



# Chapter – 6

## Iteration in C

Course Code: CIS 115 & 115 L

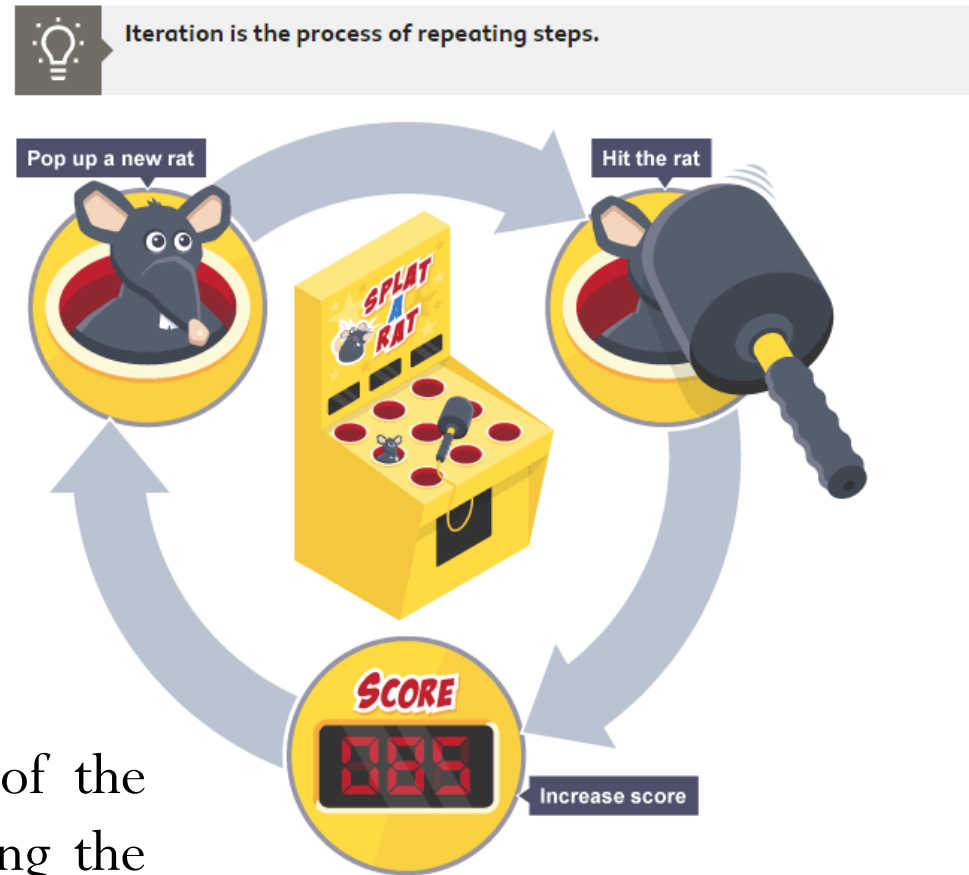
Course Title: Structured Programming

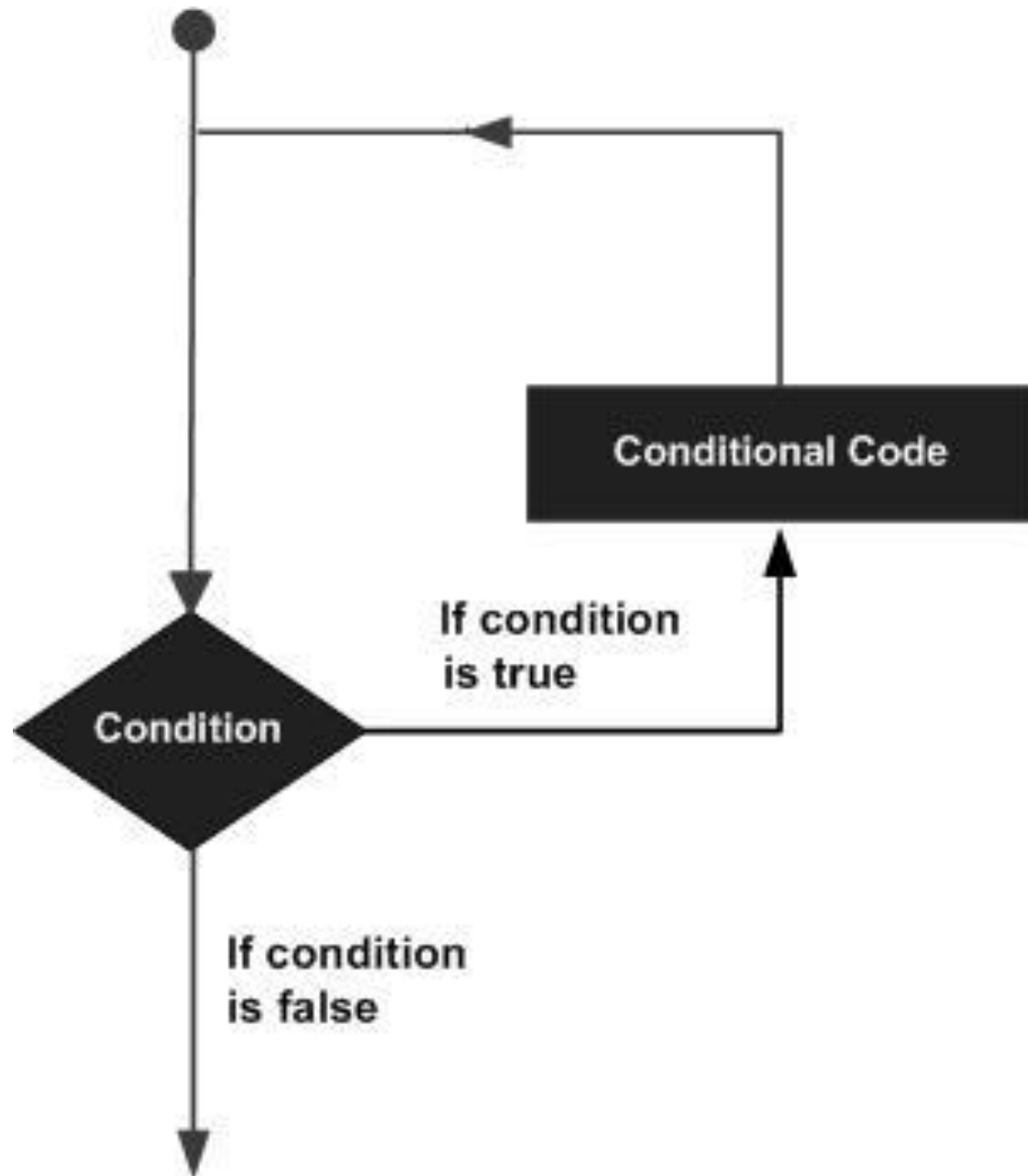
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# Iterations

- *The repeated execution of some groups of code statements in a program is called **iteration**.*

It enables us to alter the flow of the program so that instead of writing the same code again and again, we can repeat the same code for a finite number of times.





# Types of Iteration

- **1. Bounded or Finite Iteration** — Bounded iteration is iteration where the number of times has a determined maximum when it is started. This is typically (but not necessarily) the case in a for loop.
- **2. Unbounded or Infinite Iteration** — Unbounded iteration is iteration where the number of times has a determined maximum when it is started. This is typically (but not necessarily) the case in a while loop.

# Ways to implement iteration in C (Loop)

- There are three different ways to implement iteration in c.  
these are
  - For loop
  - While loop
  - Do while loop

