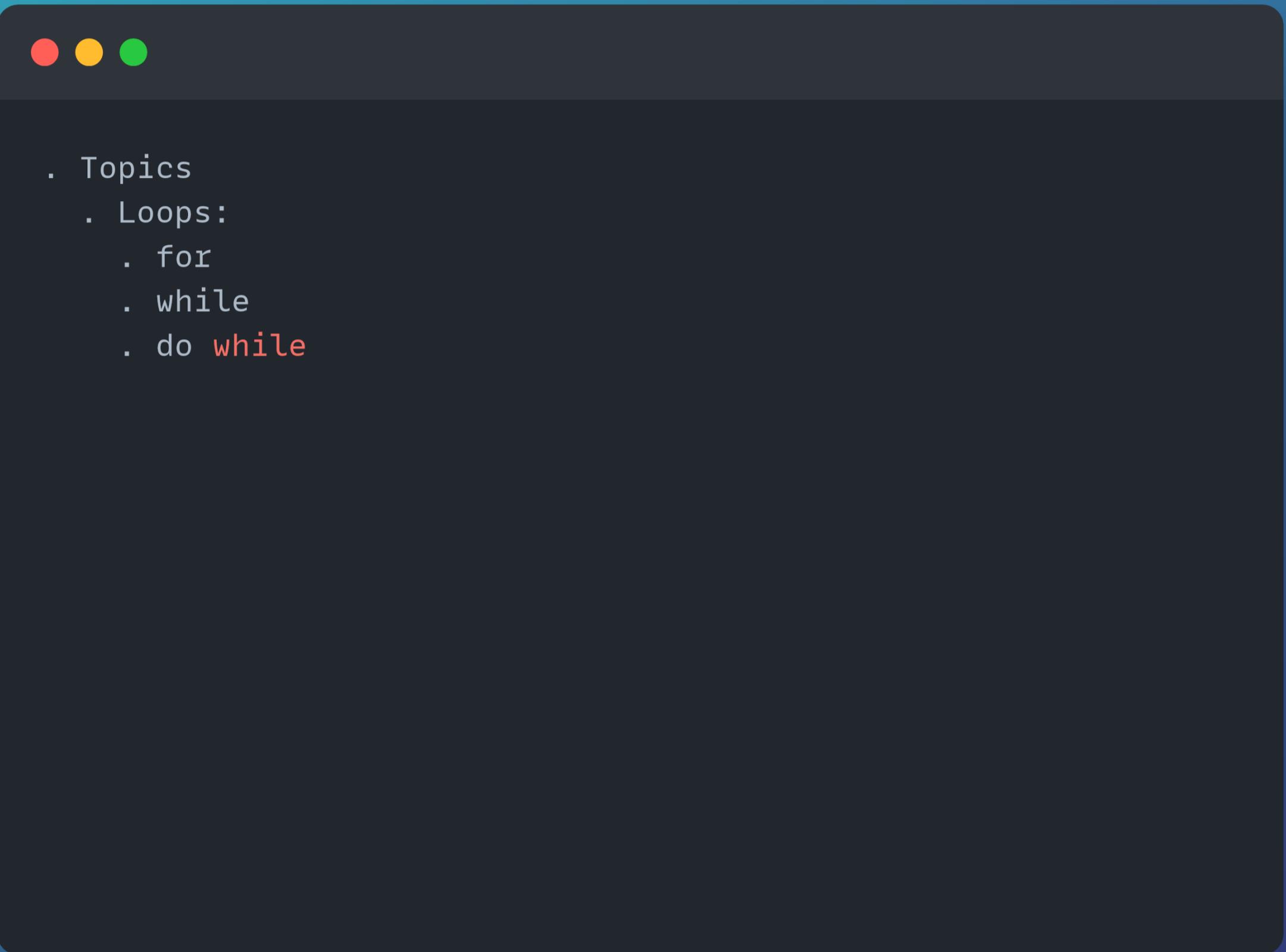
