Task 3: Control Structures; 3.1a For

```
1 int i = 0;
2 while (i < 10) {
3     puts("Hello");
4     i++;
5 }
```

Task 3: Control Structures; 3.1b for

```
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
puts("Hello");
```

or just

```
puts(
    "Hello\nHello\nHello\nHello\nHello\n"
    "Hello\nHello\nHello\nHello\nHello"
);
```

Task 3: Control Structures; 3.2 Do While

```
1  int x = 0;
2  while(x < 9){
3      i++;
4      printf("%i\n", i);
5      i++;
6  }
```

A little trick question. We learned that there is no difference between while and do while after the first iteration passes.

Task 3: Control Structures; 3.3 Switch

```
1  int x = i;
2  while(x < 100){
3      int fbstate = i % 3 + 2 * (i % 5);
4      if (fbstate == 0) printf("%i\n", i);
5      else if (fbstate == 1) puts("Fizz!");
6      else if(fbstate == 2) puts("Buzz!");
7      else if(fbstate == 3) puts("FizzBuzz!");
8      i++;
9  }
```

We could just use else on the last branch, but the task doesn't use default either. (Good code would, though).