While Loops

• Iteration statements are critical to a functioning 'while loop.' Iteration statements result in the statements within the iteration are executed repeatedly. The amount of times the code is looped depends on the iteration statement parameters.

- While loops are associated with bool expressions, because they execute and loop a code block when the bool statement is true. Additionally, the bool expression is assessed before the code body within the expression is executed.
- public bool canWalk = true;

```
void Start () {
      if(canWalk) {
            StartCoroutine(GoWalk());
      } else {
            print("Learn to walk doofus");
      }
}
```

IEnumerator GoWalk () {
 while (canWalk) {
 print("Walking");
 yield return new WaitForSeconds(0.1f);

```
}
print("Planking");
}
```

• Do-while loops are another type of iteration statement, and they are very similar to while loops. The only difference between them and while loops is that do-while loops check the expression after the code block is executed. This results in the statements within the iteration statement being executed at least one.

```
public bool canBlink = false;
public Text input;
public string blink = "I can blink";
       void Start () {
               if(input.text == blink) {
               do {
                       StartCoroutine(BlinkEyes());
                      canBlink = true;
               }
               } else {
                       print("uhhhh you can't blink? You weird lol");
               }
       IEnumerator BlinkEyes () {
```

while(canBlink) {

For loops are another version of iteration statements. These loops contain particular
clauses that change the initialization and iteration of a looped code block. Other than that,
they are the same as while loops. The clauses include the init, condition, and iteration
clauses.

print("this. haha get it?");

```
yield return new WaitForSeconds(0.1f);
        }
        print("this is confusing");
 }
Iteration code blocks must always return something, unlike void functions. If you don't
return something, you will err out.
public bool sayHi = true;
void Start () {
        StartCoroutine(SayGreeting());
 }
IEnumerator SayGreeting () {
        while (sayHi) {
               print("Hi!");
               return null;
        }
        print("Rude!");
 }
```