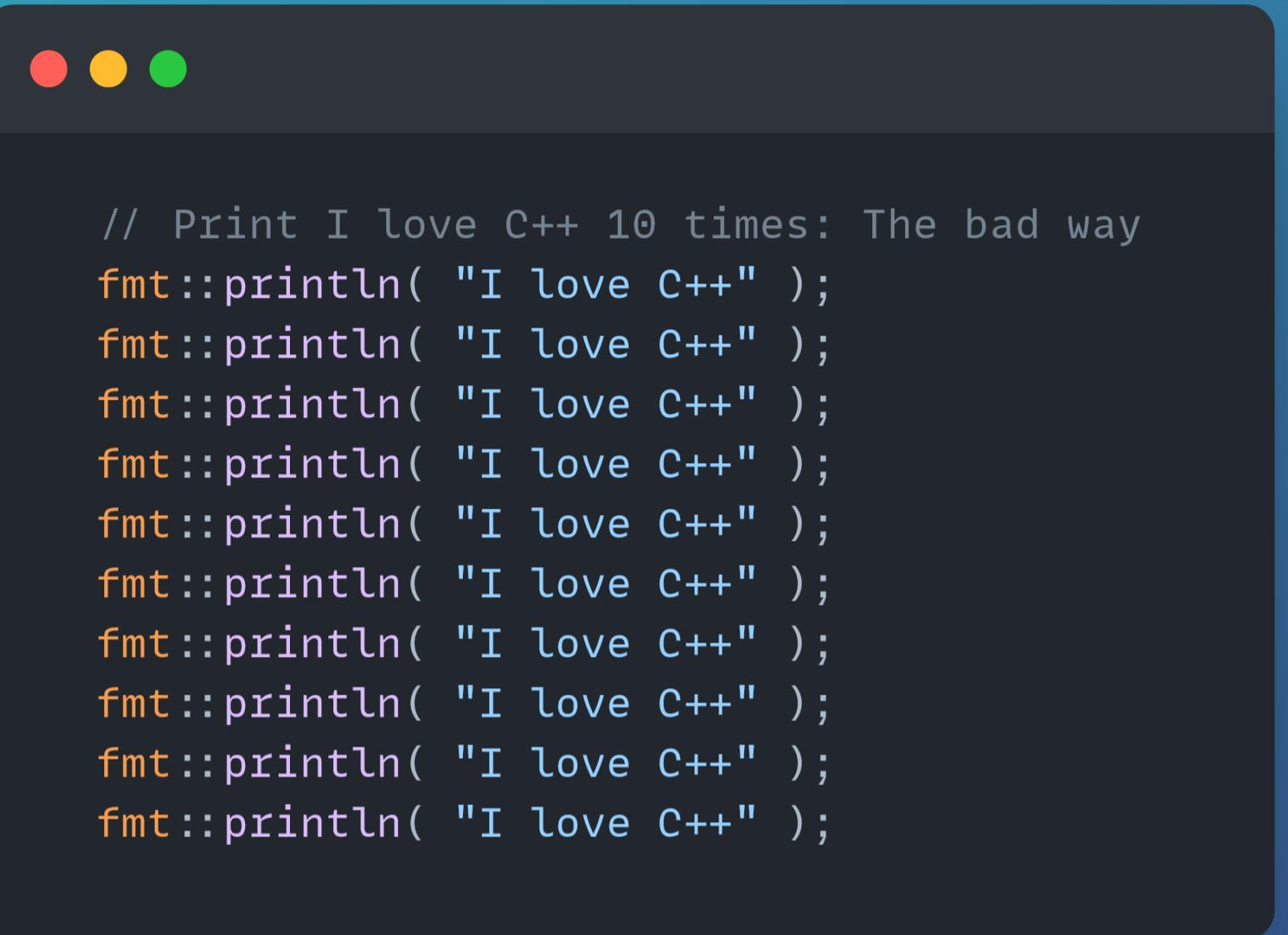


