

# break

[<variable name>]

resume execution after the named **for** loop. The variable name is optional.

The **break** command causes Semper to resume execution at the end of the named **for** loop.

### Examples

```
for n=1, 5; select n; for y 5,-5; for x -5,5; if p(x,y)=0 break n  
loop x; loop y; display; loop
```

This sequence of commands only displays pictures which do not have zero pixels near the origin.

### Description

If you do not specify a loop variable name, the innermost active loop is assumed by Semper. For example:

```
for n=1,10; for m=n,10; for x=-5,5; .. ; loop; break; loop; loop
```

in the above sequence the **break** command jumps beyond the *m* loop, to the next cycle of the *n* loop.

### Notes

see also: **for, loop, next**