

Unit 2—Lesson 6:

Loops

Loops

```
for  
while
```

for loops

```
for index in 1...5 {  
    print("This is number \ (index)")  
}
```

for loops

```
for _ in 1...5 {  
    print("Hello!")  
}
```

for loops

```
for _ in 1...5 {  
    print("Hello!")  
}
```

for loops

```
let names = ["Joseph", "Cathy", "Winston"]  
for name in names {  
    print("Hello \ \(name)")  
}
```

```
for letter in "ABCDEFGH".characters {  
    print("The letter is \ \(letter)")  
}
```

for loops

```
let names = ["Joseph", "Cathy", "Winston"]
for name in names {
    print("Hello \(name)")
}
```

```
for letter in "ABCDEFGH".characters {
    print("The letter is \(letter)")
}
```

for loops

```
let names = ["Joseph", "Cathy", "Winston"]
for name in names {
    print("Hello \(name)")
}
```

```
for letter in "ABCDEFGH".characters {
    print("The letter is \(letter)")
}
```


for loops

```
for (index, letter) in "ABCDEFGH".characters.enumerated() {  
    print("\(index): \(letter)")  
}
```

for loops

```
let vehicles = ["unicycle" : 1, "bicycle" : 2, "tricycle" : 3, "quad bike" : 4]
for (vehicleName, wheelCount) in vehicles {
    print("A \(vehicleName) has \(wheelCount) wheels")
}
```

while loops

```
var numberOfLives = 3

while numberOfLives > 0 {
    playMove()
    updateLivesCount()
}
```

while loops

```
var numberOfLives = 3

while numberOfLives > 0 {
    print("I still have \(numberOfLives) lives.")
}
```

while loops

```
var numberOfLives = 3
var stillAlive = true

while stillAlive {
    print("I still have \(numberOfLives) lives.")
    numberOfLives -= 1
    if numberOfLives == 0 {
        stillAlive = false
    }
}
```

Control transfer statements

```
for counter in -10...10 {  
    print(counter)  
    if counter == 0 {  
        break  
    }  
}
```

```
-10  
-9  
...  
0
```

Unit 2—Lesson 6

Lab: Loops



Open and complete the exercises in Lab – Loops.playground.

