1.js

```js
for (let i = 1; i <= 10; i++) {
  console.log(i);
}
```

2.js

```js
for (let i = 1; i <= 20; i++) {
  if (i % 2 === 0) {
    console.log(i);
  }
}
```

3.js

```js
let i = 10;
while (i >= 1) {
  console.log(i);
  i--;
}
```

4.js

```js
let run = false;
do {
  console.log("Welcome!");
} while (run);
```

5.js

```js
let sum = 0;
for (let i = 1; i <= 10; i++) {
  sum += i;
}
console.log(sum);
```

6.js

```js
let colors = ["Red", "Green", "Blue"];
for (let i = 0; i < colors.length; i++) {
  console.log(i, colors[i]);
}
```

7.js

```js
let names = ["Alice", "Bob", "Charlie"];
for (let name of names) {
  console.log(name);
}
```

8.js

```js
let nums = [1, 2, 3, 5, 6, 7];
for (let n of nums) {
  if (n === 5) break;
  console.log(n);
}
```

9.js

```js
for (let i = 1; i <= 10; i++) {
  if (i % 2 !== 0) continue;
  console.log(i);
}
```

10.js

```js
for (let i = 1; i <= 10; i++) {
  console.log(5 * i);
}
```

11.js

```js
let nums = [10, 5, 8, 22, 13];
let max = nums[0];
for (let num of nums) {
  if (num > max) {
    max = num;
  }
}
console.log(max);
```