

# Module 12:

# Looping

# Looping – Objectives

- Understand the different types of loops in C# and when to use them.
- Demonstrate how to implement each type of loop.
- Discuss how to decide which type of loop to use.

# Looping – 3 C's of looping

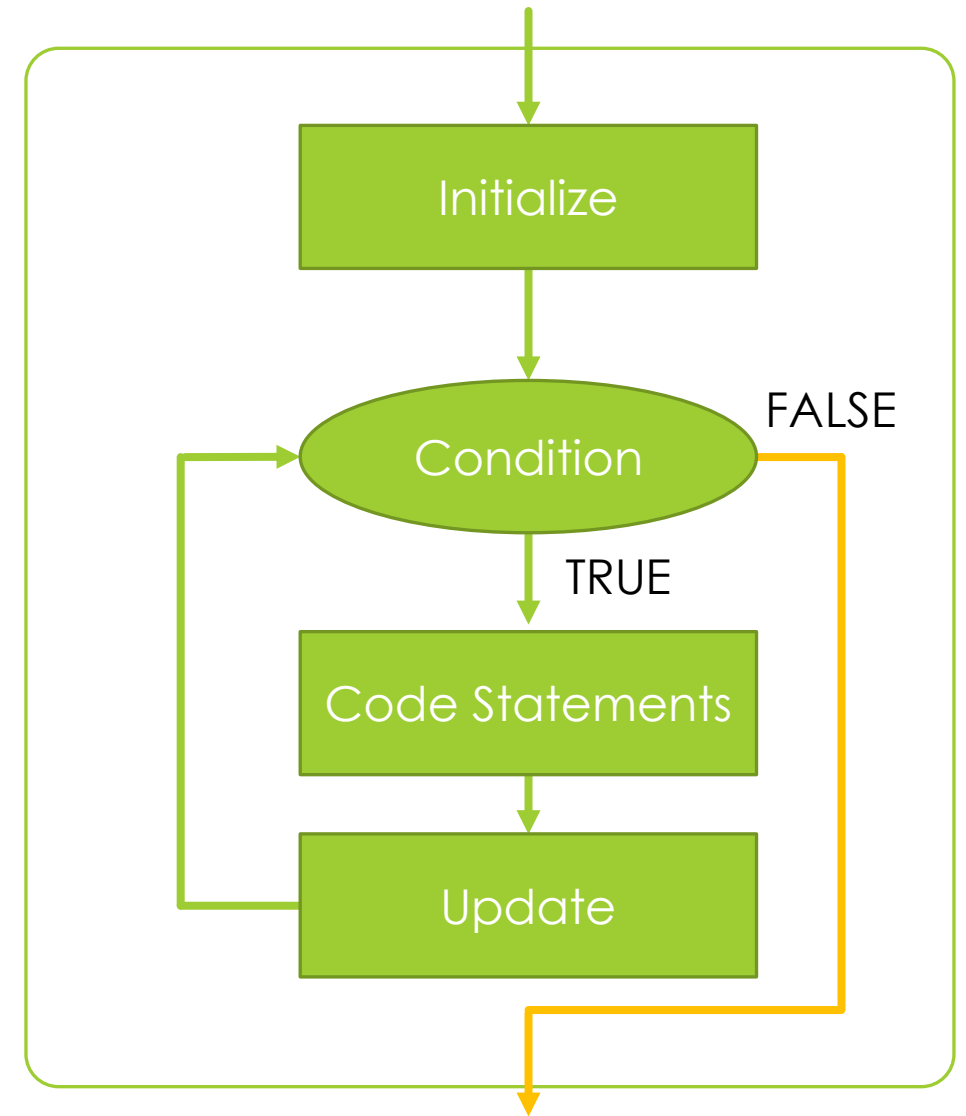
- Count – how many times
- Condition – what triggers the exit
- Collections – the compiler handles it

# Looping – For Loop

```
for (counter; condition; update)
{
    //code to run
}
```

→ (initializer; condition; update) (ICU)

NOTE: for when you know the count or how many times the code needs to repeat





**CODE ALONG!**

# Looping – While Loop

- Code will run an unknown number of times.

```
counter;  
while (condition)  
{  
    //code to run  
    update;  
}
```



**CODE ALONG!**

# Looping – Do While Loop

- Code will run at least once and then an unknown number of times.

```
counter;  
do  
{  
    //code to run  
    update;  
} while (condition)
```





