### Loops

How to do more with less code

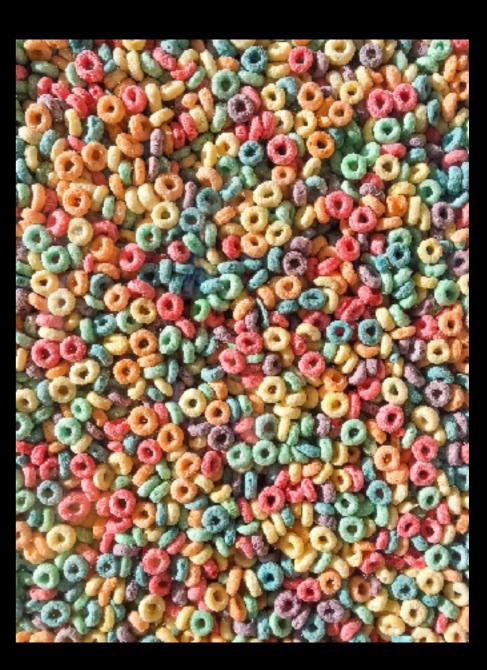
# What will we learn today?

- ▶ What is a loop?
- ▶ What is a while loop?
- ▶ What is a for loop?
- ▶ What is the syntax of a while/for loop in JS?

### What is a loop?

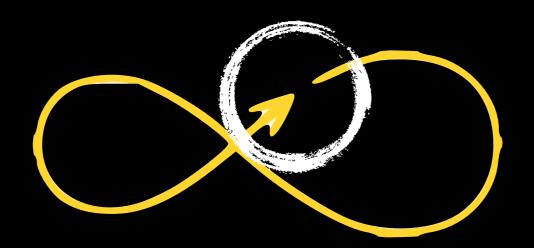
### What do you think of when you see the word loop?





### What is a loop?

▶ A sequence of code that is repeated <u>until</u> a certain condition is met











move toothbrush left and right
move toothbrush left and right
move toothbrush left and right



move toothbrush left and right



move toothbrush left and right



move toothbrush left and right move toothbrush left and right



```
console.log("hello, world!");
console.log("hello, world!");
console.log("hello, world!");
console.log("hello, world!");
console.log("hello, world!");
```



```
let i = 0;
while(i < 5) {
  console.log("hello, world!");
  i++;
}</pre>
```

### What is a loop?

▶ A sequence of code that is repeated until a certain condition is met

# How many times do we do that?



- While teeth are dirty
- For x number of times



move to rush left and right
move tooth that and right
move tooth and right
move tooth that and right
move tooth that and right
move tooth that and right





while teeth are dirty

move toothbrush left and right



do for 6 times

move toothbrush left and right

- ▶While a condition is true, run code.
  - ▶ e.g., while a counter is less than 5, while the player is still alive

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

```
> hello, world!
> hello, world!
> hello, world!
```

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

Declare a variable i and assign it a value, 0.

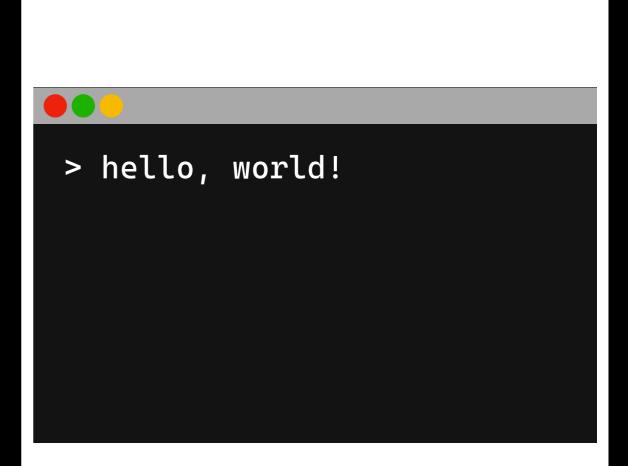
That means we start counting at 0.

Why do we start at 0?

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

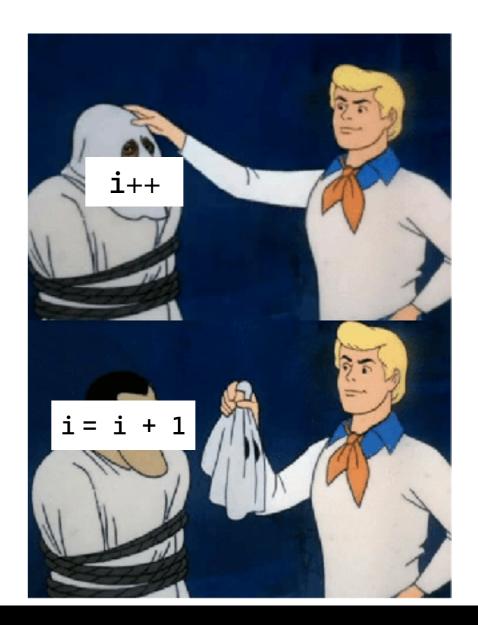
Check if i is less than 3

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```



```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

What is i++?



