One to specific using while loop

let i = 1;

//one to specific number using while loop

while(i <= 10){

    console.log(i);

    i++;

}

Output:

1

2

3

4

5

6

7

8

9

10

const arr=[1,2,8,7];

let i=0;

while(i<arr.length){

    console.log("the length of array is ",arr.length,"elments are ",arr[i],);

    i++;

}

Output:

the length of array is 4 elments are 1

the length of array is 4 elments are 2

the length of array is 4 elments are 8

the length of array is 4 elments are 7

while loop: use it when user input and reading a file into a variables

1. one to specific
2. read elements from array
3. execute specific condtion is met
4. collecting user input until a valid value is entered
5. while loop with a Boolean flag
6. while with user input
7. while loop with multiple condition (&& ||)
8. while loop with custom condition with function (return lo condtion)
9. while loop with break statement
10. while loop with continue statement
11. while loop with a function condtion same as like 8
12. while loop with a function inside the loop
13. while loop with a function that modifies the loop variables
14. while loop with function that uses external data
15. while loop with afunction that reads user input

For loop: Use for loop when you know the loop should execute n time

1. For loop increment with custom input
2. Reverse order means decrement
3. Array iteration using for loop
4. Upper bound & lower bound
5. For loop with a Function to determine the loop statement
6. For loop with a function to generate loop values
7. For loop with a function as the loop condtion
8. For loop with a function to determine the step value
9. For loop with a function loop start value
10. For loop with a function loop end value
11. For loop with a function skip the iteration
12. For loop with a function break loop early

Function

1. Reusage () ()
2. Recursion
3. Parameter passing:

* Positional Parameter
* Default Parameter
* Rest controller
* Named Parameter
* Argument parameter
* Spread syntax
* Call method
* Apply method
* Bind method
* Arrow Function