

Looping Structures:
And conditional execution

```
/*  
 #1 Make a decision based upon pin 6  
*/  
#include "simpletools.h" // Include simple tools  
  
int main() // Main function  
{  
 int a = 0;  
 while(1)  
 {  
 int b = input(6);  
 print("Pin6 = %d \n",b);  
 if(b==1) //very important note == NOT =  
 print("That is high \n");  
 else  
 print("That is low \n");  
 pause(1000);  
 } // end of loop  
 // note: If you need several commands to be included conditionally  
 // surround them with { and }  
  
 } // end of main
```

```
/*  
 #2 While loop  
*/  
#include "simpletools.h" // Include simple tools  
  
int main() // Main function  
{  
 int a = 0;  
 while(a<10)  
 {  
 print("a= %d \n", a);  
 a=a+1;  
 } // end of loop  
 } // end of main
```

```

/*
  #3 Conditional using if()
#include "simpletools.h" // Include simple tools

*/

int main() // Main function
{
int a = 0;
while(a<10)
{
print("a= %d \n", a);
if (a == 4) //very important note == NOT =
print("the magic number is 4 \n"); a=a+1;

} // end of loop
} // end of main

+++++

/*
  #4 Conditional using if...else
*/
#include "simpletools.h" // Include simple tools

int main() // Main function
{
int a = 0;
while(a<10)
{
print("a= %d ", a);
if (a == 4) //very important note == NOT =
print("that is the magic number \n");
else
print("that is not the magic number \n");
a=a+1;
} // end of loop
// note: If you need several commands to be included conditionally
// surround them with { and }

} // end of main

```