

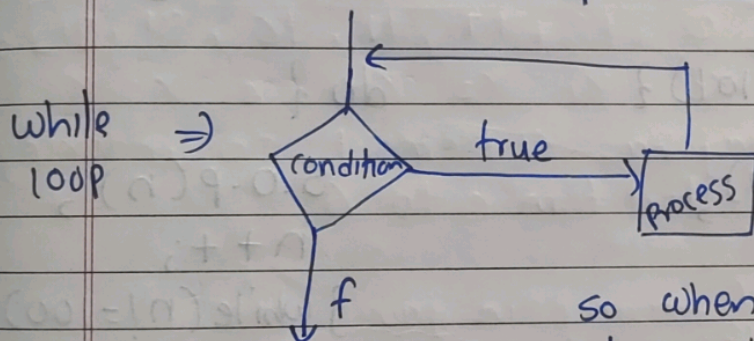
we use while loop when we don't know exactly how many times we have to run loop

#loops

If we have run particular piece of code again & again & again we use loops.

Type of loops :

- (A) Do while loop
- (B) while loop
- (C) For loop
- (D) for each loop (mostly good for array)



so when condition == false loop will break

Syntax:

```
while (condition) {
```

```
    Code
```

```
}
```

```
do {
```

```
    Code
```

```
}
```

```
while (condition);
```

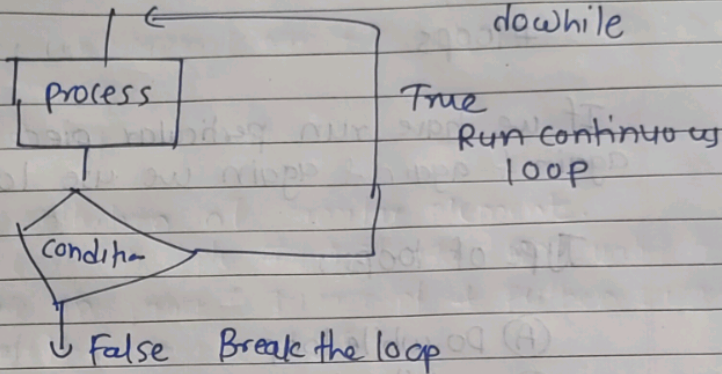
Increment / Decrement should be done with care as it may leads to infinite loop.

$\rightarrow$  do while loop run atleast one time



while → pretested loop  
do while → post tested loop

All things you can do with while loop can be done with do while



# Print number from 0 to 100 with 'do while' & While loop

```

int n=0;
while(n!=101){
    S.O.P(n);
    n++;
}
  
```

```

do {
    S.O.P(n);
    n++;
} while(n!=100);
  
```

# for loop

We use for loop when we know how many time we have to run through instruction

for (initialisation ; Condition ; Incrementation) {

Code checked before start of inner code  
Done after execution of all code & before condition check  
Done only at start of loop for next iteration



Q) when to use while & when to use for loop

initialisation  $\rightarrow$  Condition  $\rightarrow$  inner code  
inner code  $\leftarrow$  Condition  $\leftarrow$  Incrementation

$\rightarrow$  while using loops we have be ~~careful~~ <sup>cautious</sup> observative about loop as it has chances to go inside infinite loops

$\rightarrow$  ~~in~~ initialisation, Condition & incrementation all are optional.

# Solve problems

# Nested loops

\* loop inside loop is called as nested loop

You can use any loop inside any other loop

```
for(int i=0; i<n; i++) {  
    loop  
    for(int j=0; j<n; j++) {  
        loop  
        code  
    }  
}
```

$n^2$  time complexity  
nested loop work like 2 Dimension behaviour

	j=1	j=2	j=3	j=4
i=0	□	□	□	□
i=1	□	□	□	□
i=2	□	□	□	□
i=3	□	□	□	□

Such like structure we will get