

# For loop

For this test I was curious to see how well Udon executes for-loops, and the results I got were really unexpected.

I executed two methods `Benchmark1` and `Benchmark2` and compared their execution time.

```
public override void Benchmark1()
{
    int number = 0;
    for (int i = 0; i < 50000; i++)
    {
        number++;
    }
}
```

```
public override void Benchmark2()
{
    int number = 0;
    for (int i = 0; i < 50000; i+=5)
    {
        number++;
        number++;
        number++;
        number++;
        number++;
    }
}
```

Both methods execute a for-loop, and both of them go from 0 to 50000, except that the second method has the step set to 5 and each loop executes 5 instructions instead of 1. So both methods do the exact same thing, except that the second one only loops 10000 times instead of 50000.

**B1 : 79.903 ms (2.2 times slower)**  
**B2 : 35.388 ms**

This benchmark surprised me the most, it seems like the for-loop has a pretty noticeable overhead

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