2. Part 2: Find the culprits and nail them — debugging javascript loops

Write a code to print the numbers in the array

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var new_string = "";

for (var i = 0; i < 11; i++) {
  new_string += numsArr[i];
}
console.log(new_string);</pre>
```

Expected Output: 1234567891011



Write a code to print the numbers in the array

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var new_string = "";

for (var i = 0; i < 11; i++) {
    new_string += numsArr[i] + ","
}
console.log(new_string.slice(0, -1));</pre>
```

Expected Output: 1,2,3,4,5,6,7,8,9,10,11



Write a code to print from last to first with spaces (Make sure there is no space after the last element 1)

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var new_string = "";

for (i = 10; i >= 0; i—) {
    new_string += numsArr[i] + "";
}
console.log(new_string.slice(0, -1));
```

Expected Output: 11 10 9 8 7 6 5 4 3 2 1



Write a code to replace the array value - If the number is even, replace it with 'even'.

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
for (var i = 0; i <=10; i++){
  if(numsArr[i] %2 == 0 )
  {
    numsArr[i] = "even"
  }
}
console.log(numsArr);</pre>
```

Expected Output:

[1, "even", 3, "even", 5, "even", 7, "even", 9, "even", 11]

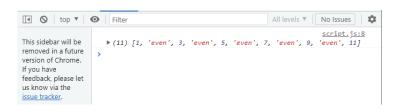


Write a code to replace the array value - If the index is even, replace it with 'even'.

```
var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
for (var i = 0; i <=10; i++) {
   if(numsArr[i] %2 !== 0 )
   {
     numsArr[i] = "even"
   }
}
console.log(numsArr);</pre>
```

Expected Output:

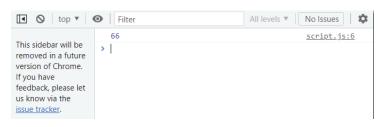
[1, "even", 3, "even", 5, "even", 7, "even", 9, "even", 11]



Write a code to add all the numbers in the array

```
var numsArr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var sum = 0;
for (var i = 0; i <= 10; i++) {
    sum += numsArr[i];
}
console.log(sum);</pre>
```

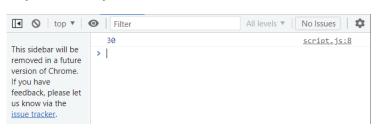
Expected Output: 66



Write a code to add the even numbers only

```
var numsArr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var sum = 0;
for (var i = 0; i <= 10; i++){
    if (numsArr[i] % 2 === 0){
        sum += numsArr[i];
}
console.log(sum);</pre>
```

Expected Output: 30



Write a code to add the even numbers and subtract the odd numbers

```
var numsArr = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];
var sum = 100;
for(var i = 0; i<=10; i++){
    if(numsArr[i] % 2 == 0){
        sum += numsArr[i];
    }
    else{
        sum -= numsArr[i];
    }
}</pre>
```

Expected Output: 94

```
This sidebar will be removed in a future version of Chrome. If you have feedback, please let us know via the issue tracker.
```

Write a code to print inner arrays

```
var numsArr = [[1, 2, 3, 4, 5],[6, 7, 8, 9, 10, 11]]; console.log(numsArr);
```

Expected Output:

console.log(sum);

Array(5)[1, 2, 3, 4, 5]
Array(6)[6, 7, 8, 9, 10, 11]

Write a code to print elements in the inner arrays

```
var numsArr = [[1, 2, 3, 4, 5], [6, 7, 8, 9, 10, 11]];
var arr = numsArr.flat();
var str_all = "";
for (var i = 0; i < arr.length; i++){
 str_all += arr[i];
console.log(str_all);
```

Expected Output: 1234567891011

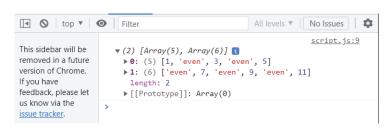


Write a code to replace the array value - If the index is even, replace it with 'even'.

```
var numsArr = [[1, 2, 3, 4, 5], [6, 7, 8, 9, 10, 11]]; Expected Output:
for (var i = 0; i < numsArr.length; i++){
var inner_array = numsArr[i];
for (var j = 0; j < inner_array.length; j++){
 if (inner_array[j] \% 2 == 0){
  inner_array[i] = "even";
 }}
```

console.log(numsArr);

[["even", 2, "even", 4, "even"], [6, "even", 8, "even", 10, ...]]



Write a code to print elements in the inner arrays in reverse

```
var numsArr = [[1, 2, 3, 4, 5], [6, 7, 8, 9, 10, 11]]; Expected Output: 11 10 9 8 7 6 5 4 3 2 1
var arr = numsArr.flat();
var newarr = "";
for (i = arr.length - 1; i >= 0; i-)
newarr += arr[i] + " ";
}
console.log(newarr);
```



Write a code to add elements in the inner arrays based on odd or even values

```
var numsArr = [[1, 2, 3, 4, 5],[6, 7, 8, 9, 10, 11]]; Expected Output: 36 & 30
var arr = numsArr.flat();
var sum_odd = 0;
var sum_even = 0;
for (var i = 0; i < arr.length; i++){}
 if (arr[i] % 2 !== 0){
  sum_odd += arr[i];
 } else {
  sum_even += arr[i];
  }
console.log(sum_odd);
console.log(sum_even);
```

