# 1) What is the result of this code in the console

```
for (var i = 0; i < 100; i++) {
    setTimeout(function() {
        console.log(i);
    }, 200);
}</pre>
```

#### **Answer:**

The reason being is that for loop only exits until the set condition breaks. For the above for loop, it will exit once i = 100. Therefore, i equals 100 when the for loop exits.

setTimeout function in JavaScript usually takes a callback function as an argument. A callback function is a function that is executed after another function finishes running. In this case, it will run after for loop finishes. At this point, i is already 100 when the console.log(i) is about to be executed. Due to the closure of JavaScript, the console.log has access to the i =100 which is defined as an outer layer of the setTimeout. Thus, when the console.log is executed, it logs 100

Declare the variable i in the for loop with let instead of var. The let keyword from ES6 creates a separate scope for the code block that allows for loop to print the consecutive variables.

```
> for (let i = 0; i < 100; i++) {
    setTimeout(function() {
    console.log(i);
    }, 200);
}

1 100
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18</pre>
```

## **Question 2 Answer**

The result will be "Hello" due to async and await because it fulfilled the pending state of the promise . if we get the result undefined

## Question 3 Explain the difference

## <mark>Var</mark>

## The scope of var is globally

```
var name ="Hamad"; var age =25; if (age >20 ){ var name =" Update Hamad shafiq"}; console.log(name);
Update Hamad shafiq
```

#### Let

## Scope of let is blocked scope but it can be updated but not declared

## Const

## Scope of const also blocked but it cannot be updated and nor declared

```
> if (true){ const name ="Hamad dev"; const name ="Hamad upate" } console.log(name)

Output

Uncaught SyntaxError: Identifier 'name' has already been declared
```

#### **Question 4**

```
PS E:\project and client Work\React App\node> node server.js
["hello","another"]
Example app listening on port 3000
```