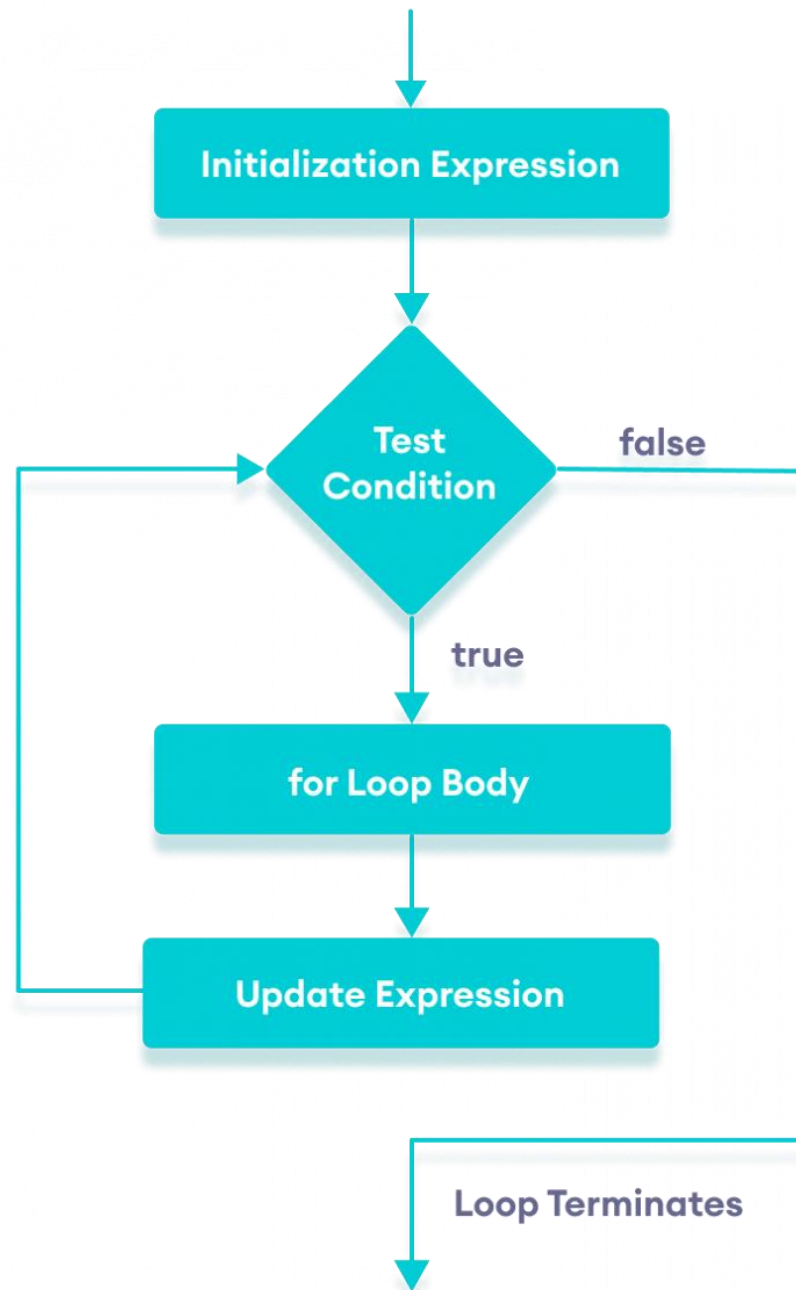
# C For Loop

- C for loop is used to run a block of code for a certain number of times. The syntax of for loop is---

```
for (initialExpression; testExpression; updateExpression) {  
    // body of the loop  
}
```

- Here,
  - The initialExpression initializes and/or declares variables and executes only once.
  - The condition is evaluated. If the condition is true, the body of the for loop is executed.
  - The updateExpression updates the value of initialExpression.
  - The condition is evaluated again. The process continues until the condition is false.

# C For Loop



# C For Loop Syntax

```
int n = 5; // for loop
for (int i = 1; i <= n; ++i)
{
    System.out.println("%d. C is fun", i);
}
```



