

Objects & Methods:

- An **object** is made up of **properties** (which store values) and **methods** (which are functions inside the object that perform actions).
- **Properties** hold data, while **methods** define behaviors.

Statement:

- **if** Statement → Runs code if a condition is true.
- **else** Statement → Runs code if **if** is false.
- **switch** Statement → A cleaner way to check multiple cases (switch(expression) { case 1: ... })

Loops:

- **while** Loop → Repeats while a condition is true.
- **do while** Loop → Runs at least once, then repeats if condition is true.
- **for** Loop → Runs a set number of times (for (let i = 0; i < 10; i++) {})
- **for...in** & **for...of** Loops → Loops through objects (for...in) or arrays (for...of).
 - For...in : compte le nombre d'indices d'un array, utile pour parcourir
 - For...of : compte les valeurs (les elements) d'un array

Breaks:

- **break** & **continue** → break stops a loop, continue skips an iteration.