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- If We have changed the code in the ButCalculate_Click event as follows:

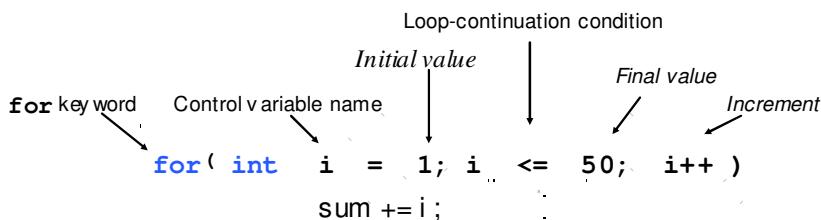
```
private void ButCalculate_Click(object sender, EventArgs e)
{
    int FirstNumber, SecondNumber, Sum=0,i;
    FirstNumber = Int32.Parse(TxtFirstNumber.Text);
    SecondNumber = Int32.Parse(TxtSecondNumber.Text);
    i = FirstNumber;
    do
    {
        if (i % 2 == 1)
            Sum += i;
        i++;
    } while (i < SecondNumber);
    TxtSum.Text = Sum.ToString();
}
```

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3. **for** repetition structure

- Syntax: **for** (Expression1; Expression2; Expression3)
 - Expression1 – determines the initial value of the control variable
 - Can contain several variables
 - Expression2 – sets the loop-continuation condition
 - Expression3 – incrementing/decrementing the value of control variable
 - `++counter` and `counter++` are equivalent
- Variable scope
 - Expression1 can only be used in the body of the **for** loop
 - When the loop ends the variable expires

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