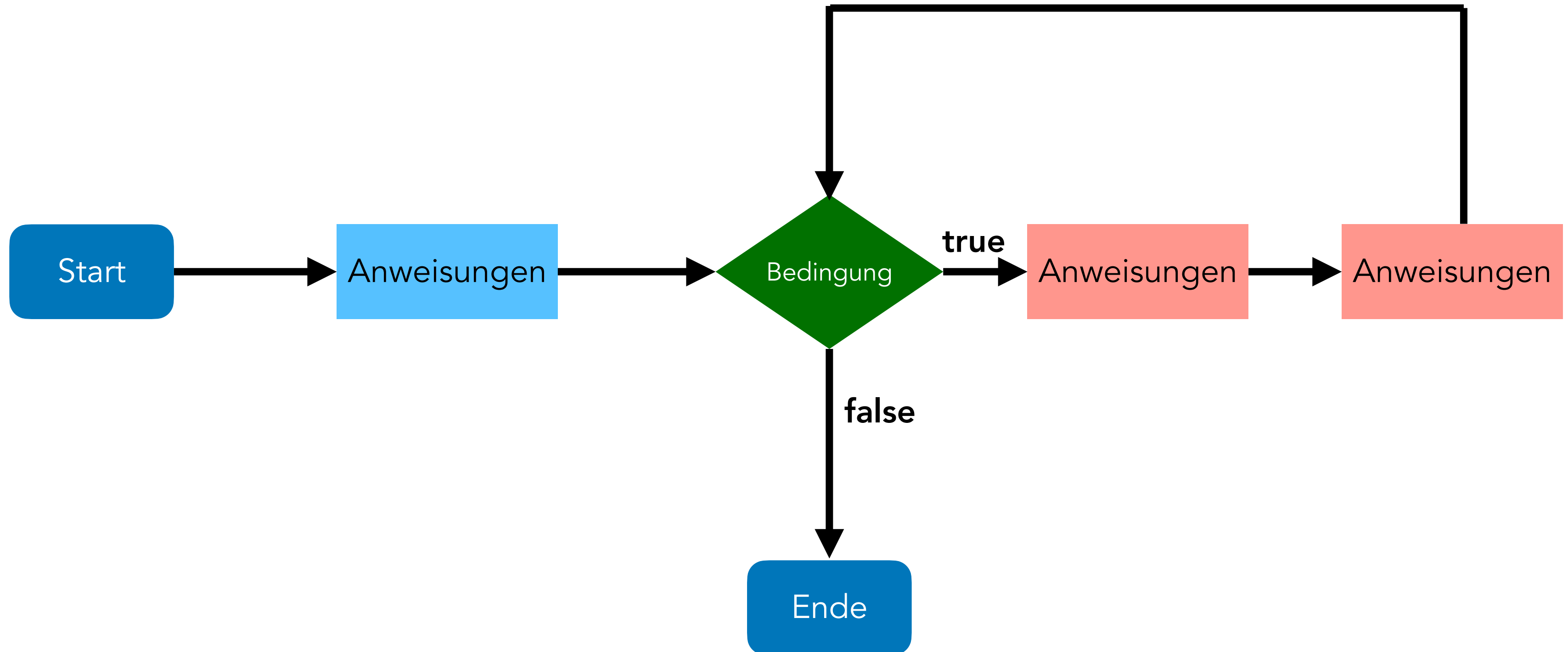
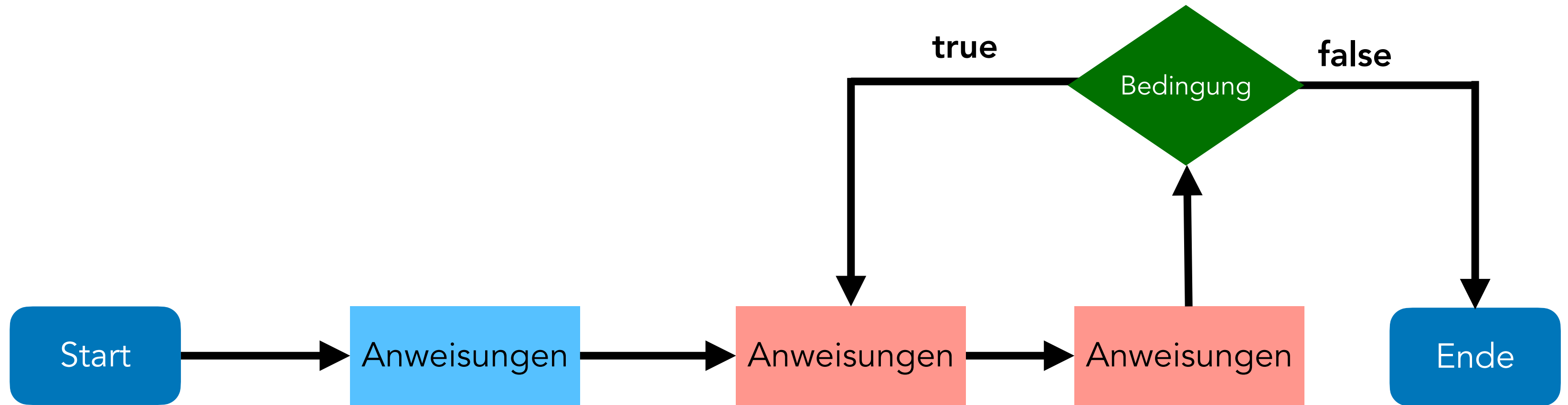


