

CmpE 150 - Week 5

Section - 02

Recap

- If, else, else if
- Switch

Remark: Slides and some codes shared weekly on:

<https://github.com/melsener/cmpe150>

3rd quiz today

- Start: 10:00
- End: 10:20
- Be careful! **Do not** write extra things other than required, otherwise automatic grading **does not** give your points!
- No cell phones, no personal computers!

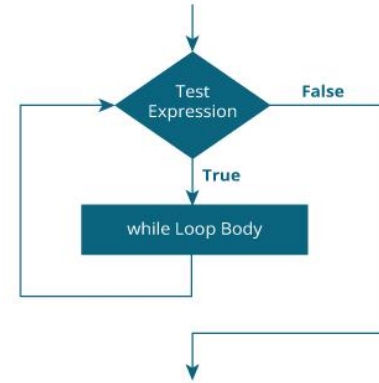
Repetition Structures

A loop is a group of instructions the computer executes repeatedly while some **loop-continuation condition** remains true.

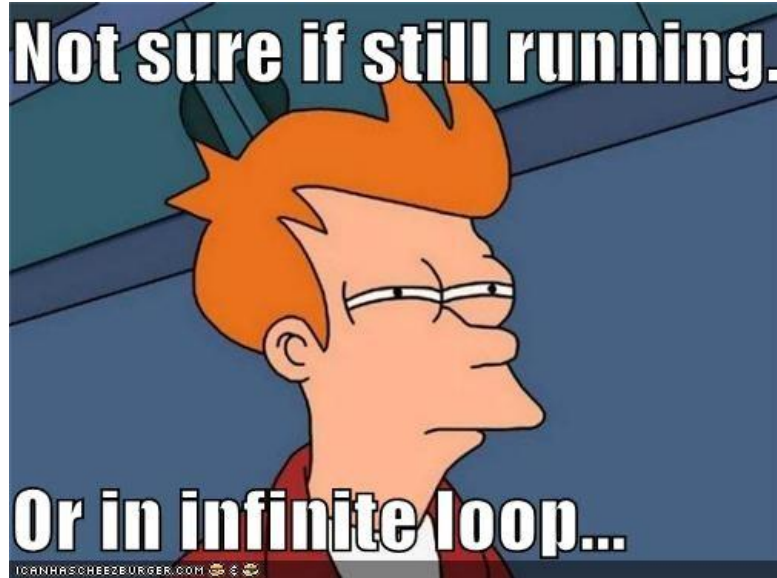
1. While
2. For
3. Do..while

While Loop Syntax

```
while(condition) {  
    statement(s);  
}
```

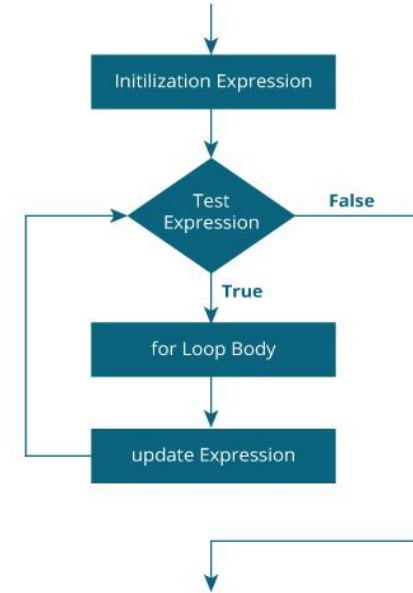


INFINITE LOOPS



For Loop Syntax

```
for ( init; condition; increment ) {  
    statement(s);  
}
```



For Loop Syntax

- The **init** step is executed first, and only once. This step allows you to declare and initialize any loop control variables. You are not required to put a statement here, as long as a semicolon appears.
- Next, the **condition** is evaluated. If it is true, the body of the loop is executed. If it is false, the body of the loop does not execute and the flow of control jumps to the next statement just after the 'for' loop.
- After the body of the 'for' loop executes, the flow of control jumps back up to the **increment** statement. This statement allows you to update any loop control variables. This statement can be left blank, as long as a semicolon appears after the condition.