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1 In computer programming, a loop is a sequence of instruction s that is continually repeated until a certain condition is reached. Typically, a certain process is done, such as getting an item of data and changing it, and then some condition is checked such as whether a counter has reached a prescribed number. If it hasn't, the next instruction in the sequence is an instruction to return to the first instruction in the sequence and repeat the sequence. If the condition has been reached, the next instruction "falls through" to the next sequential instruction or branches outside the loop. A loop is a fundamental programming idea that is commonly used in writing programs.

2 switch scanner Used to switch to a specific scanner at runtime, enabling selection of the optimal scanning device for the application, requirement or situation when an app is launched. **Scanner must be available to the device at runtime**.

The SWITCH\_SCANNER\_EX extra () allow scanners to be selected by a friendly name as defined in the scanner identifier table.