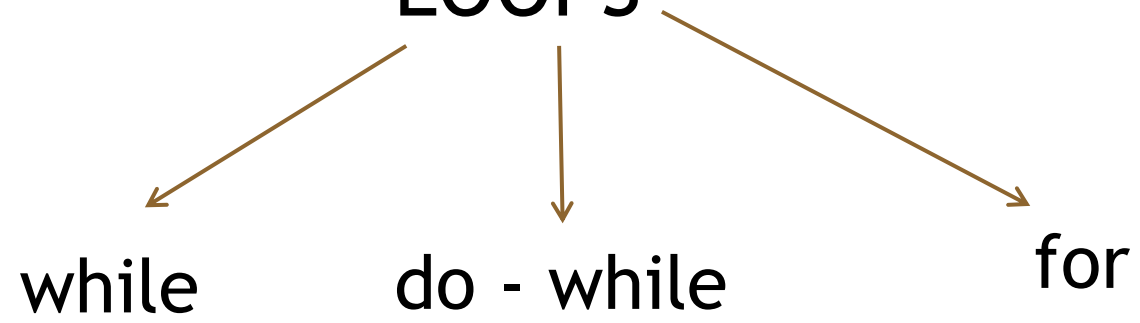
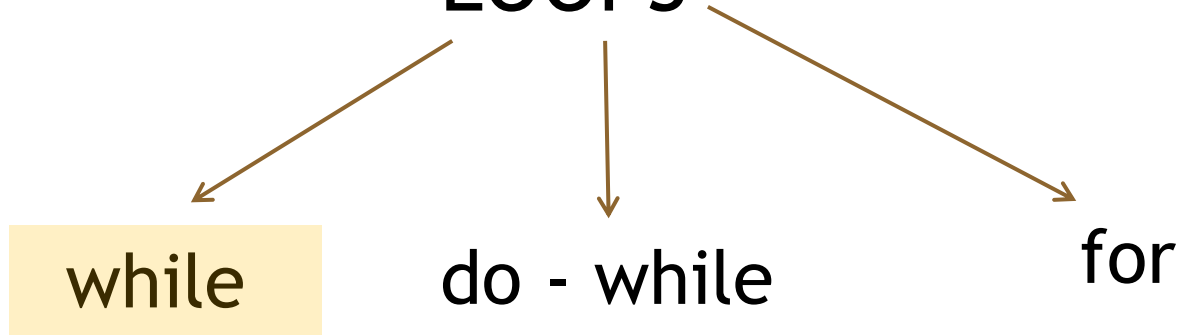


LOOPS



LOOPS

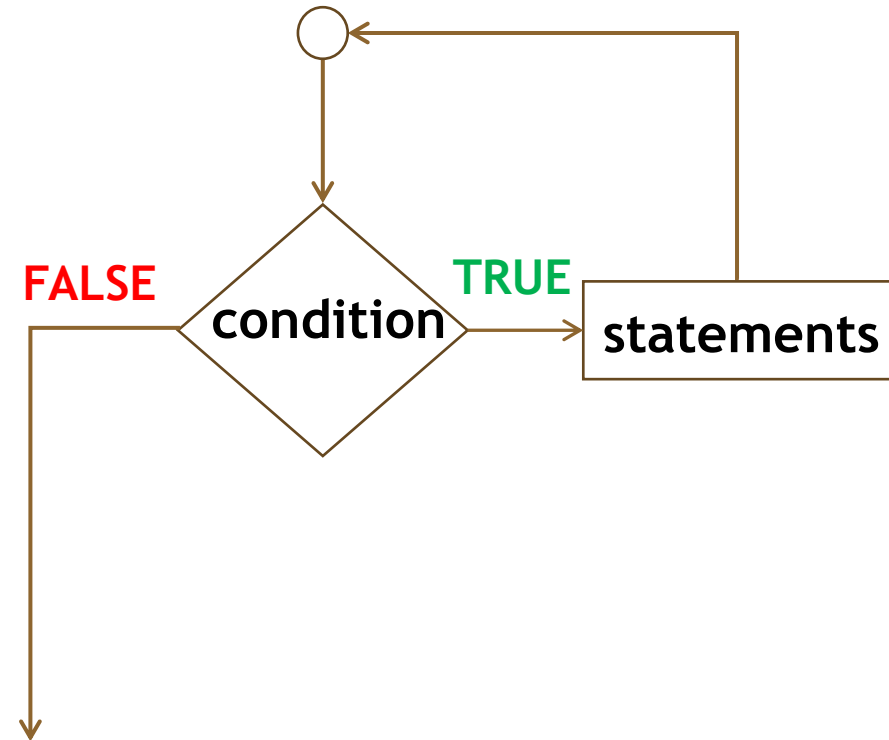


```
while ( condition )  
{  
    /* statements  
    ... */  
}
```

