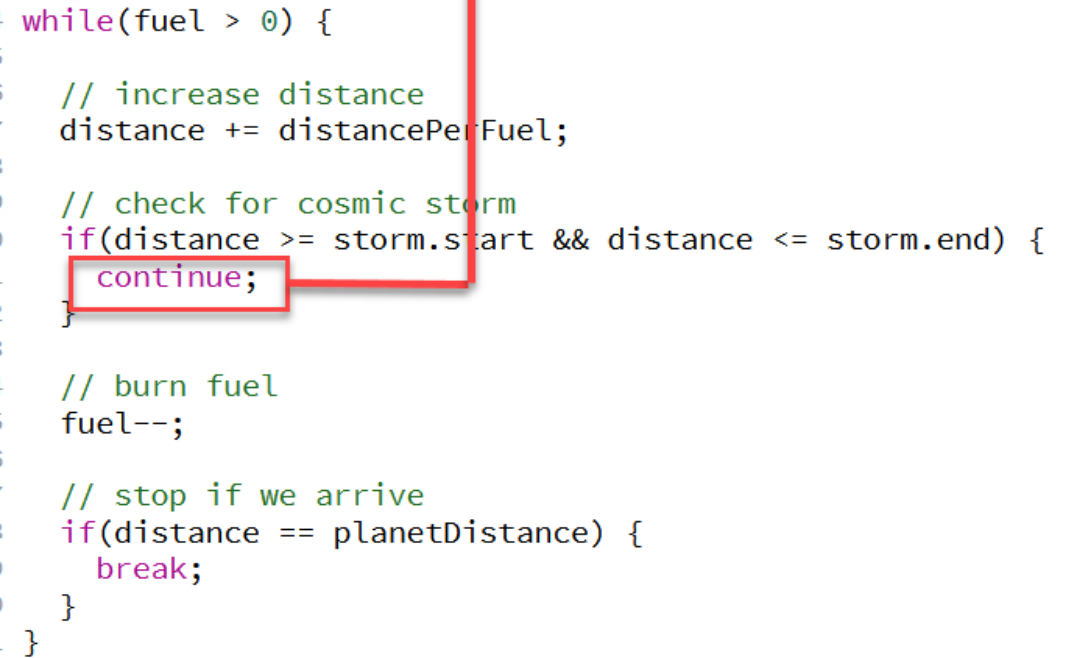


Summary

continue

- Jump to the next iteration

```
while(fuel > 0) {  
    // increase distance  
    distance += distancePerFuel;  
  
    // check for cosmic storm  
    if(distance >= storm.start && distance <= storm.end) {  
        continue;  
    }  
  
    // burn fuel  
    fuel--;  
  
    // stop if we arrive  
    if(distance == planetDistance) {  
        break;  
    }  
}
```



break

- Exit the loop

```
while(fuel > 0) {  
  
    // burn fuel  
    fuel--;  
  
    // stop if we arrive  
    if(distance == planetDistance) {  
        break;  
    }  
}
```

Terminate loop