```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

```
What is i++?
   i = i + 1
what is the value of i now?
```

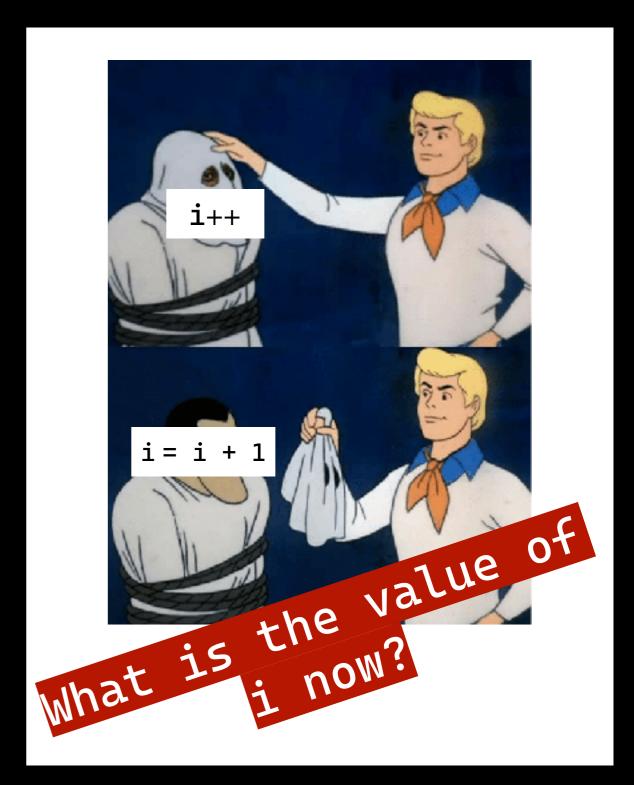
```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

Check if i is less than 3

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

```
> hello, world!
> hello, world!
```

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

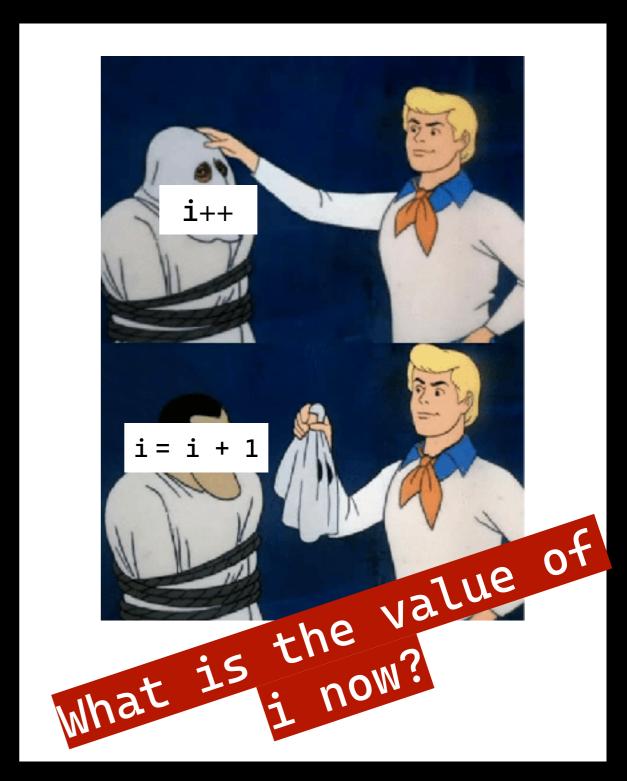


```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

Check if i is less than 3

```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

```
> hello, world!
> hello, world!
> hello, world!
```



```
let i = 0;
while (i < 3) {
    console.log("hello, world!");
    i++;
}</pre>
```

Check if i is less than 3





Check if i is less than 3





### Pop quiz!

```
let i = true;
while (i === true) {
    console.log("DO NOT RUN THIS");
}
```



▶Run code for a specified number of times.

```
for (let i = 0; i < 3; i++){
    console.log("hello, world!");
}</pre>
```

Can you guess what does each part of the loop do?

```
for (let i = 0; i < 3; i++){
    console.log(i);
}</pre>
```

Can you guess what does each part of the loop do?

```
let i = 0;
```



#### while

```
let i = 0;
                           while (i < 10) {
while (condition) {
                             console.log(i);
  //your code here
                           i++;
                           };
```

#### for

```
for (start from; end at; increment) {
  //your code here
};
for (let i = 0; i < 10; i++) {
  console.log(i);
```

#### while vs for

```
while (condition) {
    //your code here
};

for (start from; end at; increment) {
    //your code here
};
```

Used when we do not know how many times a code would run

Stop when a condition is met

Used when we want a code to run a

specified number of times

Stop when code has run specified

number of times