Learn Go: Loops

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```
for number := 0; number < 5; number++ {
  fmt.Print(number)
}
```

An indefinite loop repeats while a condition remains true.

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```
number := 0 // Initialize a variable to be used inside the loop
for number < 5 {
  fmt.Println(number)
  number++ // Update the variable being used
}
```

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```
for {
  // Loop body logic
  // This repeats forever
}
// This is never reached
```

The break keyword stops the loop at the current iteration.

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```
animals := []string{""Cat"", ""Dog"",
""Fish"", ""Turtle""}
for index := 0; index < len(animals);
index++ {
  if animals[index] == ""Dog"" {
    fmt.Println(""Found the perfect
animal!"")
    break // Stop searching the array
  }
}
```

The continue keyword skips the loop to the next iteration.

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```
jellybeans := []string{""green"",
""blue"", ""yellow"", ""red"", ""green"",
""yellow"", ""red""}
for index := 0; index < len(jellybeans);
index++ {
  if jellybeans[index] == ""green"" {
    continue
  }
  fmt.Println(""You ate the"",
jellybeans[index], ""jellybean!"")
}
```

In Go, the range keyword can be used in a map or array to work through each contained item one at a time within a loop.

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```
letters := []string{""A"", ""B"", ""C"", ""D""}
for index, value := range letters {
  fmt.Println(""Index:"", index, ""Value:"", value)
}
```