Lesson 14 - Loops and Logic II

Recall loops,

Loop

A loop in programming refers to a code block that executes some lines of code repeatedly, so think of 5 lines labelled 2, 3, 4, 5, 6. Now we want to execute these 5 lines, 3 times each. so this is how the code will be executed:

```
1, 2, 3, 4, 5, 6, 2, 3, 4, 5, 6, 2, 3, 4, 5, 6, 7, 8, 9 ... and so on.
```

So line 1, then 2-6, again 2-6, and one last time 2-6 then we move on to 7, 8 and more. Each repetition is called an iteration, so one iteration in this case would be 2, 3, 4, 5, 6.

Now lets take a look at the types of loops and how to implement them.

For loop

When we want to execute some code a fixed number of times, then we use a for loop. The general syntax of the for loop is as follows,

```
for (initialize; condition; increment)
{
      // coode to be executed repeatedly
}
```

There are 3 parts of a for loop.

- 1. Initialize the loop variable 🗓
- 2. Set the looping condition
- 3. Set the increment or decrement condition

Example: basic for loop

```
for (int i = 0; i < 10; i++)
{
   Console.WriteLine(i);
}</pre>
```

Example: loop over an array

Example: for loop with decrement

```
for (int i = 10; i > 0; i--)
Console.WriteLine(i);
```

Example: for loop with compound arithmetic operations

Example: You can skip init and increment

For each loop

There is a special loop for iterating over a collection, called a foreach loop. The general syntax is as below.

```
foreach (var item in collection)
{
     // code to be executed for each item
}
```

Example