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.