Loops



Rationale



for loop



```
/*
Loop components:
. initializer
. end condition
. incrementation
. body
*/
// IMPORTANT: Run this through a debugger
```

```
// for loop : the good way
for( unsigned int i{0} ; i < 100 ;++i){
    //Whatever we want the loop to run
    fmt::println("{} : I love C++", i );
}
```

for loop with size_t

```
/*
Loop components:
. initializer
. end condition
. incrementation of the iterator
. body
*/
//IMPORTANT: Run this through a debugger

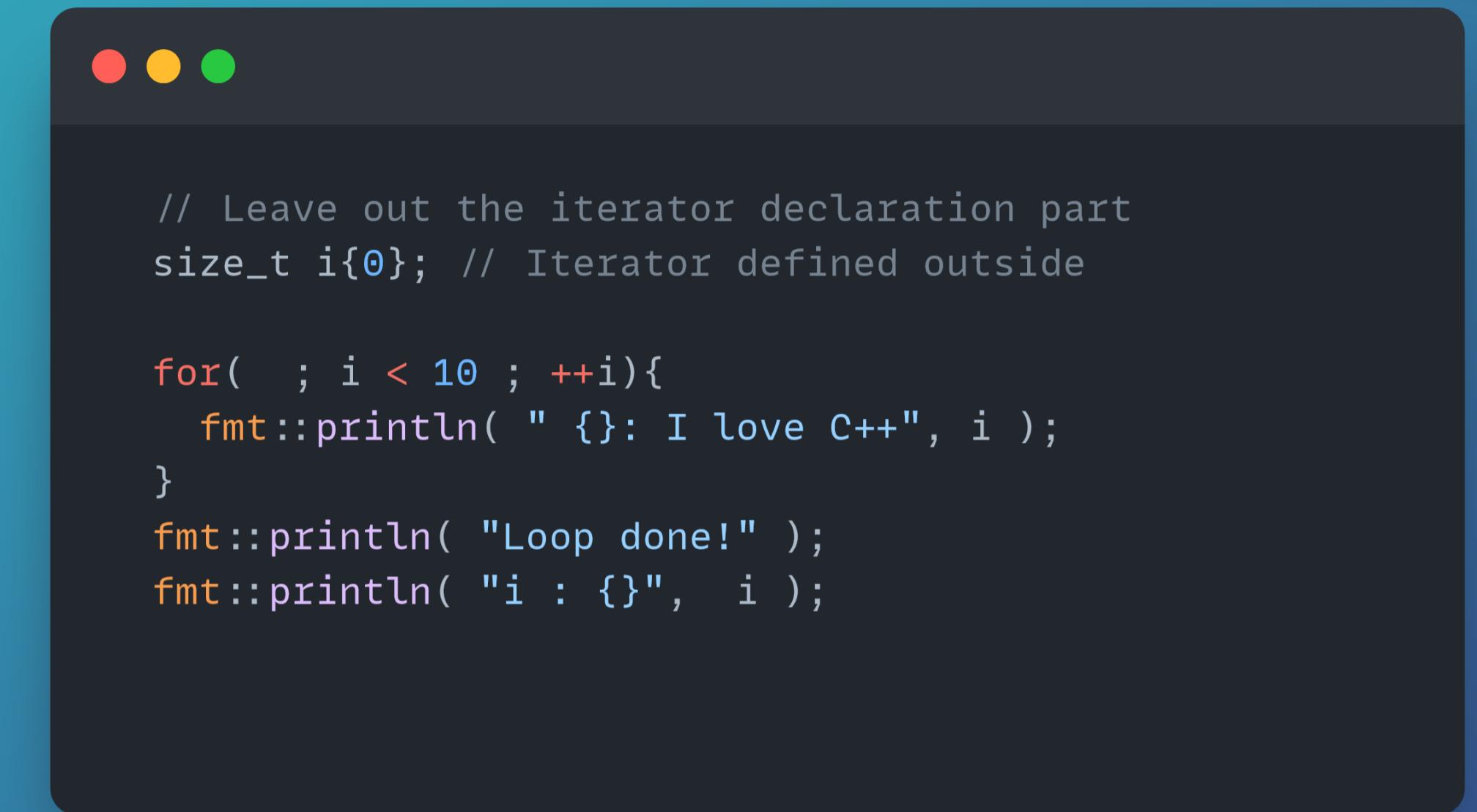
// Use size_t : a representation of some unsigned int for positive numbers [sizes]
for(size_t i{0} ; i < 10 ; ++i){
    fmt::println( " {} : I love C++", i );
}
fmt::println( "Loop done!" );
//sizeof(size_t)
fmt::println( "sizeof(size_t): {}", sizeof(size_t) );
```

