

# Programming JS

Margit Tennosaar

# Loops

# Loops

- Loops are used to repeat a block of code multiple times.
- Useful for iterating over collections, repeating tasks, and automating repetitive processes.
- JavaScript provides several types of loops to handle different situations.

# The for Loop

Used when you know in advance how many times you want to execute a block of code.

```
for (initialization; condition; increment) {  
  // Code to be executed on each iteration  
}
```

```
for (let i = 0; i < 5; i++) {  
  console.log(i);  
}
```

# The while Loop

Continues to execute a block of code as long as the specified condition is true.

```
while (condition) {  
  // Code to be executed as long as the condition is true  
}
```

```
let i = 0;  
while (i < 5) {  
  console.log(i);  
  i++;  
}
```

# The do...while Loop

Similar to the while loop, but ensures the code block is executed at least once.

```
do {  
  // Code to be executed  
} while (condition);
```

```
let i = 0;  
do {  
  console.log(i);  
  i++;  
} while (i < 5);
```

# The for...in Loop

Used to iterate over the properties of an object.

```
for (key in object) {  
  // Code to be executed for each property  
}
```

```
const person = { name: 'Alice', age: 25 };  
for (let key in person) {  
  console.log(`${key}: ${person[key]}`);  
}
```

# The for...of Loop

Creates a loop iterating over iterable objects like arrays and strings.

```
for (variable of iterable) {  
  // Code to be executed for each element  
}
```

```
let fruits = ['apple', 'banana', 'pear'];  
for (let fruit of fruits) {  
  console.log(fruit);  
}
```



# Loop control statements

## break statement

```
for (let i = 0; i < 10; i++) {  
  if (i === 5) {  
    break;  
  }  
  console.log(i);  
}
```

## continue statement

```
for (let i = 0; i < 5; i++) {  
  if (i === 2) {  
    continue;  
  }  
  console.log(i);  
}
```

# Common mistakes to avoid

- Infinite Loops: Make sure your loop has a valid exit condition.
- Off-by-One Errors: Carefully check your loop conditions ( $<$  vs.  $<=$ ).
- Misusing `for...in` with Arrays: Use `for...of` instead for arrays.
- Not Initializing Variables: Ensure loop variables are initialised correctly.

```
for (initialization; condition; increment) {  
  // Code to be executed on each iteration  
}
```

```
while (condition) {  
  // Code to be executed as long as the condition is true  
}
```

```
do {  
  // Code to be executed  
} while (condition);
```

```
for (key in object) {  
  // Code to be executed for each property  
}
```

```
for (variable of iterable) {  
  // Code to be executed for each element  
}
```