



Tishk International University
Faculty of Applied Science
Information Technology Department

Iterative Control Structures (for loop)

Lecture 6

Fall 2025

Course Code: IT117

Grade 1

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Programming I

- ✓ Increment and decrement operators
- ✓ Compound assignment operators
- ✓ Introduction to loops
- ✓ for loop
- ✓ break and continue statements

■ At the end of today's session, you will be able to:

- ✓ Identify the structure of a for loop.
- ✓ Explain increment, decrement, and compound assignment operators.
- ✓ Use for loops to control repetition in C++ programs.
- ✓ Apply break and continue statements appropriately.

The Increment and Decrement Operators



- **Incrementation** and **Decrementation** are operations used to increase or decrease a variable's value.
 - These are two ways to increment the variable **num**
 - And num is decremented in both of the following statements:

`num = num + 1;`

`num += 1;`

`num = num - 1;`

`num -= 1;`

The Increment and Decrement Operators



- C++ has operators dedicated to increasing (++) and decreasing (--) variables.
- The following statements use the ++ and -- operator to the variable num:

```
num++; // Increment by One
```

```
num--; // Decrement by One
```

Post-increment and Pre-increment

Post-increment: (x++)

- Operator comes after the operand.
- Operand's value is used first, then it's incremented or decremented.
- The syntax for the **post-increment** and **decrement** operators is `x++` and `x--`, respectively.

Pre-increment: $(++x)$

- Operator comes before the operand.
- Operand is incremented or decremented first, then its updated value is used.
- The syntax for the **pre-increment** and **decrement** operators is `++x` and `--x`, respectively.

Post-increment and Pre-increment (Ex.)

```
int x = 3;  
x++;  
cout << x << endl;  
  
int y = 9;  
y--;  
cout << y;
```



Post-increment and Pre-increment (Ex.)

```
int a = 5;  
cout << a++ << endl;  
cout << a << endl;
```

```
int b = 3;  
cout << ++b << endl;
```

```
int c = 7;  
cout << c-- << endl;  
cout << c << endl;
```

```
int d = 9;  
cout << --d;
```



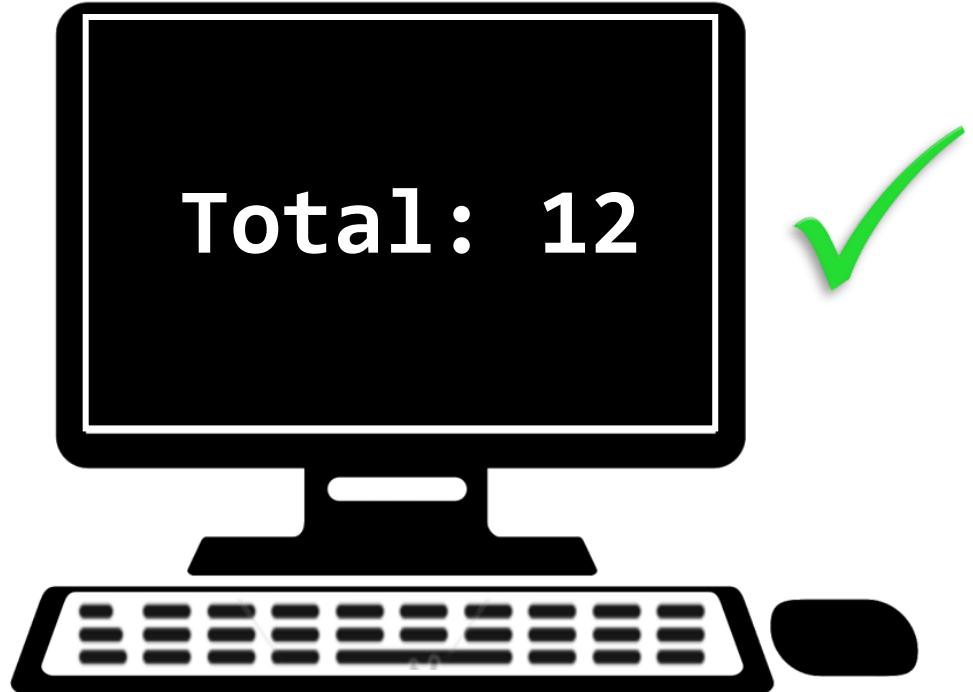
Combined Assignment

- Combined Assignment, also known as compound assignment, involves combining an arithmetic operation with an assignment.
- It allows you to perform an operation (such as addition, subtraction, multiplication, etc.) and assignment in a single statement

