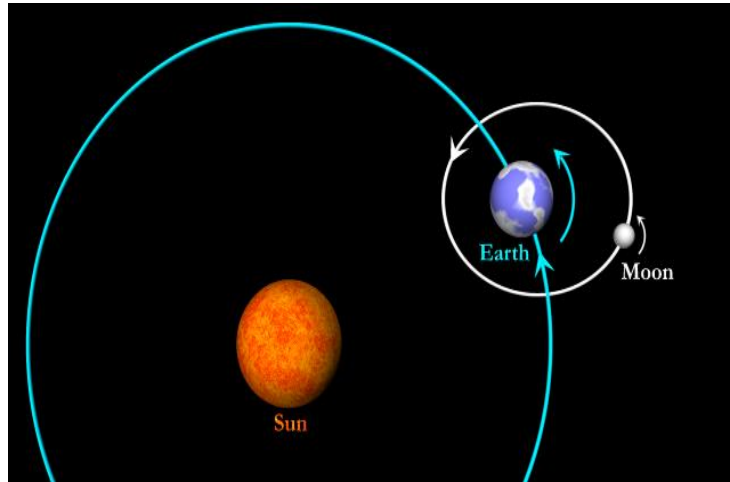


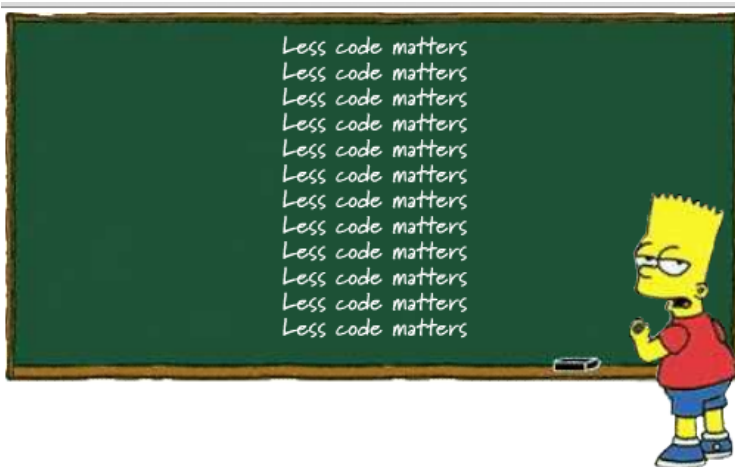
The background of the slide is a dense, 3D-rendered field of numbers. The numbers are in various shades of light blue and white, creating a sense of depth and movement. They are scattered across the entire frame, with some numbers appearing larger and more prominent than others. The overall effect is a complex, abstract pattern of digits.

Loops

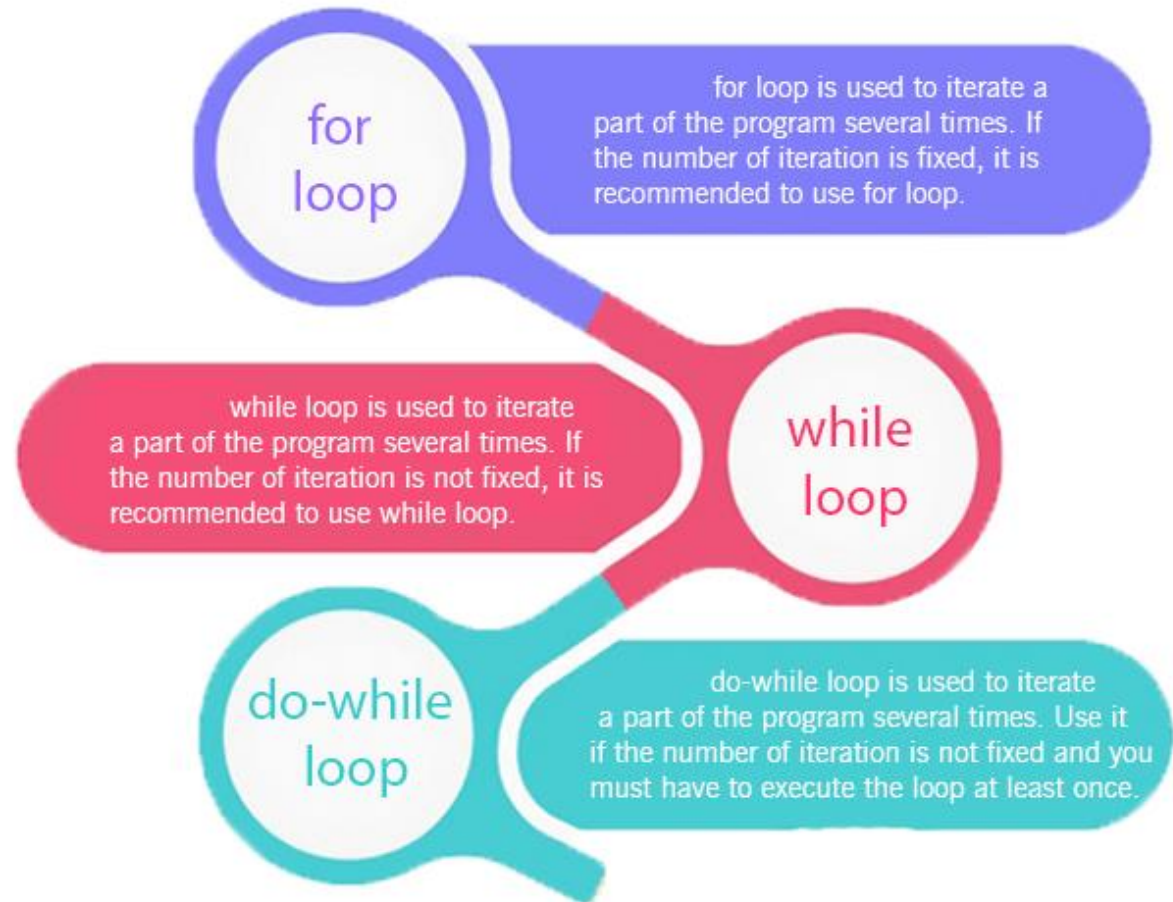
HK Rana



Why Looping??

