

5.8 break and continue Statements

In addition to selection and iteration statements, Java provides statements **break** (which we discussed in the context of the **switch** statement) and **continue** (presented in this section and online Appendix L) to alter the flow of control. The preceding section showed how **break** can be used to terminate a **switch** statement's execution. This section discusses how to use **break** in iteration statements.

5.8.1 break Statement

The **break** statement, when executed in a **while**, **for**, **do...while** or **switch**, causes *immediate* exit from that statement. Execution continues with the first statement after the control statement. Common uses of **break** are to escape early from a loop or to skip the remainder of a **switch** (as in Fig. 5.9).

Figure 5.13 demonstrates a **break** statement exiting a **for**. When the **if** statement nested at lines 8–10 in the **for** statement detects that **count** is 5, the **break** statement at line 9 executes. This terminates the **for** statement, and the program proceeds to line 15 (immediately after the **for**

statement), which displays a message indicating the value of the control variable when the loop terminated. The loop fully executes its body only four times instead of 10.

```
1 // Fig. 5.13: BreakTest.java
2 // break statement exiting a for statement.
3 public class BreakTest {
4     public static void main(String[] args) {
5         int count; // control variable also used af
6
7         for (count = 1; count <= 10; count++) { //
8             if (count == 5) {
9                 break; // terminates loop if count is
10                }
11
12             System.out.printf("%d ", count);
13         }
14
15         System.out.printf("\nBroke out of loop at c
16         }
17 }
```



```
1 2 3 4
Broke out of loop at count = 5
```



Fig. 5.13

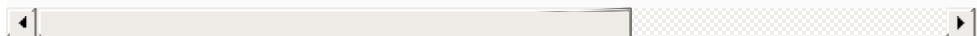
break statement exiting a for statement.

5.8.2 continue Statement

The `continue` statement, when executed in a `while`, `for` or `do...while`, skips the remaining statements in the loop body and proceeds with the *next iteration* of the loop. In `while` and `do...while` statements, the program evaluates the loop-continuation test immediately after the `continue` statement executes. In a `for` statement, the increment expression executes, then the program evaluates the loop-continuation test.

Figure 5.14 uses `continue` (line 7) to skip the statement at line 10 when the nested `if` determines that `count`'s value is 5. When the `continue` statement executes, program control continues with the increment of the control variable in the `for` statement (line 5).

```
1 // Fig. 5.14: ContinueTest.java
2 // continue statement terminating an iteration of
3 public class ContinueTest {
4     public static void main(String[] args) {
5         for (int count = 1; count <= 10; count++) {
6             if (count == 5) {
7                 continue; // skip remaining code in l
8             }
9
10            System.out.printf("%d ", count);
11        }
12
13    System.out.printf("\nUsed continue to skip
14    }
15 }
```



```
1 2 3 4 6 7 8 9 10
Used continue to skip printing 5
```

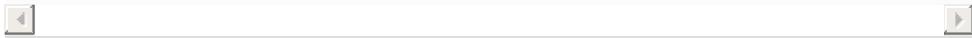


Fig. 5.14

`continue` statement terminating an iteration of a `for` statement.

In Section 5.3, we stated that `while` could be used in most cases in place of `for`. This is *not* true when the increment expression in the `while` follows a `continue` statement. In this case, the increment does *not* execute before the program evaluates the iteration-continuation condition, so the `while` does not execute in the same manner as the `for`.



Software Engineering Observation 5.1

Some programmers feel that break and continue violate structured programming. The same effects are achievable with structured-programming techniques, so these programmers do not use break or continue.



Software Engineering Observation 5.2

There's a tension between achieving quality software engineering and achieving the best-performing software. Sometimes one of these goals is achieved at the expense of the other. For all but the most performance-intensive situations, apply the following guideline: First, make your code simple and correct; then make it fast and small, but only if necessary.