



Modul:For loop

This module implements [Vorlage:Lt](#). Please see the template page for documentation.

```
-- This module implements {{for loop}}.

local getArgs = require('Module:Arguments').getArgs
local yesno = require('Module:Yesno')
local p = {}

function p.main(frame)
    local args = getArgs(frame, {
        trim = false,
        removeBlanks = false
    })
    return p._main(args)
end

function p._main(args)
    local template = args['call'] or 'void'
    local calltemplates = yesno(args.substall or "", true) or not mw.isSubst
    local variableParam = args.pv
    variableParam = tonumber(variableParam) or variableParam or 1 -- fix for
    local variableValPrefix = args.prefix or ''
    local variableValPostfix = args.postfix or ''
    local sep = args[1] or ''
    local constantArgs = p.getConstants(args)
    local variableVals = p.getVariableVals(args)

    local result = ''
    local addSeparator = false;
    for _, v in ipairs(variableVals) do
        v = mw.text.trim(v)
        if #v > 0 or not yesno(args.skipBlanks) then
            if addSeparator then
                result = result .. sep
            end
            addSeparator = true;
            local targs = constantArgs
            targs[variableParam] = variableValPrefix .. v .. variable
            if calltemplates then
                local output = p.callTemplate(template, targs)
                if #mw.text.trim(output) == 0 then
                    addSeparator = false
                end
                result = result .. output
            else
                local makeTemplate = require('Module:Template inv
                result = result .. makeTemplate(template, targs)
            end
        end
    end
    return result
end

function p.getConstants(args)
    local constantArgNums = p.getArgNums(args, 'pc', 'n')
    local constantArgs = {}
    for _, num in ipairs(constantArgNums) do
```

```
        local keyArg = 'pc' .. tostring(num) .. 'n'
        local valArg = 'pc' .. tostring(num) .. 'v'
        local key = args[keyArg]
        key = tonumber(key) or key
        local value = args[valArg]
        constantArgs[key] = value
    end
    return constantArgs
end

function p.getVariableVals(args)
    local variableVals = {}
    if args.start or args.stop or args.by then
        if args[2] then
            error("Both start/stop/by and numbered parameters specified")
        end
        local start = tonumber(args.start or 1)
        local stop = tonumber(args.stop or 1)
        local by = tonumber(args.by or 1)
        for i = start, stop, by do
            variableVals [#variableVals + 1] = i
        end
    else
        for i, v in ipairs(args) do
            if i ~= 1 then
                variableVals[i - 1] = v
            end
        end
    end
    return variableVals
end

function p.getArgNums(args, prefix, suffix)
    -- Returns a table containing the numbers of the arguments that exist
    -- for the specified prefix and suffix.
    local nums = {}
    local pattern = '^' .. prefix .. '([1-9]%d*)' .. suffix .. '$'
    for k, _ in pairs(args) do
        local num = tostring(k):match(pattern)
        if num then
            nums[#nums + 1] = tonumber(num)
        end
    end
    table.sort(nums)
    return nums
end

function p.callTemplate(template, targs)
    return mw.getCurrentFrame():expandTemplate{title = template, args = targs}
end

return p
```