LOOPS

while

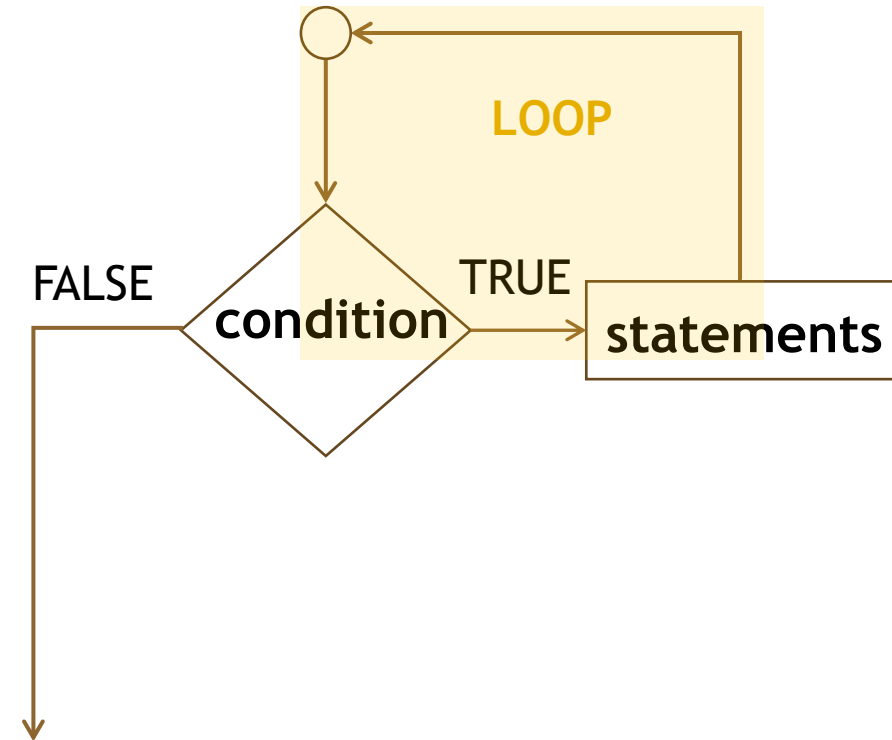
```
while ( condition )  
{  
    /* statements  
    ... */  
}
```



LOOPS

while

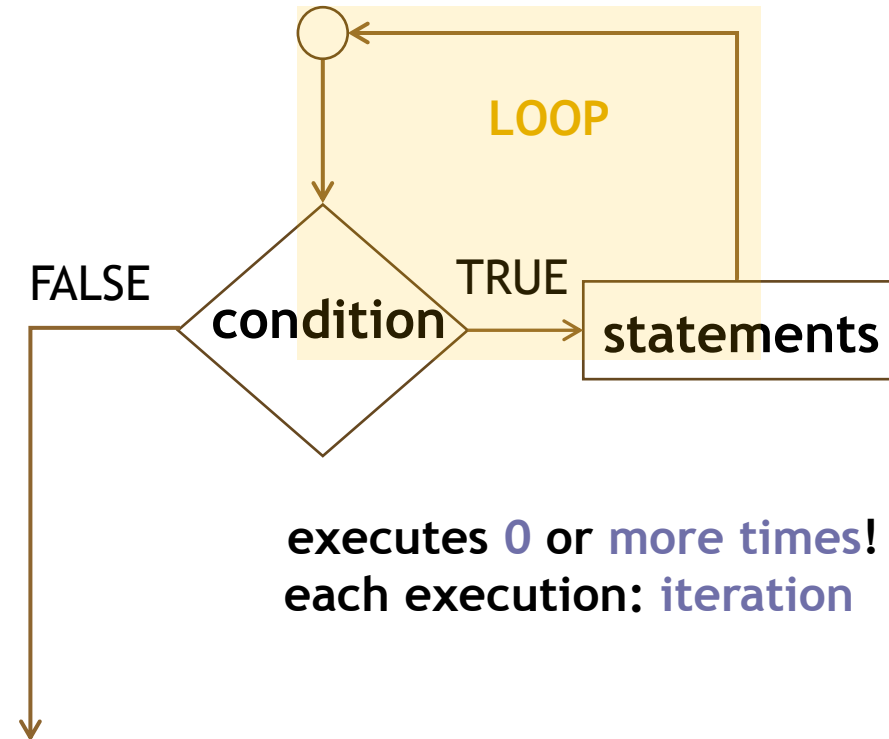
```
while ( condition )  
{  
    /* statements  
    ... */  
}
```



LOOPS

while

```
while ( condition )  
{  
    /* statements  
    ... */  
}
```



LOOPS

```
while ( condition ) initialize the loop control variable
{
    /* statements
    ... */
}
```

LOOPS

```
i = 0;
```

```
while ( i <= 10)
```

initialize the loop control variable

```
{
```

```
    /* statements
```

```
    ... */
```

```
}
```

LOOPS

```
i = 0;
while ( i <= 10)
{
    /* statements
    ... */
    i += 1;
}
```

update the loop control variable

IF NOT, your code might stuck in
INFINITE LOOP!