Scope of the iterator

```
/*
Loop components:
    . initializer
    . end condition
    . incrementation of the iterator
    . body
*/
//IMPORTANT: Run this through a debugger

// Scope of the iterator
for(size_t i{0} ; i < 10 ; ++i){
    fmt::println( "{} : I love C++", i );
}
fmt::println( "Loop done!" );
fmt::println( "i : {}", i ); //Compiler error : i is not in scope
```

Leave out iterator declaration



The image shows a terminal window with a dark background and light-colored text. At the top, there are three small colored circles (red, yellow, green) representing window control buttons. The terminal output displays the following C++ code:

```
// Leave out the iterator declaration part
size_t i{0}; // Iterator defined outside

for( ; i < 10 ; ++i){
    fmt::println( "{}: I love C++", i );
}
fmt::println( "Loop done!" );
fmt::println( "i : {}", i );
```

Don't hardwire values in: Magic numbers are BAD!

```
// Don't hard code values : BAD!
constexpr size_t COUNT{ 100 };

for (size_t i{ 0 }; i < COUNT; ++i) { fmt::println(" {}: I love C++", i);
fmt::println("Loop done!");
```

Range based for loop

```
// Range based for loop
std::vector <int> values{ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 }; // This is a collection of integers
// The variable value will be assigned a value from the values array on each iteration
for(size_t i {0} ; i < 10 ; ++i){
    fmt::println( "value: {}", values[i] );
}

for (int value : values){
    //value holds a copy of the current iteration in the whole collection
    fmt::println( " value: {}" , value );
}
```

Auto type deduction

```
// Auto type deduction
for (auto value : { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 }) {
    // value holds a copy of the current iteration in the whole bag
    fmt::println(" value : {}", value);
}
```

While loop

```
//3. While loop
constexpr size_t COUNT{ 100 };
size_t i{ 0 }; // Iterator declaration

while (i < COUNT) { // Test
    fmt::println("{} : I love C++", i);
    ++i; // Incrementation
}
fmt::println("Loop done!");
```

Do while loop

```
//Do while loop
constexpr int COUNT{ 0 };
size_t i{ 0 }; // Iterator declaration

do {
    fmt::println("{} : I love C++", i);
    ++i; // Incrementation
} while (i < COUNT);

fmt::println("Loop done!");
```