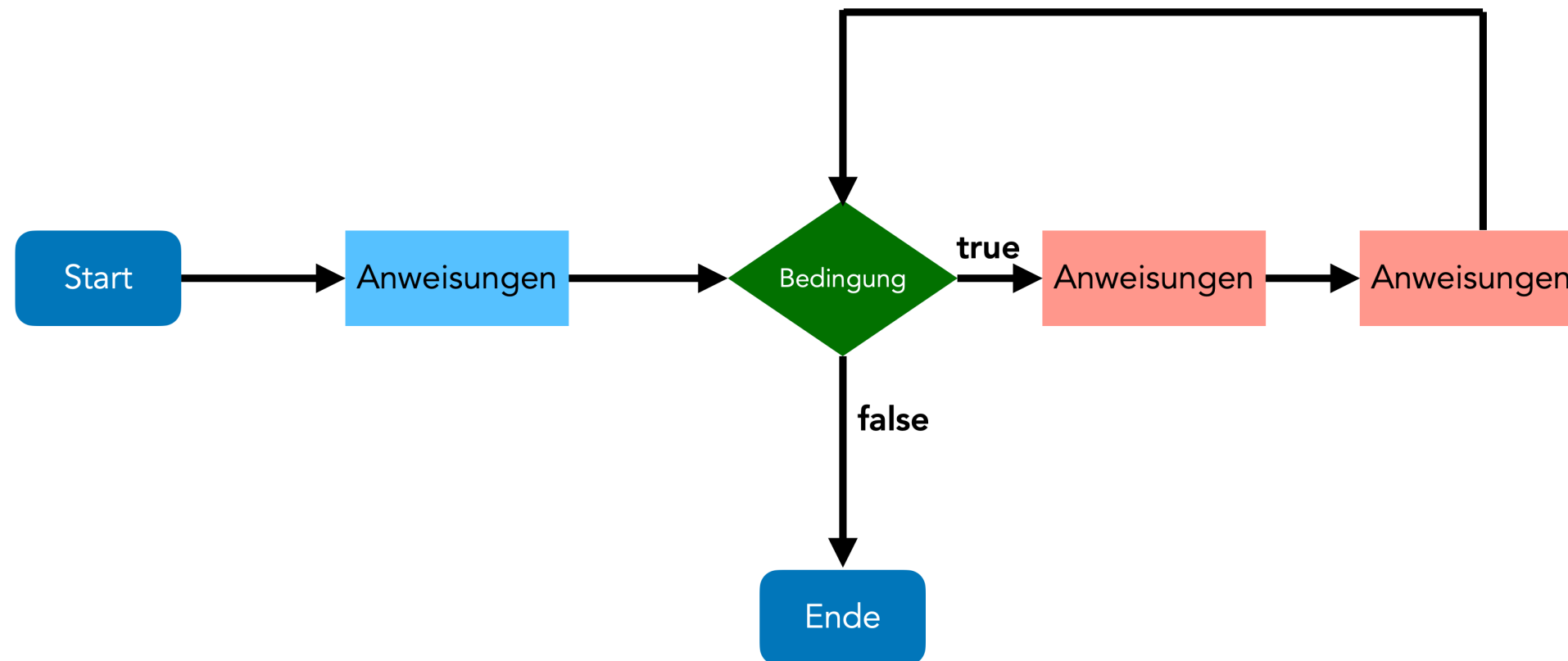
3.1 Wiederholungen in Java



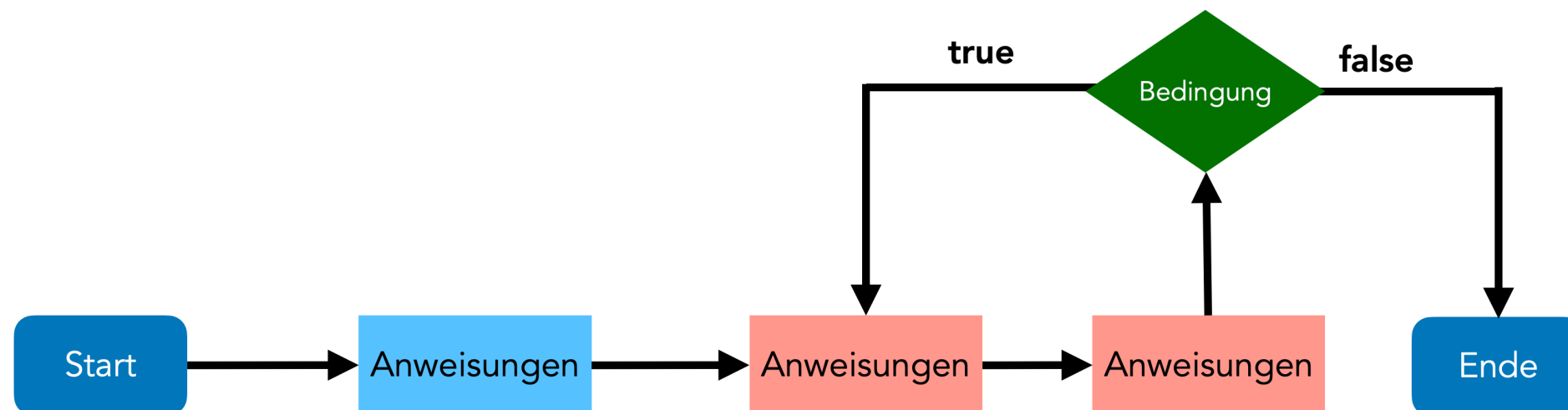
3.1 Wiederholungen in Java



