


Statements

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Supported Clients

SmartClient WebClient NGClient MobileClient

Methods Summary

void	break()	Break statement exits a loop.
void	const()	Constant declaration.
void	continue()	Continue statement, jumps to next iteration of the loop.
void	do while()	do while loop
void	for()	for loop
void	for each in()	foreach loop
void	if()	If statement
void	if else()	If/Else statement.
void	label()	Provides a statement with an identifier that you can refer to using a break or continue statement.
void	switch()	Switch statement.
void	try catch()	try/catch statement
void	try catch finally()	try/catch/finally statement
void	var()	Variable declaration
void	while()	while loop

Methods Details

break()

Break statement exits a loop.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
break
```

const()

Constant declaration.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
const #;
```

continue()

Continue statement, jumps to next iteration of the loop.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
continue
```

do while()

do while loop

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
do
{
}
while ( # )
```

for()

for loop

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
for ( var i = 0 ; i < # ; i++ )
{
}
```

for each in()

foreach loop

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
for ( var item in obj )
{
}
```

if()

If statement

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
if ( # )
{
}
```

if else()

If/Else statement.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
if ( # )
{
}
else
{
}
```

label()

Provides a statement with an identifier that you can refer to using a break or continue statement.

For example, you can use a label to identify a loop, and then use the break or continue statements to indicate whether a program should interrupt the loop or continue its execution.

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```

var i = 0, j;
outer_loop: while (i < 10) {
    i++;
    j = 0;
    while (j < 10) {
        j++;
        if (j > i) continue outer_loop;
        application.output("i=" + i + ", j=" + j);
    }
}

```

switch()

Switch statement.

Supported Clients

SmartClient, WebClient, NGClient, MobileClient

Sample

```

switch( # )
{
case:
default:
}

```

try catch()

try/catch statement

Supported Clients

SmartClient, WebClient, NGClient, MobileClient

Sample

```

try
{
    #
}
catch( # )
{
    #
}

```

try catch finally()

try/catch/finally statement

Supported Clients

SmartClient, WebClient, NGClient, MobileClient

Sample

```

try
{
    #
}
catch( # )
{
    #
} finally
{
    #
}

```

var()

Variable declaration

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
var #;
```

while()

while loop

Supported Clients

SmartClient,WebClient,NGClient,MobileClient

Sample

```
while ( # )  
{  
    #  
}
```