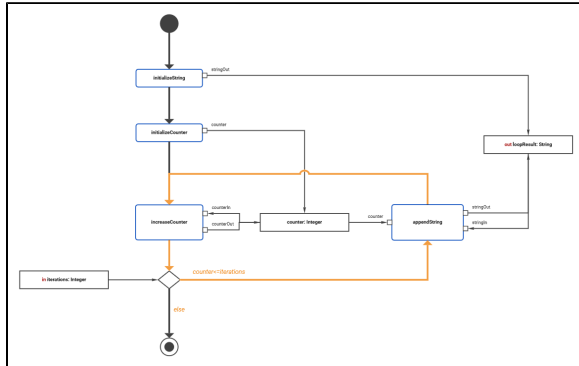


Implementing a Loop

You can loop over parts of the activity diagram using decisions. This means that the actions that are part of the loop will be executed until a defined end condition has been reached. The example below shows a simple loop over two action nodes.



In this example the user can enter a number of iterations. The service will then run a loop the specified number of times and display the result.

A counter is used to track the number of loop iterations. With each increase of the counter (**increaseCounter**) and with each loop iteration, a corresponding text line is appended (**appendString**) to a result string.

The [decision node](#) determines the end of the loop when the specified number of iterations is reached.

Related Pages:

- [Supported UML Elements](#)
 - [Control Flow](#)
 - [Decision](#)
- [Adding a Decision](#)