Infinite loops

```
// Infinite loop : for loop
for(size_t i{};true ; ++i){
    fmt::println( "{} : I love C++", i);
}

// Infinite loop : while loop
size_t i{0};

while(true){
    fmt::println( "{} : I love C++", i);
    ++i;
}

// Infinite loop : do while loop
size_t i{ 0 };

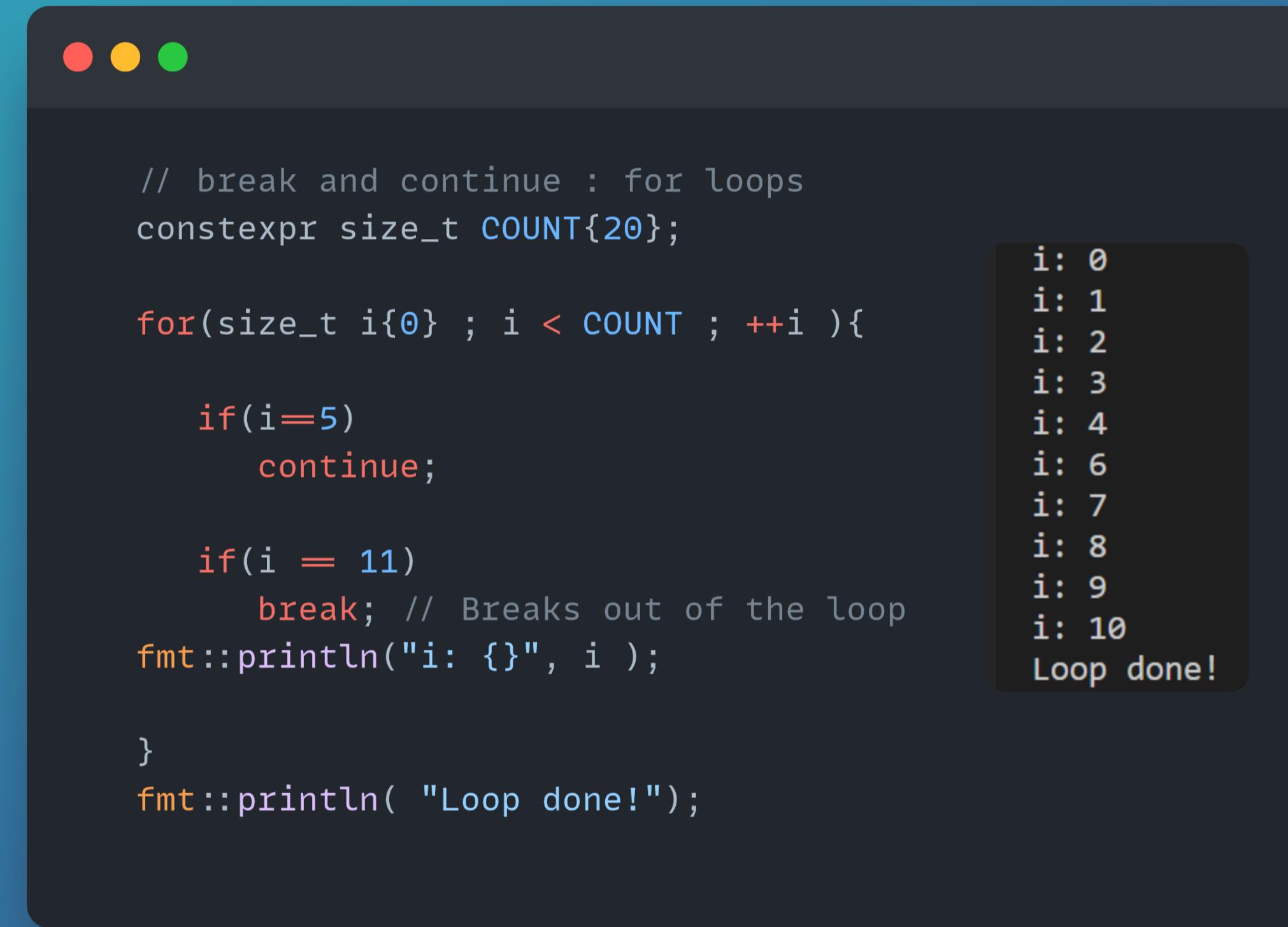
do {
    fmt::println("{} : I love C++", i);
    ++i;
} while (true);
```

Decrementing loops

```
// 6. Decrementing loops
constexpr size_t COUNT{ 5 };

// For loops
for(size_t i{COUNT} ; i > 0 ; --i){
    fmt::println( "i : {}", i );
}
```

Break and continue



```
// break and continue : for loops
constexpr size_t COUNT{20};

for(size_t i{0} ; i < COUNT ; ++i ){
    if(i==5)
        continue;

    if(i == 11)
        break; // Breaks out of the loop
    fmt::println("i: {}", i );
}

fmt::println( "Loop done!");
```

The terminal window shows the output of the C++ program. It prints the value of 'i' from 0 to 10, then stops at 11 due to the 'break' statement, and finally prints 'Loop done!'.

i: 0
i: 1
i: 2
i: 3
i: 4
i: 6
i: 7
i: 8
i: 9
i: 10
Loop done!