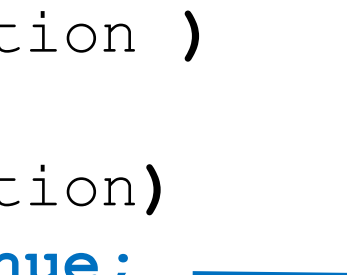
LOOPS

```
i = 0;           initialize
while ( i <= 10) test condition
{
    /* statements
    ... */
    i += 1;       update
}
```

LOOPS

while

```
while ( condition )  
{  
    if (condition)  
        continue;  
}
```

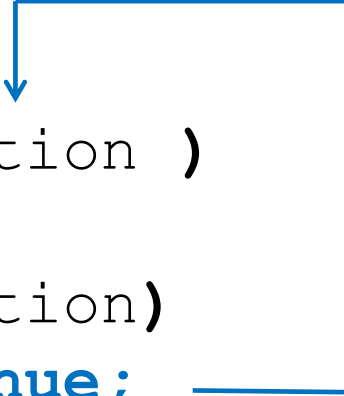


skips the rest of the loop &
continues to next iteration

LOOPS


while

```
while ( condition )  
{  
    if (condition)  
        continue;  
}
```



skips the rest of the loop &
continues to next iteration

```
while ( condition )  
{  
    if (condition)  
        break;  
}
```



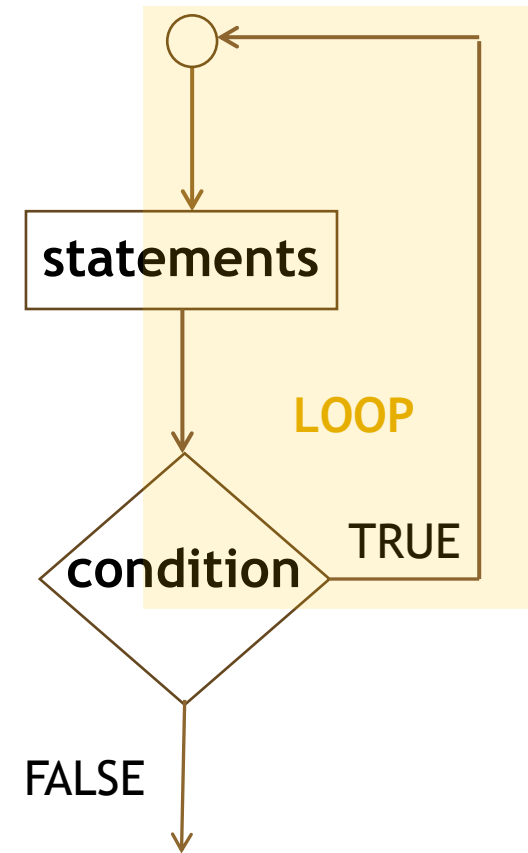
```
// statements below  
// while loop
```

terminates the loop

LOOPS

do - while

```
do
{
    /* statements
    ... */
} while ( condition )
```

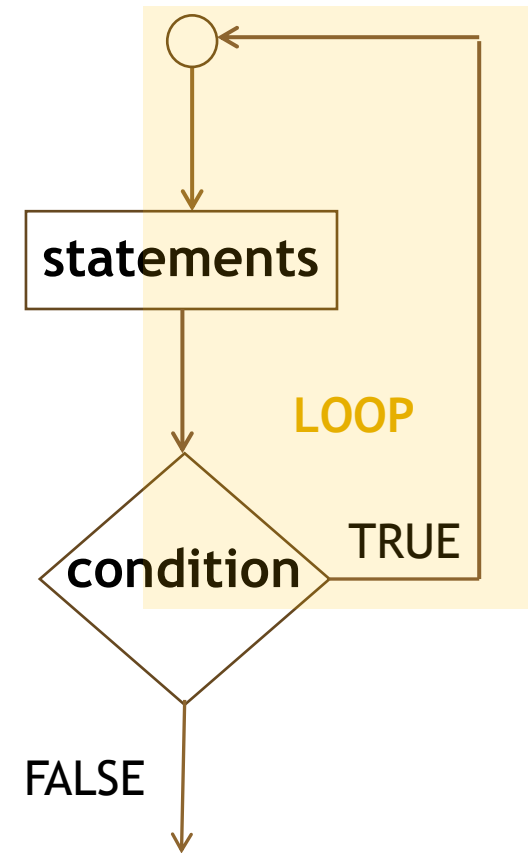


LOOPS

do - while

```
do
{
    /* statements
    ... */
} while ( condition )
```

executes 1 or more times!



LOOPS

for

```
for ( i = 1, i < n, i++)  
{  
    /* statements  
    ... */  
}
```

Equal to while

LOOPS

```
                initialize      test      update
for ( i = 1, i < n, i++)
{
    /* statements
    ... */
}
```

```
    i = 0;                                initialize
while ( i <= 10) test condition
{
    /* statements
    ... */
    i += 1;                                update
}
```