3.1 Wiederholungen in Java

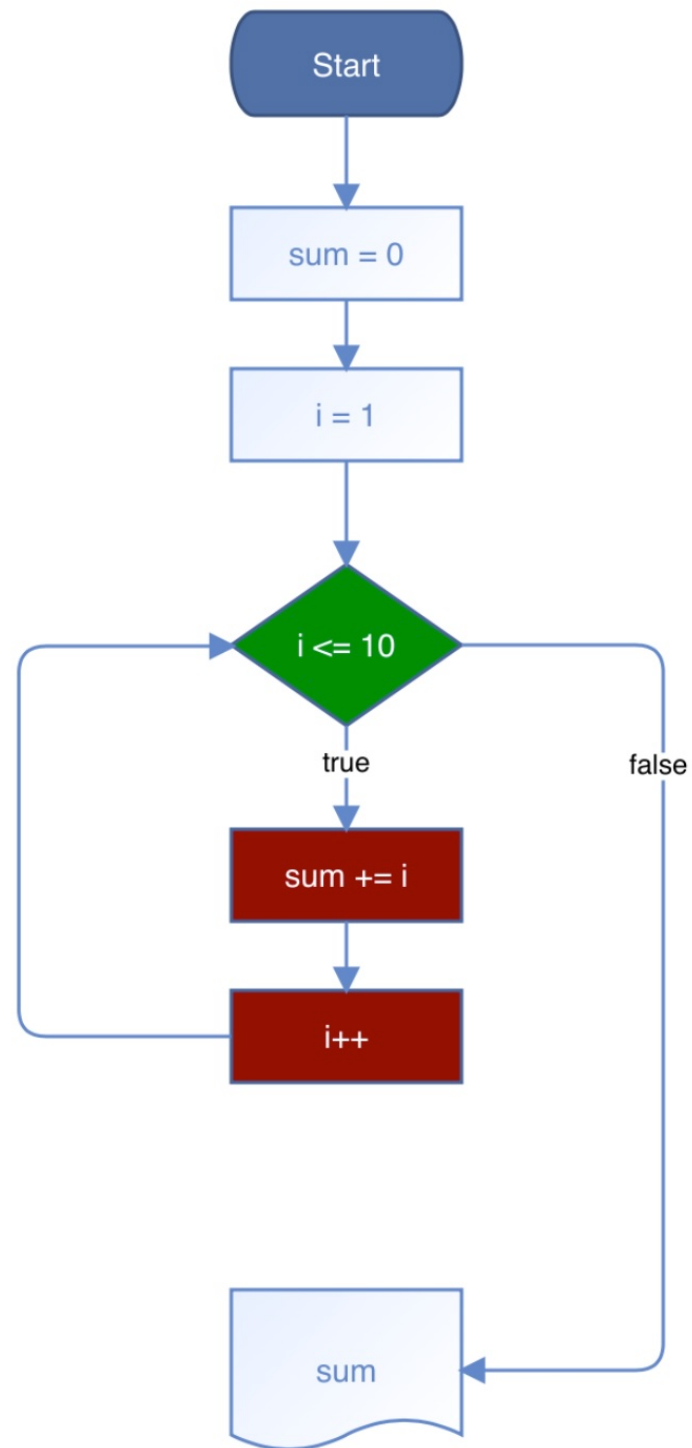


vorprüfende Schleife



nachprüfende Schleife

3.2 While-Schleifen



```
int sum = 0;
```

