

# Range Based for Loop

Range-based for loop in C++ is added since C++ 11. It executes a for loop over a range. Used as a more readable equivalent to the traditional for loop operating over a range of values, such as all elements in a container.

## Syntax :

```
for ( range_declaration : range_expression )  
    loop_statement
```

Parameters :

**range\_declaration :**

a declaration of a named variable, whose type is the type of the element of the sequence represented by range\_expression, or a reference to that type. Often uses the auto specifier for automatic type deduction.

**range\_expression :**

any expression that represents a suitable sequence or a braced-init-list.

**loop\_statement :**

any statement, typically a compound statement, which is the body of the loop.

## C++ implementation :

```
// Illustration of range-for loop  
// using CPP code  
#include <iostream>  
#include <map>  
#include <vector>  
  
// Driver  
int main()  
{
```

```

// Iterating over whole array
std::vector<int> v = { 0, 1, 2, 3, 4, 5 };
for (auto i : v)
    std::cout << i << ' ';

std::cout << '\n';

// the initializer may be a braced-init-list
for (int n : { 0, 1, 2, 3, 4, 5 })
    std::cout << n << ' ';

std::cout << '\n';

// Iterating over array
int a[] = { 0, 1, 2, 3, 4, 5 };
for (int n : a)
    std::cout << n << ' ';

std::cout << '\n';

// Just running a loop for every array
// element
for (int n : a)
    std::cout << "In loop" << ' ';

std::cout << '\n';

// Printing string characters
std::string str = "Geeks";
for (char c : str)
    std::cout << c << ' ';

std::cout << '\n';

// Printing keys and values of a map
std::map<int, int> MAP(
    { { 1, 1 }, { 2, 2 }, { 3, 3 } });
for (auto i : MAP)

```

```

        std::cout << '{' << i.first << ", " << i.second
        << "}\n";
    }

```

## Output

```

0 1 2 3 4 5
0 1 2 3 4 5
0 1 2 3 4 5
In loop In loop In loop In loop In loop In loop
G e e k s
{1, 1}
{2, 2}
{3, 3}

```

**C++ 17 or higher:** Range-based loops can also be used with maps like this:

```

for (auto& [key, value]: myMap) {
    cout << key << " has value " << value << std::endl;
}

```

**Here [key, value] works like elements of pair** which can be directly accessed without specifying first or second keyword.