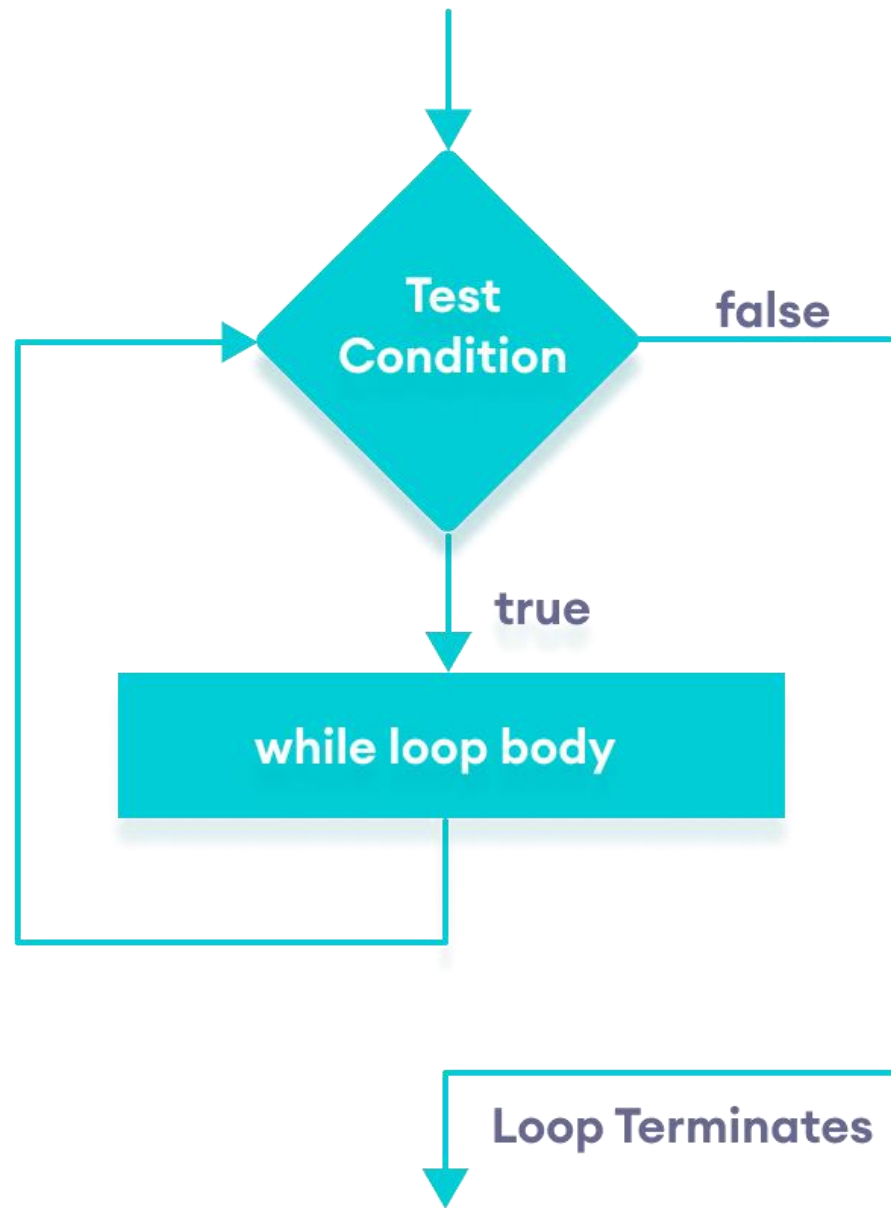
# C While Loop

- C while loop is used to run a specific code until a certain condition is met. The syntax of the while loop is:

```
while (testExpression) {  
    // body of loop  
}
```

- Here,
  - A while loop evaluates the testExpression inside the parenthesis ().
  - If the testExpression evaluates to true, the code inside the while loop is executed.
  - The testExpression is evaluated again.
  - This process continues until the testExpression is false.
  - When the testExpression evaluates to false, the loop stops.

# C While Loop



# C while loop syntax

```
int x = 1;

// Exit when x becomes greater than 4
while (x <= 4)
{
    System.out.println("Value of x:" + x);

    // Increment the value of x for
    // next iteration
    x++;
}
```