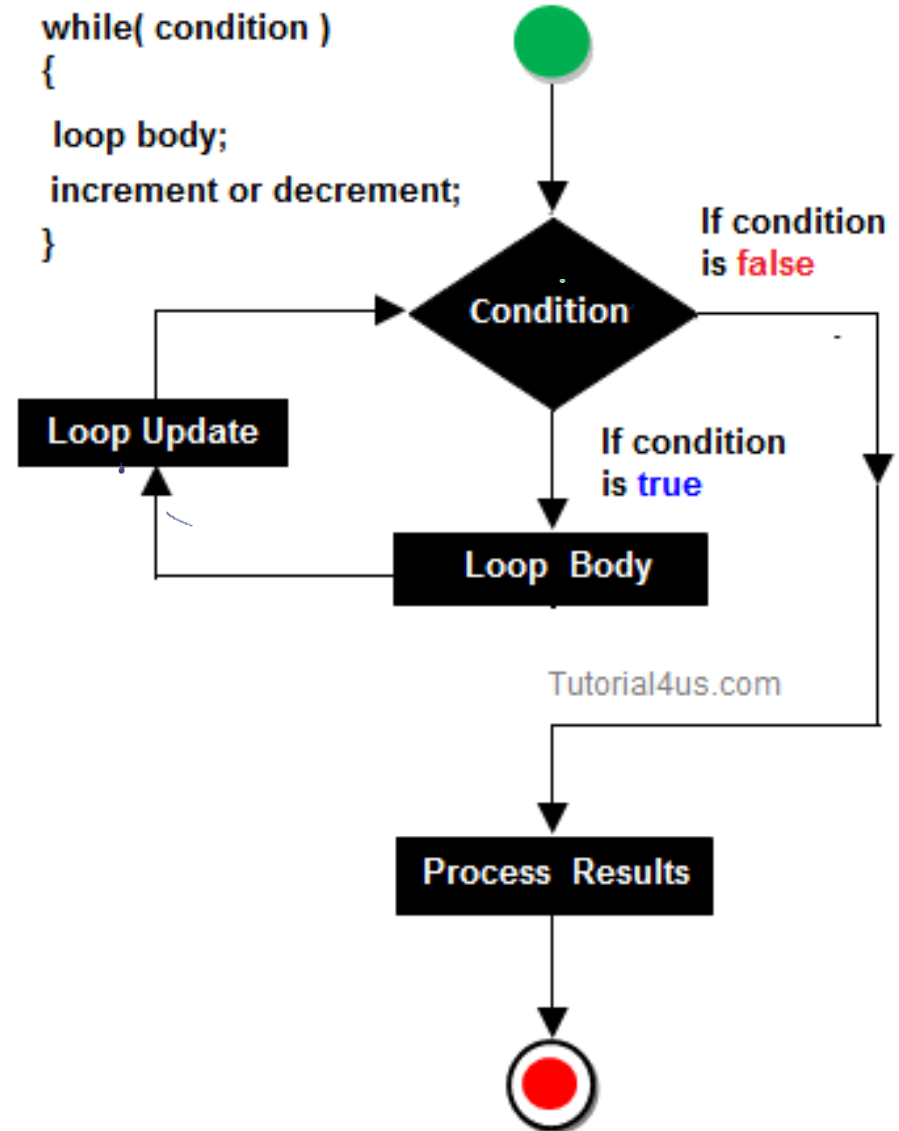


Various Loops



Flow Chart of Loops:

for vs while vs
do-while



PROGRAM **Printing a Table of Squares**

Let's write a program that prints a table of squares. The program will first prompt the user to enter a number n . It will then print n lines of output, with each line containing a number between 1 and n together with its square:

This program prints a table of squares.

Enter number of entries in table: 5

1	1
2	4
3	9
4	16
5	25

PROGRAM **Summing a Series of Numbers**

As a second example of the `while` statement, let's write a program that sums a series of integers entered by the user. Here's what the user will see:

Infinite Loop



PROGRAM **Calculating the Number of Digits in an Integer**

Although the `while` statement appears in C programs much more often than the `do` statement, the latter is handy for loops that must execute at least once. To illustrate this point, let's write a program that calculates the number of digits in an integer entered by the user:

```
Enter a nonnegative integer: 60  
The number has 2 digit(s).
```


for statement Idioms & Comma Separators

■ *Counting up from 0 to n-1:*

idiom `for (i = 0; i < n; i++) ...`

■ *Counting up from 1 to n:*

idiom `for (i = 1; i <= n; i++) ...`

■ *Counting down from n-1 to 0:*

idiom `for (i = n - 1; i >= 0; i--) ...`

■ *Counting down from n to 1:*

idiom `for (i = n; i > 0; i--) ...`

Nested Loop

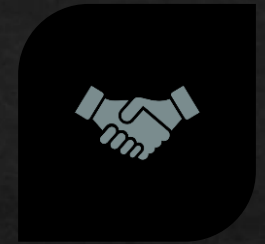
Exiting from a loop



THE BREAK
STATEMENT



THE CONTINUE
STATEMENT



THE GOTO
STATEMENT

PROGRAM **Balancing a Checkbook**

Many simple interactive programs are menu-based: they present the user with a list of commands to choose from. Once the user has selected a command, the program performs the desired action, then prompts the user for another command. This process continues until the user selects an “exit” or “quit” command.