

LOOPS CONSTRUCTS IN JAVASCRIPT

while loop:

A **while loop** in JavaScript repeatedly executes a block of code as long as a specified condition remains true. The condition is checked *before* each iteration of the loop.

Form:

```
while (condition) {  
    // Code to execute as long as the condition is true  
}
```

condition: A boolean expression that is evaluated before each pass through the loop.

{ ... }: The block of code (statement) that runs if the condition is true. To execute multiple statements, you must use curly braces.

example:

```
let count = 0; // Initialize a variable outside the loop  
  
while (count < 5) { // The condition  
    console.log(count); // Code block  
    count++;           // Important: ensures the condition eventually becomes  
    false  
}  
// Output: 0, 1, 2, 3, 4
```

The do...while Loop:

A variation is the **do...while loop**, which guarantees the code block is executed at least once before the condition is checked.

Form:

```
do {  
    code to run;  
} while (condition to meet);
```

example:

```
let i = 0;  
  
do {  
    console.log(i);  
    i++;  
} while (i < 3);
```

```
// Output: 0, 1, 2
```

The For Loop:

There is a loop type called a For loop which is recommended when the number of iterations is definitely known.

A for loop contains a start value, a stop value, an iteration condition, and code to be run each time.

Form:

```
for (initialization; condition; afterthought) {  
    // code block to be executed  
}
```

Example: (as a running program in Node)

```
const BORING_HOTEL = 'All Work and No play makes Jack a dull boy.';  
const START_HERE = 'Welcome to the Overlook Hotel Main Lobby.';  
const CLOSED_NOW = 'The hotel is closed. Have a slash_tastic day.';  
  
console.log(' ');  
console.log(START_HERE);  
console.log(' ');  
  
for (let i=0; i < 35; i++) {  
    console.log(BORING_HOTEL);  
}  
  
console.log(' ');  
console.log(CLOSED_NOW);  
console.log(' ');
```

There are two further more advanced loops, the for-in loop. And the for-of loop. These will be returned to, after reference datatypes are first discussed.

