

Loops are used to execute one or more statements multiple times until a specified condition is fulfilled. There are many loops in C# such as for loop, while loop, do while loop etc.

For loop

While loop

Do while loop

```
0 references
void Start()
{
    Add();
}

// Update is called once per frame
0 references
void Update()
{
    ....
}

1 reference
public void Aadd()
{
    for (int i = 0; i < 5; i++)
    {
        Debug.Log(i);
    }
}
}
```

Output

```
Clear Collapse Error Pause Editor
[13:50:31] 0
UnityEngine.Debug:Log (object)
[13:50:31] 1
UnityEngine.Debug:Log (object)
[13:50:31] 2
UnityEngine.Debug:Log (object)
```