Operator	Example Usage	Equivalent to
<code>+=</code>	<code>x += 5;</code>	<code>x = x + 5;</code>
<code>-=</code>	<code>y -= 2;</code>	<code>y = y - 2;</code>
<code>*=</code>	<code>z *= 10;</code>	<code>z = z * 10;</code>
<code>/=</code>	<code>a /= b;</code>	<code>a = a / b;</code>
<code>%=</code>	<code>c %= 3;</code>	<code>c = c % 3;</code>

Combined Assignment (Ex.)

```
int total = 0;  
total += 10;  
total += 5;  
total -= 3;  
  
cout << "Total: " << total;
```



- A loop is a control structure that causes a statement or group of statements to repeat.
- C++ has three looping control structures:

✓ **for loop**

✓ **while loop**

✓ **do-while loop**

- The difference between these structures is how they control the repetition.

Why loops?

- **Why Use a Loop?**

It helps reduce code complexity and improves readability.

*
*
*
*
*

~~cout << "*" << endl;
cout << "*" << endl;~~

for (.....) {
 cout << "*" << endl;
}



- If the number of iteration is fixed, it is recommended to use **for loop**.
- **Syntax**

```
for (statement 1; statement 2; statement 3) {  
    // code block to be executed  
}
```

- **Statement 1:** Setting the variable to the start point.
- **Statement 2:** Defines the condition for executing the code block.
- **Statement 3:** It's the increasing or decreasing step that drives the loop to its end.

For Loop (Ex.)

```
for (int i = 1; i < 5; i++) {  
    cout<<“Programming”<<endl;  
}
```

5



For Loop (Ex.)

```
for (int i = 1; i <= 5; i++) {  
    cout << i << endl;  
}
```



For Loop (Ex.)

```
cout << "Number\t\tSqaure" << endl;  
  
for (int i = 1; i <= 5; i++) {  
    cout << i << "\t\t" << i * i << endl  
}
```

Number	Square
1	1
2	4
3	9
4	16
5	25



Other Forms of the Update Expression

- Vary the control variable from 1 to 10 in increments of 1.

```
for (int i = 1; i <= 10; i++)
```

- Vary the control variable from 10 down to 1 in decrements of 1.

```
for (int i = 10; i >= 1; i--)
```

- Vary the control variable over the following sequence of values: 2, 5, 8, 11, 14, 17, 20.

```
for (int i = 2; i <= 20; i+=3)
```

- Vary the control variable from 20 down to 2 in steps of -2.

```
for (int i = 20; i >= 2; i-=2)
```

For Loop (Ex.)

```
for (int i = 1; i <= 10; i += 2) {  
    cout << i << " ";  
}
```

1 3 5 7 9

```
for (int i = 10; i >= 1; i -= 2) {  
    cout << i << " ";  
}
```

10 8 6 4 2

```
for (int i = 5; i <= 20; i += 5) {  
    cout << i << " ";  
}
```

5 10 15 20

For Loop (Ex.)

```
for (int i = 1; i <= 5; i++) {  
    cout << i * i << " ";  
}
```

1 4 9 16 25

```
for (int i = 10; i >= 2; i -= 2) {  
    cout << i << " ";  
}
```

10 8 6 4 2

```
for (int i = 3; i <= 15; i += 3) {  
    cout << i << " ";  
}
```