**CODE ALONG!**

# Looping – Foreach Loop

- Only for Collections.
- Read Only Access

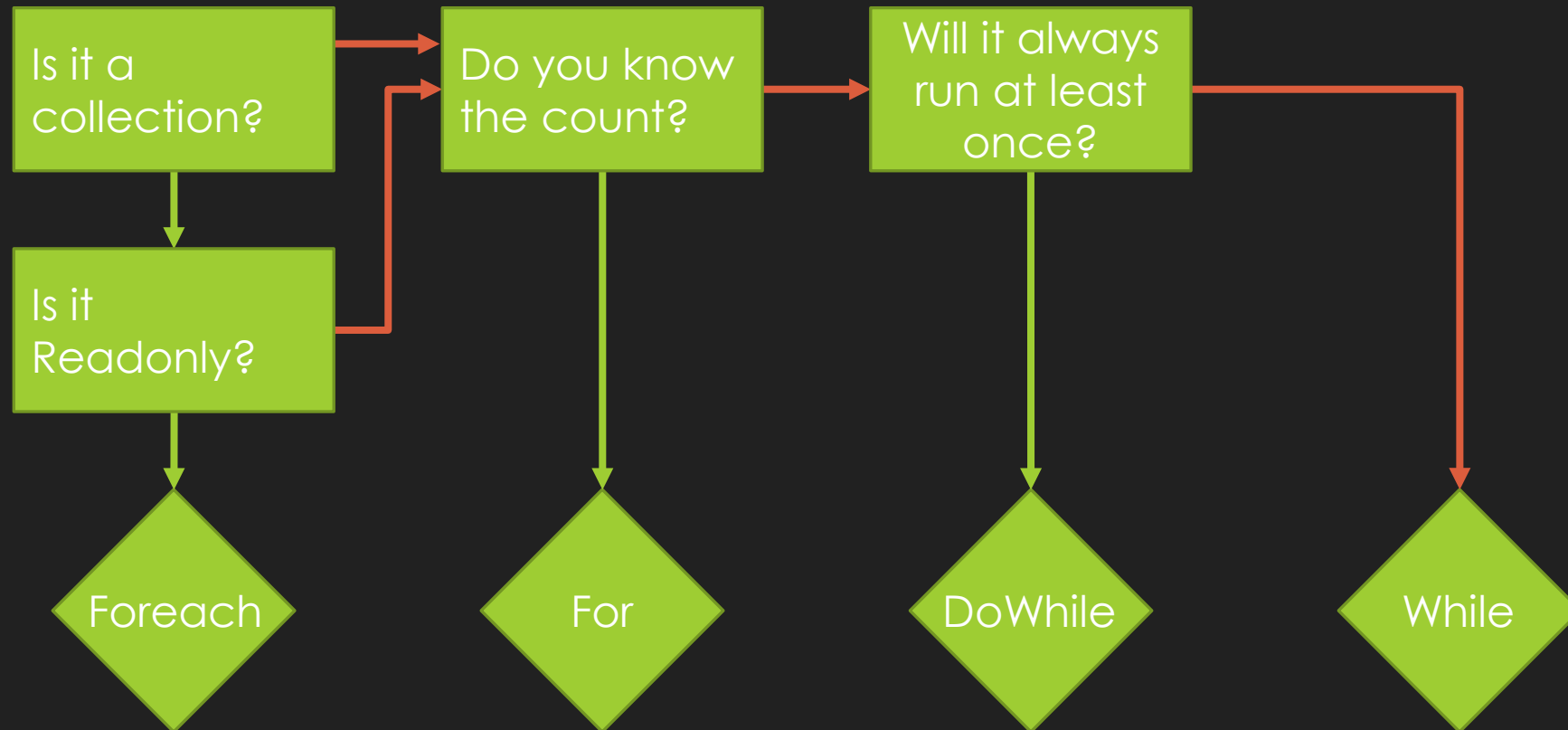
```
foreach (var item in collection)
{
    //code to run
}
```



**CODE ALONG!**

# Looping

## Which Loop to Use



**QUIZ!**

Module 11-12 Quiz in Canvas



## END MODULE 12

Homework:

1. Quizlet Vocabulary
2. C# Fundamentals 1 Homework Packet

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