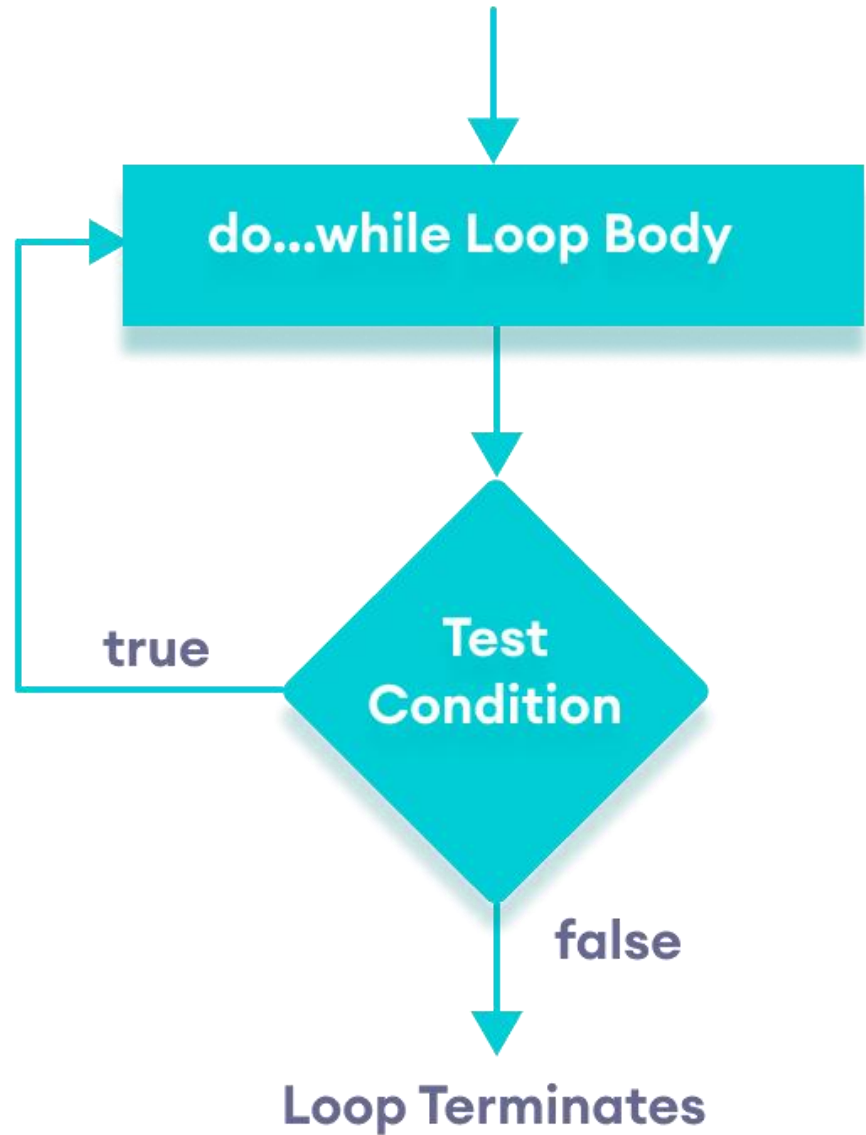
# C do while loop

- The do...while loop is similar to while loop. However, the body of do...while loop is executed once before the test expression is checked. For example,

```
do {  
    // body of loop  
} while(textExpression)
```

- Here,
  - The body of the loop is executed at first. Then the textExpression is evaluated.
  - If the textExpression evaluates to true, the body of the loop inside the do statement is executed again.
  - The textExpression is evaluated once again.
  - If the textExpression evaluates to true, the body of the loop inside the do statement is executed again.
  - This process continues until the textExpression evaluates to false. Then the loop **stops**.

