

# Introduction to loops

This document is an additional guide to 'Introduction to loops' video.

In order to use the Paint and Color in Java some libraries have to be imported. These libraries can be imported using the following statements and they are placed along with the other import statements at the top of the file.

```
import android.graphics.Color;  
import android.graphics.Paint;
```

In the **doDraw** method we insert some statements to print numbers 1 to 9 on the screen.

In the video a new Paint is created. It is a facility we get from Android.

```
Paint textPaint = new Paint();
```

Then we set the created paint's colour to white.

```
textPaint.setColor(Color.WHITE);
```

Then the size is set to 12 points.

```
textPaint.setTextSize(12);
```

Next the looping constructs are added.

```
int i = 0;  
while (i < 9){  
    i = i + 1;  
    canvas.drawText ("while: " + i, 10f, i*30f, textPaint);  
}  
  
i = 1;  
do {  
    canvas.drawText ("do: " + i, 70f, i*30f, textPaint);  
    i = i+1;  
} while (i <= 9);  
  
i = 1;  
for ( i = 1; i<= 9; i = i+1){  
    canvas.drawText ("for: " + i, 120f, i*30f, textPaint);  
}
```