

# Lecture 2

Browser Popups, Input from Browser, Switch,  
Loops

While, for, do-while

Keyword break and continue



# Browser Popups

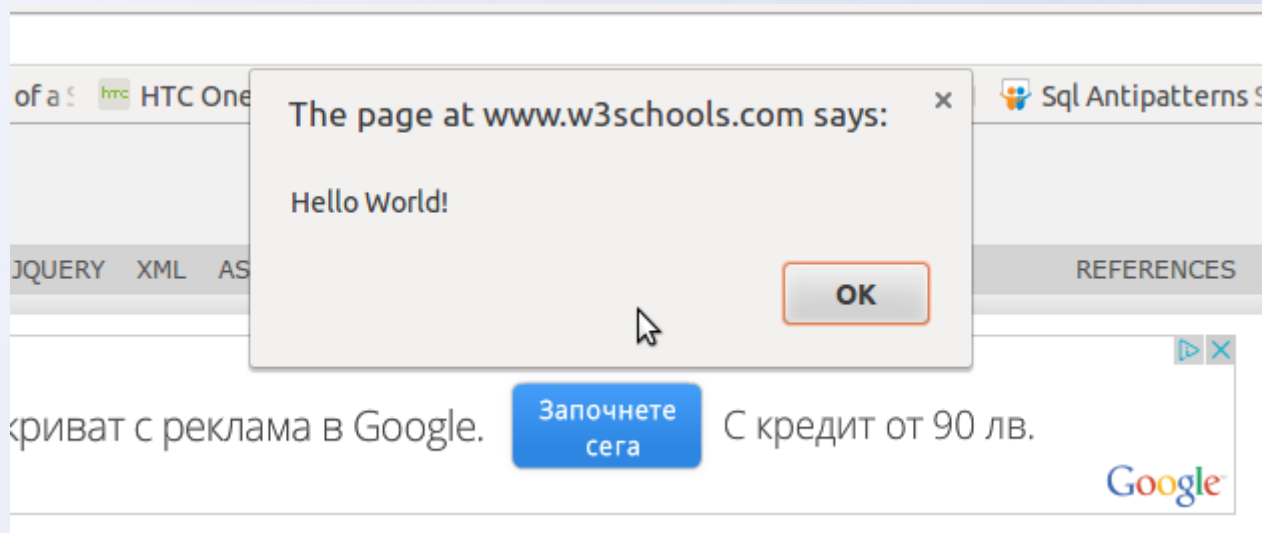
- `alert(<some string>)`
- `prompt(<some string>)`
- `confirm(<some string>)`



# Alert Browser Popup

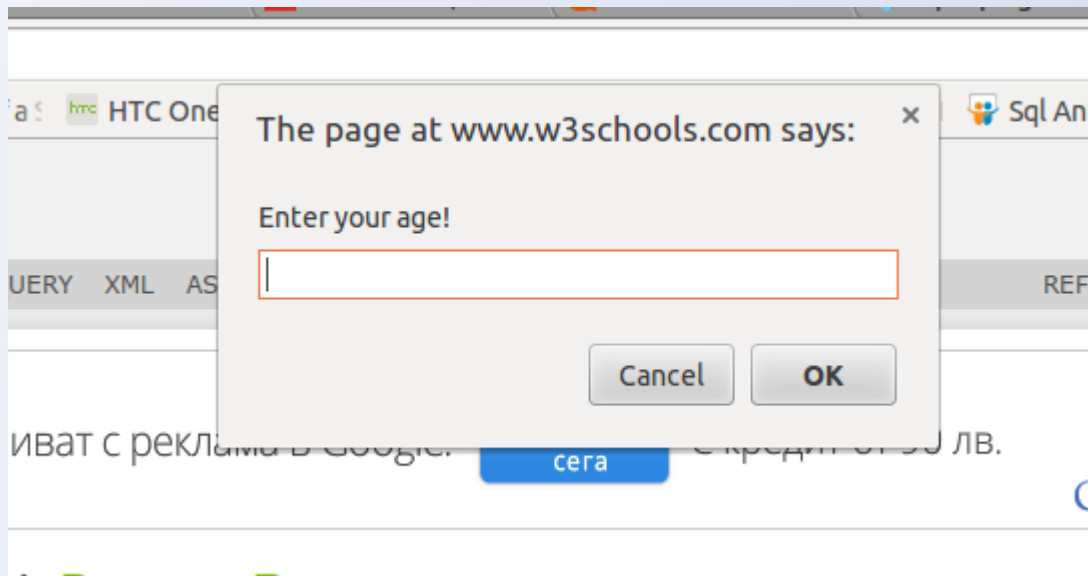
`alert(<some string>)` - displays a dialog box in the browser with the string specified and OK button.

Usage – when we want to show something to the user.



# Prompt Browser Popup

`prompt(<some string>)` - displays a dialog box with the string specified and a text box waiting for input, plus OK and Cancel . Returns null on Cancel and the value of the textbox.

