

...cont'd

- 1 Start a new program named "DoWhile" containing the standard main method  

```
class DoWhile
{
    public static void main ( String[] args ) {
    }
}
```
- 2 Inside the main method, declare and initialize an integer variable named **num**  

```
int num = 100 ;
```
- 3 Add a **do while** loop to display the **num** variable's current value while it is below zero  

```
do
{
    System.out.println( "DoWhile Countup: " + num ) ;
}
while ( num < 0 ) ;
```
- 4 Insert an updater at the end of the **do while** loop block to change the **num** variable's value on each iteration – thereby avoiding an infinite loop  

```
num += 10 ;
```
- 5 Save the program as **DoWhile.java** then compile and run the program – see that the **num** variable never meets the test condition, but the statement executes once anyway



DoWhile.java

```
cmd: Command Prompt
C:\MyJava>javac Dowhile.java
C:\MyJava>java Dowhile
Dowhile Countup: 100
C:\MyJava>_
```



The assignment in this updater is shorthand for `num = ( num + 10 )`.