Let's Continue

Example

```
for(int i = 0; i < numberOfPlayers; i++) {
  // if the player has disconnected already...
  if(PlayerIsDisconnected(i)){
    // then interrupt this loop iteration and continue with the next iteration ->
    continue;
  }
  // the code only reaches here, if the player #i has not disconnected :)
  SpawnPlayer(i);
    // -> the next iteration will begin after the end
}
```

Is equivalent to..

```
for(int i = 0; i < numberOfPlayers; i++) {

  if(PlayerIsDisconnected(i)){

    goto SkipPlayer;

  }

  SpawnPlayer(i);

  SkipPlayer:;

}
```

Goal - To skip or not to skip

- Copy the code into your project.
- Use break and continue in combination with if in order to:
  - Not print (skip) even numbers.
  - Not print (skip) numbers which are a multiple of 5
  - Stop printing any more numbers before printing 13 (that'd be bad luck :D)

Code sample:

```
for(int i = 0;;i++){
    // ----------------------
    // only add code in between here...
    // ...and here
    // ----------------------

    Console.WriteLine(i);
}

Console.WriteLine("Done.");
```