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The `for` statement

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- The `for` statement is nothing more than a "dressed up" `while` statement:

```

for ( expr1; condition; expr2 )   <==>   expr1;
    statements                      while ( condition )
                                      {
                                      statements;
                                      expr2;
                                      }

```

Translate all **for** statements into a **while** statement before translating into assembler code.

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- For-loop example 1**

- **Example:** sum an array

```

int A[10];
int sum, i;

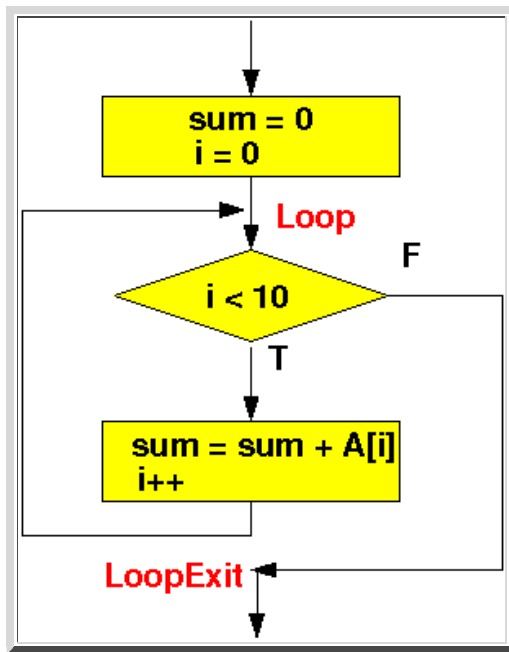
sum = 0;
for ( i = 0; i < 10; i++ );
    sum = sum + A[i];

```

Convert to **while** loop and then to assembler code:

Java:	M68000:
<code>sum = 0;</code>	<code>MOVE.L #0, sum</code>
<code>i = 0;</code>	<code>MOVE.L #0, i</code>
<code>while ( i &lt; 10)</code>	<b>Loop:</b> <code>MOVE.L i, D0</code>
<code>{</code>	<code>CMP.L #10, D0</code>
<code>sum = sum + A[i];</code>	<b>BGE</b> <code>LoopExit</code>
<code>i++;</code>	
<code>}</code>	<code>MOVE.L sum, D0</code>
	<code>MOVEA.L #A, A0</code>
	<code>MOVE.L i, D1</code>
	<code>MULS #4, D1</code>
	<code>MOVE.L 0(A0,D1), D2 ; D2 = A[i]</code>
	<code>ADD.L D0, D2 ; D2 = sum + A[i]</code>
	<code>MOVE.L D2, sum ; Write back to sum in memory</code>
	<code>MOVE.L i, D0</code>
	<code>ADD.L #1, D0</code>
	<code>MOVE.L D0, i</code>
	<b>BRA</b> <code>Loop</code>
	<b>LoopExit:</b>

The **flow chart** of the above program is:



- Here is the assembler program, you can assemble it yourself: [click here](#)

Here is a speedier version: [click here](#)

### • For-loop example 2

- **Example:** find the **maximum** value in an array

```

int A[10];
int max, i;

max = A[0];
for ( i = 1; i < 10; i++ )
{
    if ( A[i] > max )
        max = A[i];
}
  
```

Convert to **while** loop:

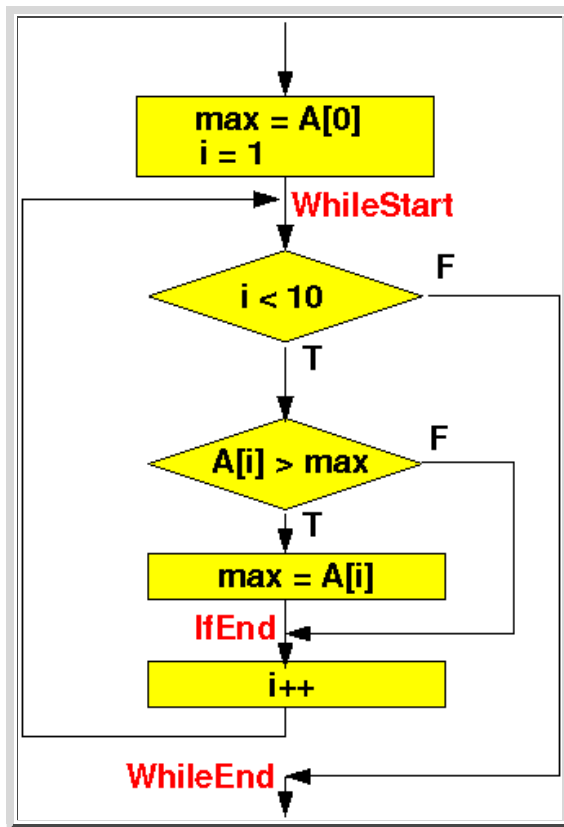
```

int A[10];
int max, i;

max = A[0];
i = 1;
while ( i < 10 )
{
    if ( A[i] > max )
        max = A[i];

    i++;
}
  
```

The **flow chart** of the above program is:



In M68000:

```

    move.l A, max;          * max = A[0] (it's at A !)
    move.l #1, i           * i = 1

WhileStart:
    move.l i, d0
    cmp.l #10, d0
    bge    WhileEnd

    move.l #A, a0
    move.l i, d0
    muls  #4, d0
    move.l 0(a0, d0), d0   * d0 = A[i]

    move.l max, d1        * d1 = max

    cmp.l d1, d0         * Compare A[i] ?? max
    ble   IfEnd          * If ( A[i] <= max ), then: bra IfEnd
                        (Because: "not >" is "<=" )

    move.l d0, max       * max = A[i]

IfEnd:
    move.l i, d0
    add.l #1, d0
    move.l d0, i

    bra   WhileStart
WhileEnd:
  
```

- Here is the assembler program, you can assemble it yourself: [click here](#)

Here is the **Egtapi** debug file for the program: [click here](#)