PROGRAMMING IN SWIFT

PART 2

FLOW CONTROL

WHILE LOOPS

Create a variable named counter and set it equal to 0. Create a while loop with the condition counter < 10 which prints out counter is X (where X is replaced with counter value) and then increments counter by 1.

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37
38   // TODO: Write solution here
39
```

Create a variable named counter and set it equal to 0. Create another variable named roll and set it equal to 0. Create a repeat-while loop. Inside the loop, set roll equal to Int(arc4random_uniform(6)) which means to pick a random number between 0 and 5. Then increment counter by 1. Finally, print After X rolls, roll is Y where X is the value of counter and Y is the value of roll. Set the loop condition such that the loop finishes when the first 0 is rolled.