("Contorul a ajuns la %d \n", contor);

    return 0;
}
```

<=> contor = contor+1

Contor=16

```
Contor = 0
Contor = 1
Contor = 2
Contor = 3
Contor = 4
Contor = 5
Contor = 6
Contor = 7
Contor = 8
Contor = 9
Contor = 10
Contor = 11
Contor = 12
Contor = 13
Contor = 14
Contor = 15
Contorul a ajuns la 16
```

I. contor = 0

while ($\overbrace{0 <= 15}^{A}$) {

Contor = 0

} $\boxed{\text{contor} \longrightarrow 1}$

II. while ($\overbrace{1 <= 15}^{A}$) {

Contor = 1;

contor → 2

}

III. while ($\overbrace{2 <= 15}^{A}$)

. . . . . .

while ($\overbrace{15 <= 15}^{A}$) {

Contor = 15;

contor → 16

}

while ($\overbrace{16 <= 15}^{F}$)

Contorul a ajuns la 16.