3 6 9 12 15

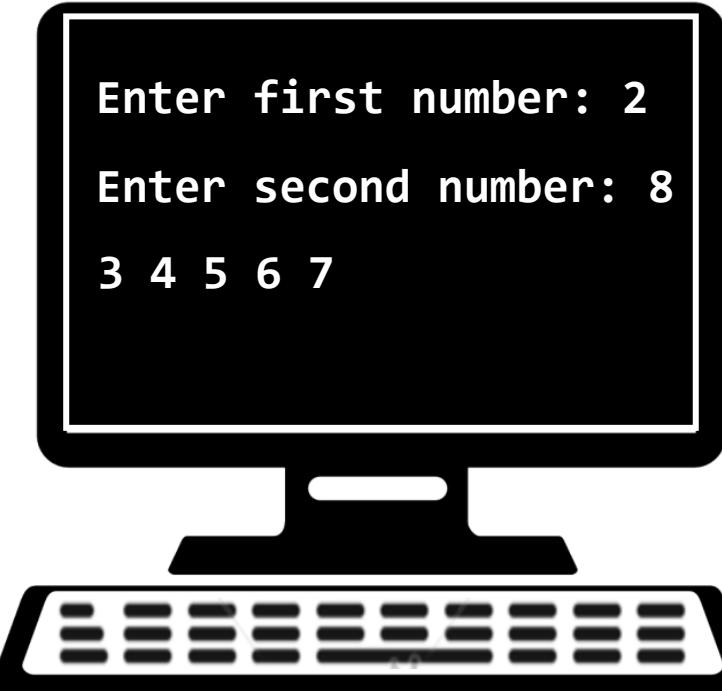
User Controlled for Loop

- Write a C++ program that asks the user to input two numbers and print the numbers between them.

```
int firstNumber, secondNumber;

cout << "Enter first number: ";
cin >> firstNumber;
cout << "Enter second number: ";
cin >> secondNumber;

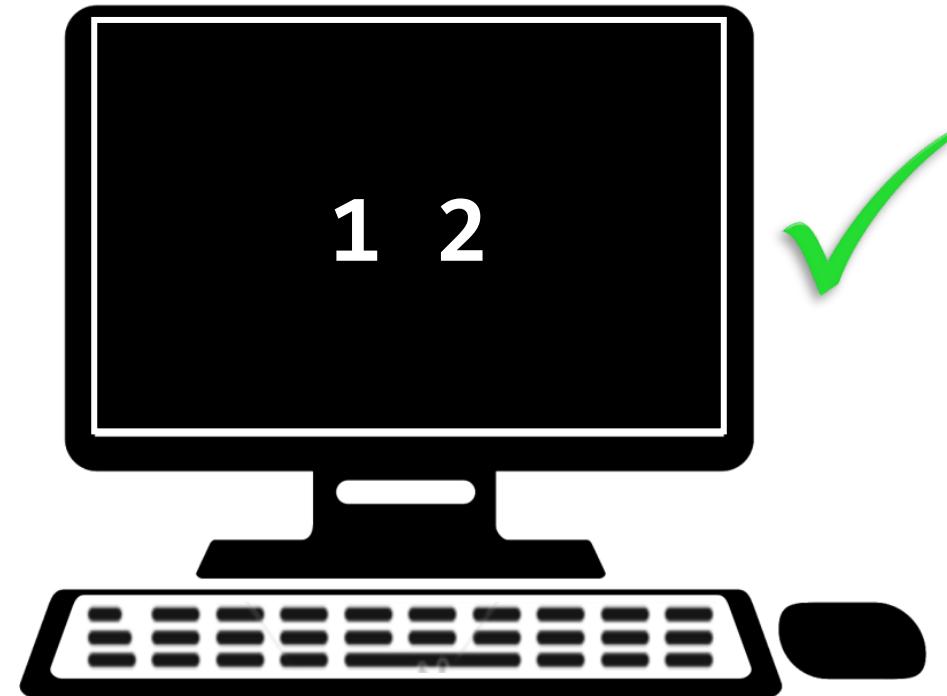
for (int i = firstNumber+1; i < secondNumber; i++){
    cout << i << " ";
}
```



Break Statement

- The **break** statement is used to stop a loop immediately.
- When **break** is executed, the program exits the loop and continues with the code after the loop.

```
for (int i = 1; i <= 5; i++) {  
    if (i == 3) {  
        break;  
    }  
    cout << i << " "  
}
```



Continue Statement

- The **continue** statement is used to skip the current iteration of a loop.
- When **continue** is executed, the loop does not stop; it jumps directly to the next iteration.

```
for (int i = 1; i <= 5; i++) {  
    if (i == 3) {  
        continue;  
    }  
    cout << i << " ";  
}
```



Activities and Next Lecture's Topic



Activities

- Review this lecture note
- Practice

Next Lecture's Topic

- Iteration Control Structures
(while loop and do-while loop)

References



- **Gaddis, T. (2014). Starting out with C++: Early objects (7th ed.). Pearson Education.**



Thank You!