

Loops in C#

for

for

Code

```
for( initialise; test; update ){  
    statements;  
}
```

for

Code

```
for( initialise; test; update ){  
    statements;  
}
```

Equivalent

```
initialise;  
while( test ){  
    statements;  
    update;  
}
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Memory

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Memory

Equivalent

```
int i=1;  
while( i<4 ){  
    Console.WriteLine(i*i);  
    i++;  
}
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Memory

Equivalent

```
int i=1;  
while( i<4 ){  
    Console.WriteLine(i*i);  
    i++;  
}
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

Memory

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

Memory

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

Memory

```
int i: 1
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

Memory

```
int i: 1
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

Memory

```
int i: 1
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

1

Memory

int i: 1

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

1

Memory

int i: 1

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

1

Memory

int i: 2

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

1

Memory

int i: 2

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

1

Memory

int i: 2

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4
```

Memory

```
int i: 2
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4
```

Memory

```
int i: 2
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4
```

Memory

```
int i: 3
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4
```

Memory

```
int i: 3
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4
```

Memory

```
int i: 3
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 3
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 3
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 4
```


for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 4
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 4
```

for

Code

```
for( int i=1; i<4; i++ ){  
    Console.WriteLine(i*i);  
}
```

Terminal

```
1  
4  
9
```

Memory

```
int i: 4
```