# Do while loop



# C do while loop syntax

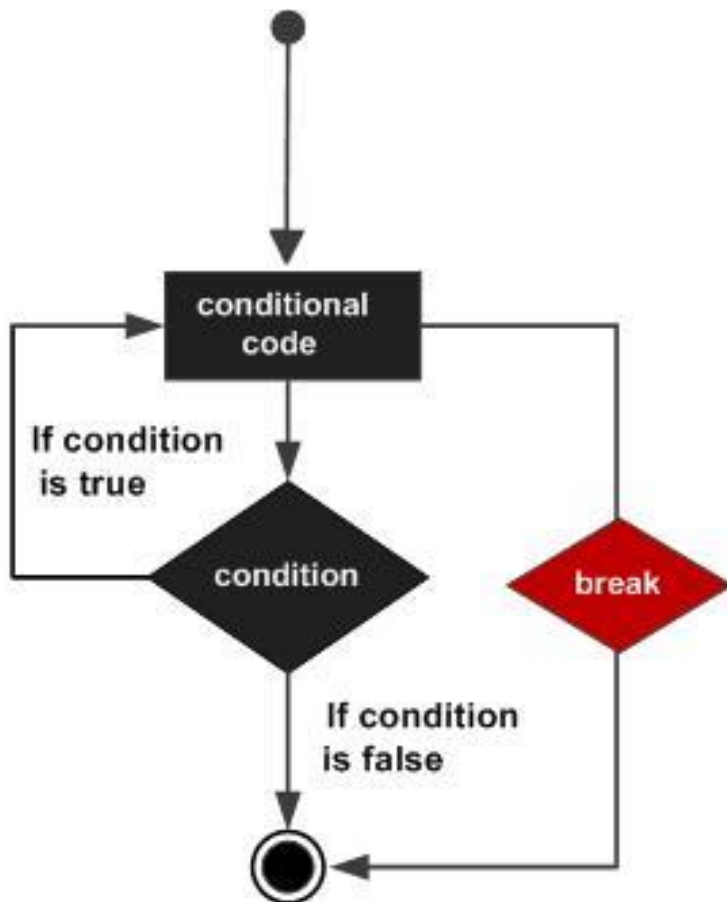
```
int x = 21;
do
{
    // The line will be printed even
    // if the condition is false
    System.out.println("Value of x:" + x);
    x++;
}
while (x < 20);
```

# Loop Control Statements

- Loop control statements are used to change execution from its normal sequence. When execution leaves a scope, all automatic objects that were created in that scope are destroyed.
- There are three different loop control statement in C
  - Break
  - Continue
  - Goto

# The break statement

- It terminates the **loop** or **switch** statement and transfers execution to the statement immediately following the loop or switch.



```
/* local variable definition */
int a = 10;

/* while loop execution */
while( a < 20 ) {

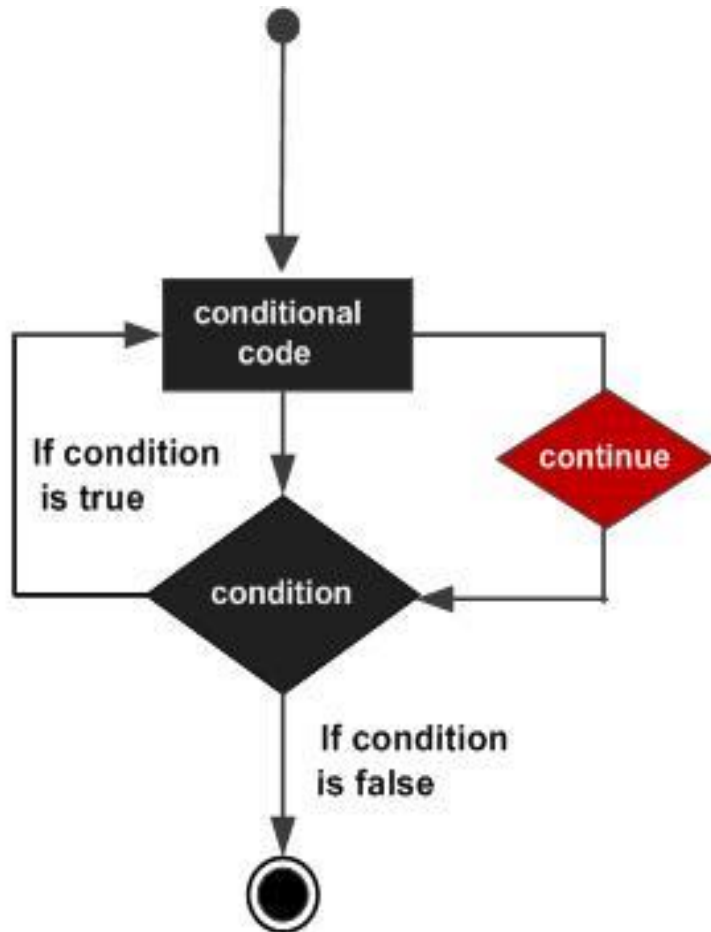
    printf("value of a: %d\n", a);
    a++;

    if( a > 15 ) {
        /* terminate the loop using break statement */
        break;
    }
}
```



