

????

????????????for?

[illegible]

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C#???????

 C#

C#	Python
<pre>for(int i = 0; i < 10; i++)</pre>	<pre>i = 0 while i < 10:</pre>
<pre>for(int i = 1; i <= 10; i++)</pre>	<pre>i = 1 while i <= 10:</pre>
<pre>for(int i = 10; i > 0; i--)</pre>	<pre>i = 10 while i > 0:</pre>
<pre>for(int i = 0; i < 15; i+=2)</pre>	<pre>i = 0 while i < 15:</pre>

Unity???

1 100  ...

3  ho 

5  ge 

3 5 hoge

1, 2, ho, 4, ge, ho, 7, 8, ho, ge, 11, ho, 13, 14, hoge, 16, 17, ho ...

```
int a = 4 % 3;    // a 1
int b = 6 % 3;    // b 0
int c = 12 % 5;   // c 2
```

```
// 1~100
for(int i = 1; i <= 100; i++)
{
    // 3 5 0
    //
    bool div3 = i % 3 == 0;
    bool div5 = i % 5 == 0;

    //
    if (div3 && div5)
    {
        Debug.Log("hoge");
    }
    // 3
    else if (div3)
    {
        Debug.Log("ho");
    }
    // 5
    else if (div5)
    {
        Debug.Log("ge");
    }
    //
}
```

```

else
{
    Debug.Log($"{i}");
}
}

```

????????????????while?

for(0 10
 0 10
 0 10

0 10 → 0 10
 0 10 → 0 10
 0 10 → 0 10

0 10

```

while(0 10)
{
    0 10
}

```

0 10 6 0 10

```

int dice = 0;
while (dice != 6)
{
    // Random.Range(1, 7)
    dice = Random.Range(1, 7); // 1 6 7
    Debug.Log($"{dice}");
}
Debug.Log("OK");

```

0 10 6 0 10

????

0 10 while 0 10 Unity OK

// 00

```
int playerHP = 100;
```

//

{

```
Debug.Log($"Player HP: {playerHP}");
```

```
int damage = 30;
```

```
playerHP -= damage; // 000000
```

}

```
Debug.Log("aaaaaaaaa");
```

--	--

// 00

```
int playerHP = 100;
```

// □□□□□□□□□□□□□□□□

```
while(playerHP > 0)
```

{

```
Debug.Log($"Player HP: {playerHP}");
```

```
int damage = 30;
```

```
playerHP -= damage; // 000000
```

}

```
Debug.Log("□□□□□□□□");
```

[illegible]

--	--

 100

☐ ☐ ☐ ☐ ☐ 70

☐ ☐ ☐ ☐ ☐ 40

☐ ☐ ☐ ☐ ☐ 10