Chapter 1 Exercises

Looping a triangle

```
var hash = "#";
  for (var i = 0; i < 7; i ++) {
    console.log(hash);
    hash += "#";
  }
```

FizzBuzz

```
for (i = 1; i <= 100; i++) {

    if ((i%3 == 0) && (i%5 !== 0)) {
      console.log("Fizz");
    }

      else if ((i%5 == 0) && (i%3 !== 0)) {
      console.log("Buzz");
    }

      else if ((i%5 == 0) && (i%3 == 0)) {
      console.log("FizzBuzz");
    }

      else {
      console.log(i);
    };


};
```

Chess Board

```
var tiles = "";
size = 25;
for (i = 0; i < size; i++) {
  for (a = 0; a < size; a++) {
    if ((a+i)%2 == 0) {
      tiles += " ";
```

```
  }else {
    tiles += "#";
  }
 }
    console.log(tiles);
    tiles = "";
};
```

hand-simulating with a example
walking through code