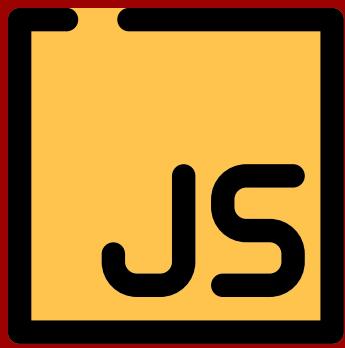


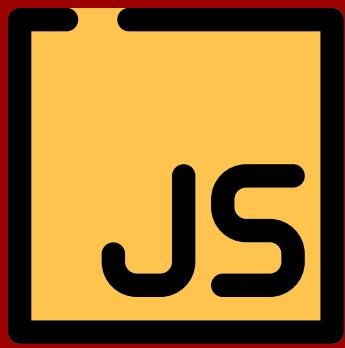
How to speed up your JavaScript code?





Reduce Activity in Loops



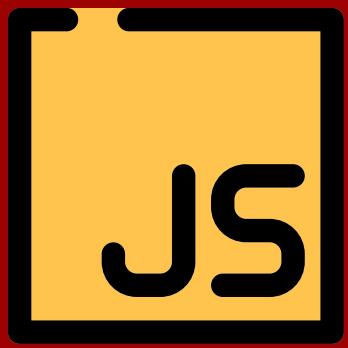


Each statement in a loop, ...

For example:

```
let x = 10
```



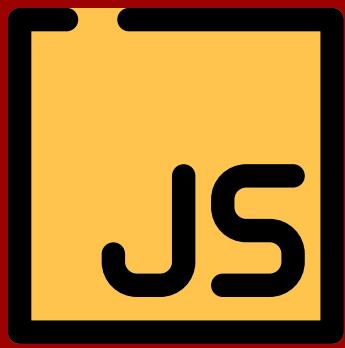


...including the for statement, ...

For example:

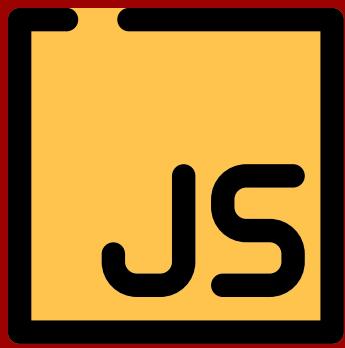
```
for (let i = 0; i < arr.length; i++)
```



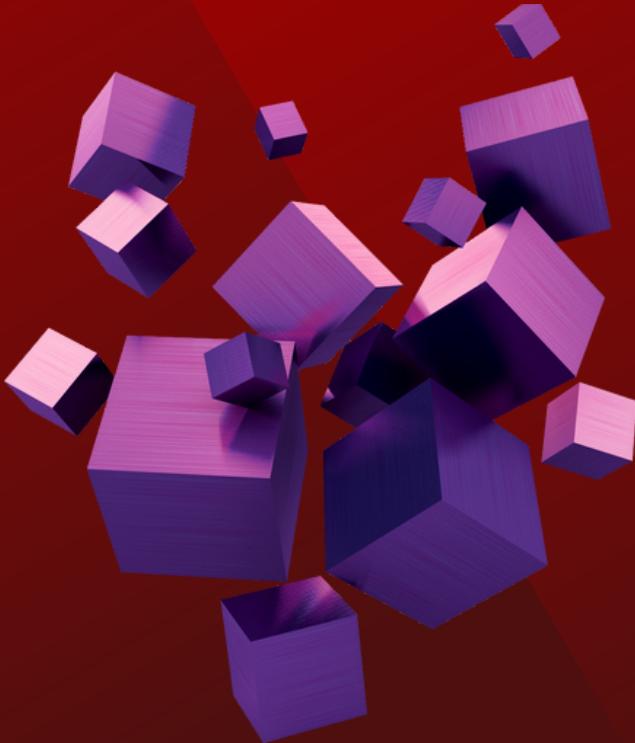


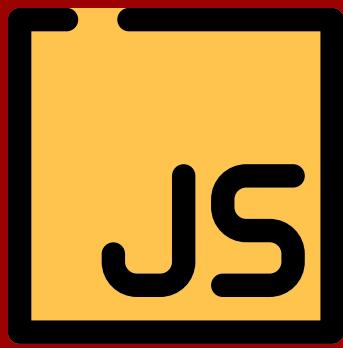
**...is executed for each
iteration of the loop.**





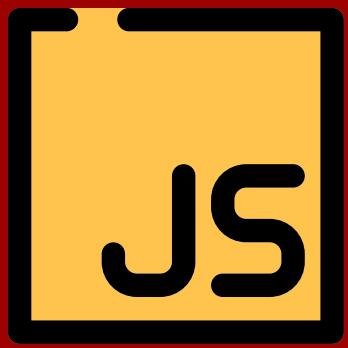
**Statements or
assignments that can be
placed outside the loop...**





...will make the loop run
faster.

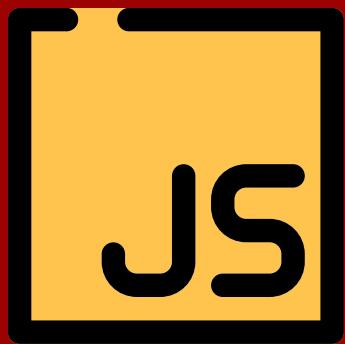




Bad:

```
for (let i = 0; i < arr.length; i++)
```

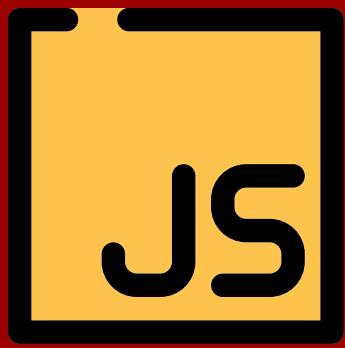




Better:

```
let l = arr.length;  
for (let i = 0; i < l; i++)
```



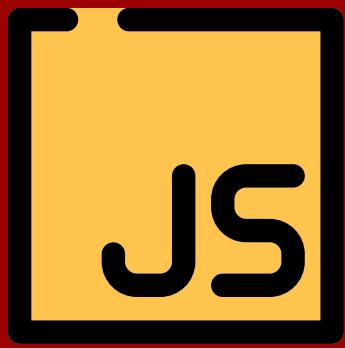


The bad code accesses the **length** property of an array each time the loop is iterated.

Bad:

```
for (let i = 0; i < arr.length; i++)
```



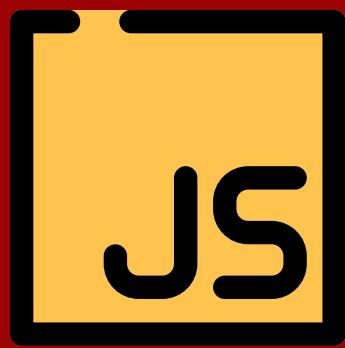


The better code
accesses the **length**
property outside the
loop and makes the loop
run faster.

Better:

```
let l = arr.length;  
for (let i = 0; i < l; i++)
```





/in/goadler 
daily.javascript.goadler 