

## Closure in a loop

```
for(var i = 0; i <= 3; i++)
{
  setTimeout(function()
  {
    console.log(`after index seconds(s): ${i}`);
  }, i * 1000);
}
```

```
//after index seconds(s): 4
//after index seconds(s): 4
//after index seconds(s): 4
//after index seconds(s): 4
```

What we wanted to **do in** the loop is to copy the value of `i` in each iteration at the time of iteration to display a message after 1, 2, and 3 seconds.

The reason you see the same message after 4 seconds is that the callback passed to the `setTimeout()` a closure. It remembers the value of `i` from the last iteration of the loop, which is 4.

In addition, all three closures created by the for-loop share the same global scope access the same value of `i`.

## Using IIFE Solution

```
for (var i = 0; i <= 3; i++) {
  ((i) => {
    setTimeout(function () {
      console.log(`after index seconds(s): ${i}`);
    }, i * 1000);
  })(i);
}
```

```
//after index seconds(s): 0
//after index seconds(s): 1
//after index seconds(s): 2
//after index seconds(s): 3
```

Using let solution

```
for(let i = 0; i <= 3; i++)  
{  
  setTimeout(function()  
  {  
    console.log(`after index seconds(s): ${i}`);  
  }, i * 1000);  
}
```

```
//after index seconds(s): 0  
//after index seconds(s): 1  
//after index seconds(s): 2  
//after index seconds(s): 3
```