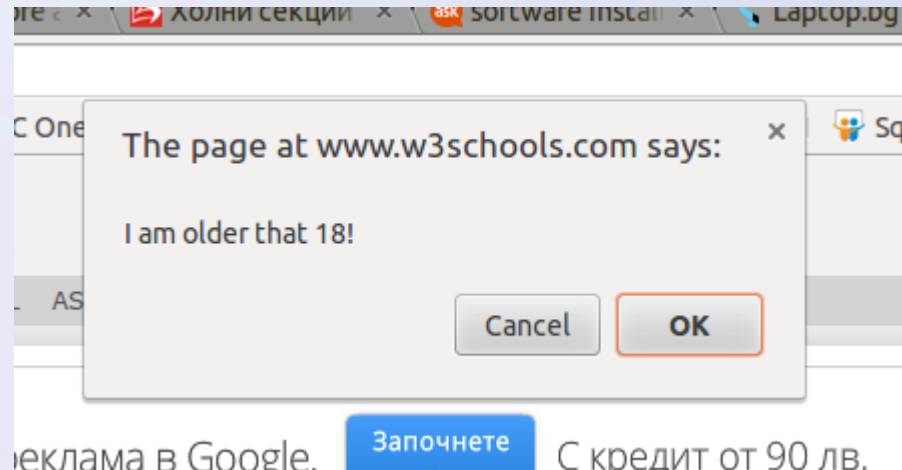


# Confirm Browser Popup

`confirm(<some string>)` - displays a dialog box with the string specified and OK and Cancel buttons.

Returns **true** if the user presses OK and **false** if the pressed button is Cancel.

We use it when we want some confirmation from the user.



# Problem

Print in the console by given number the matching day of the week, for example: 1 – monday, 2- tuesday , etc. and 'Error' when there is no matching week day for the given number. The solution with if – else control statement:

```
var day = prompt('Enter a day of the week!');
if (day == 1) {
    alert('Monday');
} else if (day == 2) {
    alert('Tuesday');
} else if (day == 3) {
    alert('Wednesday');
}
//.....
else {
    alert('Enter number between 1 and 7');
}
```



# Switch Solution

```
var day = prompt('Enter day of the week');  
  // switch uses === operator for comparison  
day = parseInt(day);  
switch (day) {  
    case 1:  
        alert('Monday');  
        break;  
    case 2:  
        alert('Tuesday');  
        break;  
    case 3:  
        alert('Wednesday');  
        break;  
    //.....  
    default:  
        alert('Enter number between 1 and 7');  
        break;  
}
```



# Switch Syntax

```
switch(expression) {  
    case n:  
        code block  
        break;  
    case n:  
        code block  
        break;  
    default:  
        default code block  
}
```





# Problem

Print all the numbers

- From 1 to 5
- From 1 to 1000
- From 1 to  $n$
- From  $n$  to  $m$



# What is a loop?

- A loop is a structure that allows sequence of statement to be executed more times in a row
- Loops have a boolean condition and a block of code for execution. While the condition is true, the block is being executed.
- A loop that never ends is called an infinite loop



# While

- While the condition is true, the block is being executed.



# While

Counter initialization

Boolean condition.

If  $i > 100$ , the next block will be skipped

```
var i = 1;

while (i <= 1000) {
  console.log(i);
  i++;
}
```

Block of code  
repeatable execution



# do-while

- Similar to while loop but always enters the execution at least once because Condition is after the execution

Execute the block of code

```
do {  
    console.log(i);  
    i++;  
} while (i <= 1000)
```

Check if  $i \leq 1000$ . If it's true, repeat once more.

# For loop

- Consists of
  - Initialization
  - condition
  - Update statement
  - body

If *i* becomes equal or bigger than the length of the array, the loop will quit.

Initialization

Update statement

```
for (var i = 0; i < 10; i++) {  
  console.log(i);  
}
```

Body

Condition



# Problem

- Try to quit a for-loop during the execution of the repeatable block
- 
- One possible to solution is to set the counter to a value which will make the boolean condition quit the loop....but...



# Break

- Break is a keyword
- A statement by itself
- It doesn't require anything else
- It stops the execution of the loop

The loop will quit  
when i is equal to 7

```
for (var i = 0; i < 50; i++) {  
    if (i == 7) {  
        Break;  
    }  
}
```





# Problem

- Try to omit specific block of code in the body – for example sum all numbers between 1 and 100 but omit all numbers between 51 and 74
- 
- Encapsulating the code in if-else statements may be used. Although for more complicated structures should be used for more complicated cases

# Continue

- Continue is a keyword
- A statement by itself
- It doesn't require anything else
- It stops the current iteration of the loop, but doesn't stop the loop

```
for (var i = 0; i < args.length; i++) {  
    if (i > 51 && i < 71) {  
        continue;  
    }  
    sum = sum + i;  
}
```

If i is between 51 na 74,  
the loop will skip  
all statements after **continue**.



# Summary

- Browser popups
- Switch statement
- Why do we use loops?
- What does a loop consist of?
- Difference between *while* and *do-while*?
- How to use *for* – loop?
- How to terminate a loop?
- How to stop the current iteration?