# The continue statement

- Causes the loop to skip the remainder of its body and immediately retest its condition prior to reiterating



```
/* local variable definition */
int a = 10;

/* do loop execution */
do {

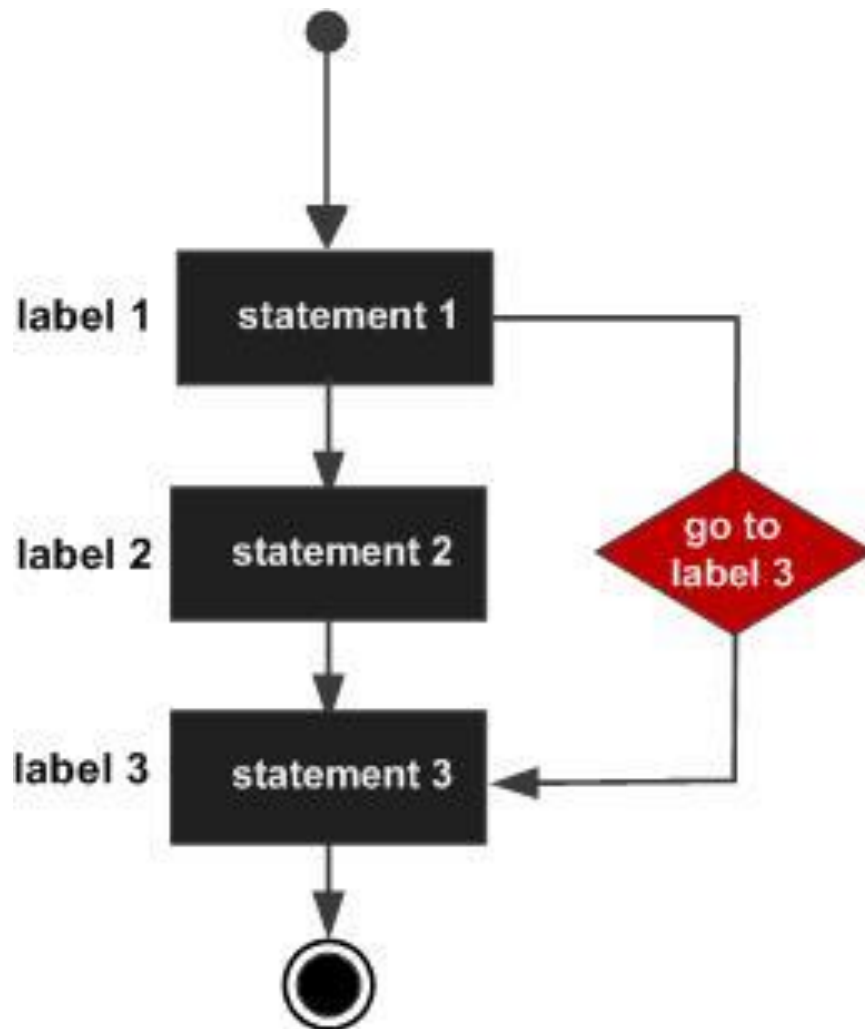
    if( a == 15) {
        /* skip the iteration */
        a = a + 1;
        continue;
    }

    printf("value of a: %d\n", a);
    a++;

} while( a < 20 );
```

# The goto statement

- Transfers control to the labeled statement.



```
/* local variable definition */  
int a = 10;  
  
/* do loop execution */  
LOOP:do {  
  
    if( a == 15) {  
        /* skip the iteration */  
        a = a + 1;  
        goto LOOP;  
    }  
  
    printf("value of a: %d\n", a);  
    a++;  
  
}while( a < 20 );
```