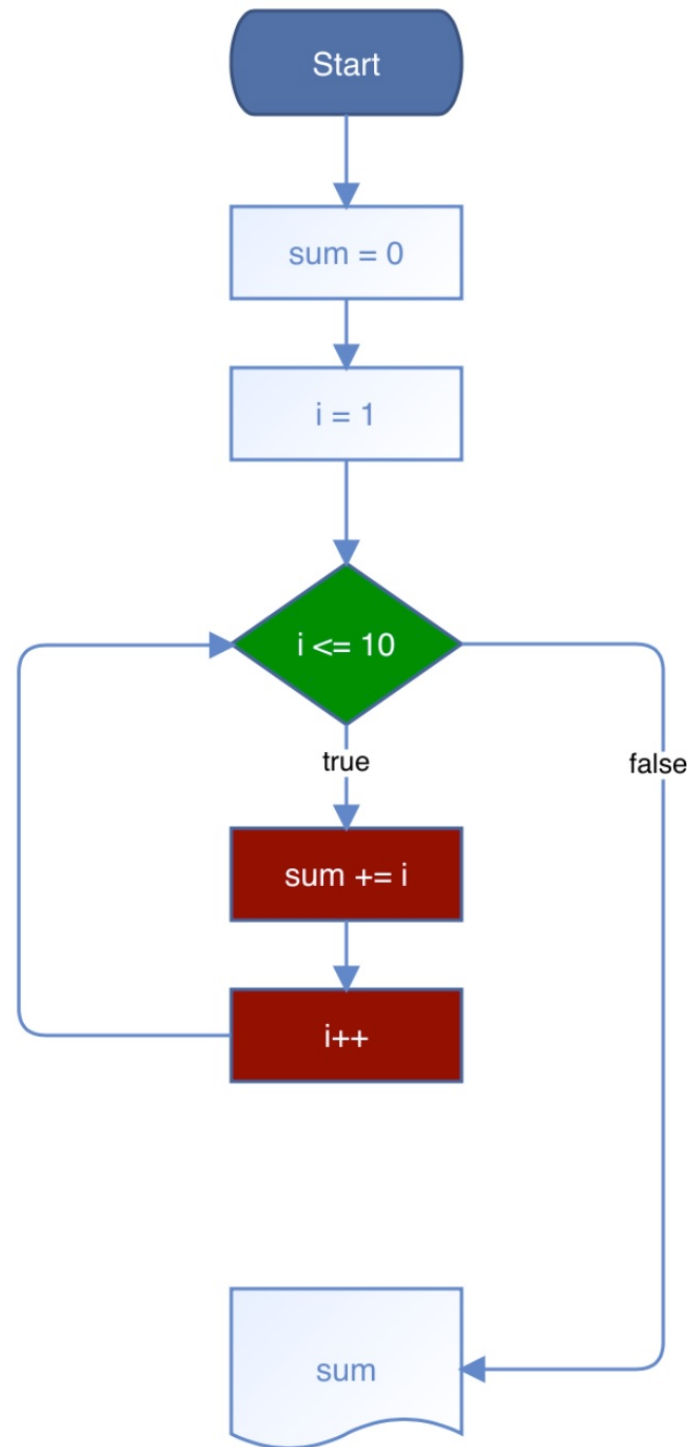
```
int i = 1;
```

```
while (i <= 10)
```

```
{  
    sum += i;  
    i++;  
}
```

```
System.out.println(sum);
```

