

# Loops for Repetition

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Programs often repeat the same block of code multiple times, using a *loop*. As you may recall from the examples in Module 1, algorithms often have repetitive behavior. Finding repetitive patterns is crucial to generalizing over inputs, as your program may need to perform similar work multiple times for different pieces of the input—and the number of repetitions will change with the characteristics of the inputs. There is another way to express repetition, called *recursion*, which you will learn about in the third course of this specialization.