3.2 While-Schleifen



```
int sum = 0;
```

```
int i = 1;
```

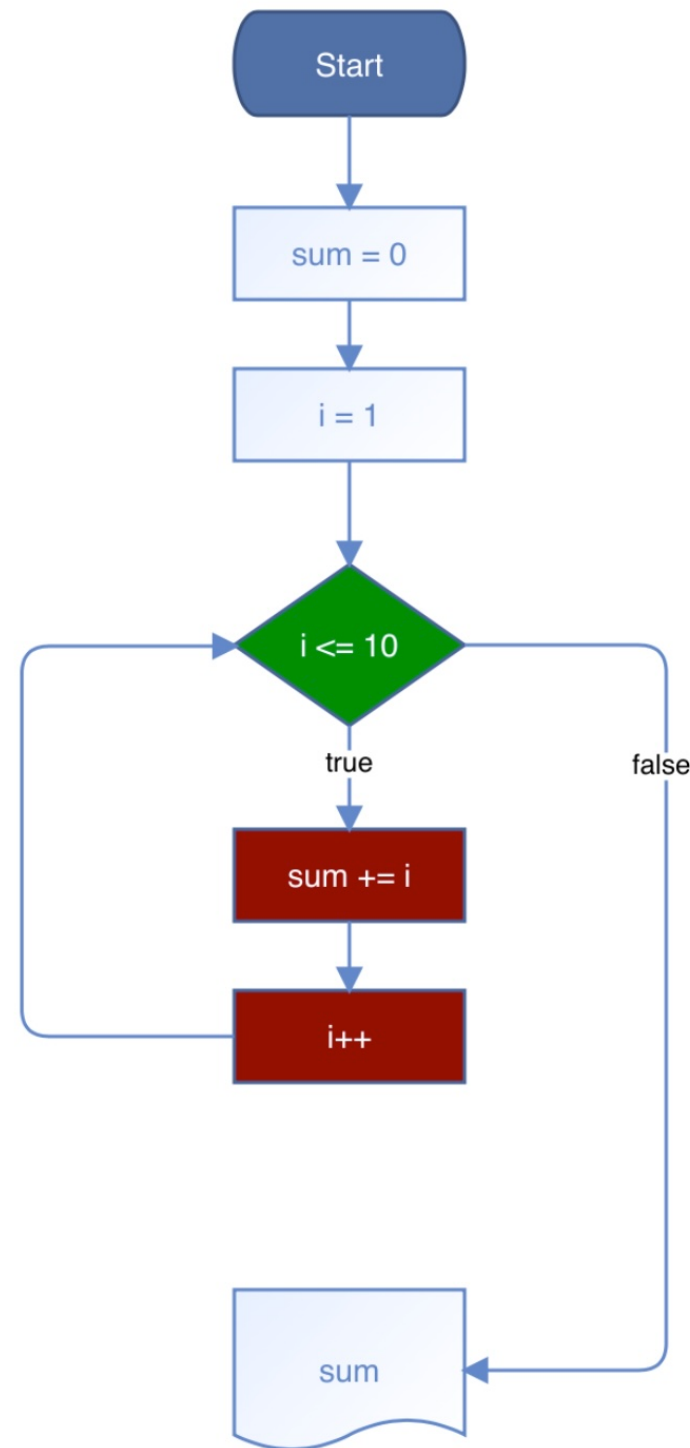
```
while (i <= 10)
```

```
{  
    sum += i;  
    i++;  
}
```

```
System.out.println(sum);
```

Vorbereitung der Variablen

3.2 While-Schleifen



```
int sum = 0;
```

```
int i = 1;
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```
while (i <= 10)
```

```
{  
    sum += i;  
    i++;  
}
```

```
System.out.println(sum);
```

Vorbereitung der Variablen

Schleifenkopf mit der **Schleifenbedingung**

3.2 While-Schleifen

```
public void quadratzahlen()  
    // Quadratzahlen der Zahlen 1 bis 20 ausgeben  
    {  
        int zahl = 1;  
        while (zahl <= 20)  
            System.out.println(zahl*zahl);  
    }
```

???

3.2 While-Schleifen

```
public void quadratzahlen()  
    // Quadratzahlen der Zahlen 1 bis 20 ausgeben  
    {  
        int zahl = 1;  
        while (zahl <= 20)  
            System.out.println(zahl*zahl);  
            i++;  
    }
```

???

