

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <script>
    /* CSCI-111 Web Programming and Problem Solving */
    const instructors = ["Talgat Manglayev", "Irina Dolzhikova", "Aigerim
Yessenbayeva"]
    while(true)
    {
      console.log("week-9-lecture")
      console.log("Loop")
    }
  </script>
</body>
</html>
```

```
Loop
week-9-lecture
Loop
week-9-lecture
Loop
week-9-lecture
Loop
week-9-lecture
Loop
week-9-lecture
Loop
week-9-lecture
```

# Content

- Introduction
- For loop
- While loop

# Introduction

**Problem:** We need to compute the average grade for lab:

```
let lab_1_average = 
$$\frac{(\text{student\_1.lab\_1} + \text{student\_2.lab\_1} + \text{student\_3.lab\_1} + \dots + \text{student\_39.lab\_1})}{n}$$

```

What if you have 500 students in your class?

# Introduction

To perform some **repetitive** tasks we use **loops**.

Loops are JavaScript constructs that allow us to perform the repetitive tasks:

- ***for*** a specified number of times;
- ***while*** a specified condition holds true.

# For Loop

Syntax:

```
for (expression 1; expression 2; expression 3)
{
    // code block to be executed
}
```

where:

- ***Expression 1*** is executed (one time) before the execution of the block code.
- ***Expression 2*** defines the condition for executing the code block.
- ***Expression 3*** is executed (every time) after the code block has been executed.

# For Loop

```
let lab_1 = [4, 5 ,0 ,4 ,5 ,10 ,10]

let sum = 0;

for (let i = 0; i < lab_1.length; i++)

{

    sum = sum + lab_1[i];

}

console.log("sum = "+ sum)
```

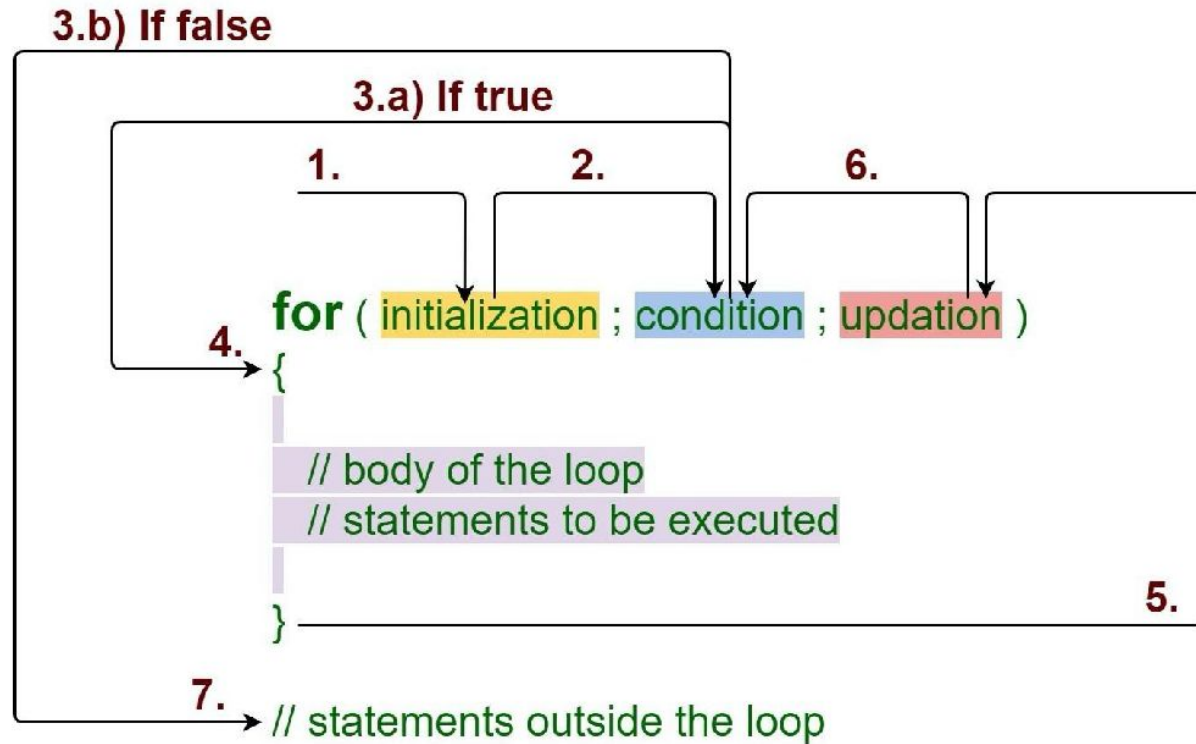
i - loop iterable

Three steps of the loop:

- 1) **let i = 0** - initialization
- 2) **i < lab1\_1.length** - stop condition
- 3) **i++** - update rule

# For Loop

## For Loop



# Nested For Loop

```
for (let i = 0; i < 5; i++)  
{  
  for (let j = 0; j < 10; j++)  
  {  
    console.log("Hello, World!")  
  }  
}
```



# While Loop

Syntax:

```
while (condition)
{
    // code block to be executed
}
```

*where:*

- ***Condition*** is a logical expression for executing the code block

# While Loop

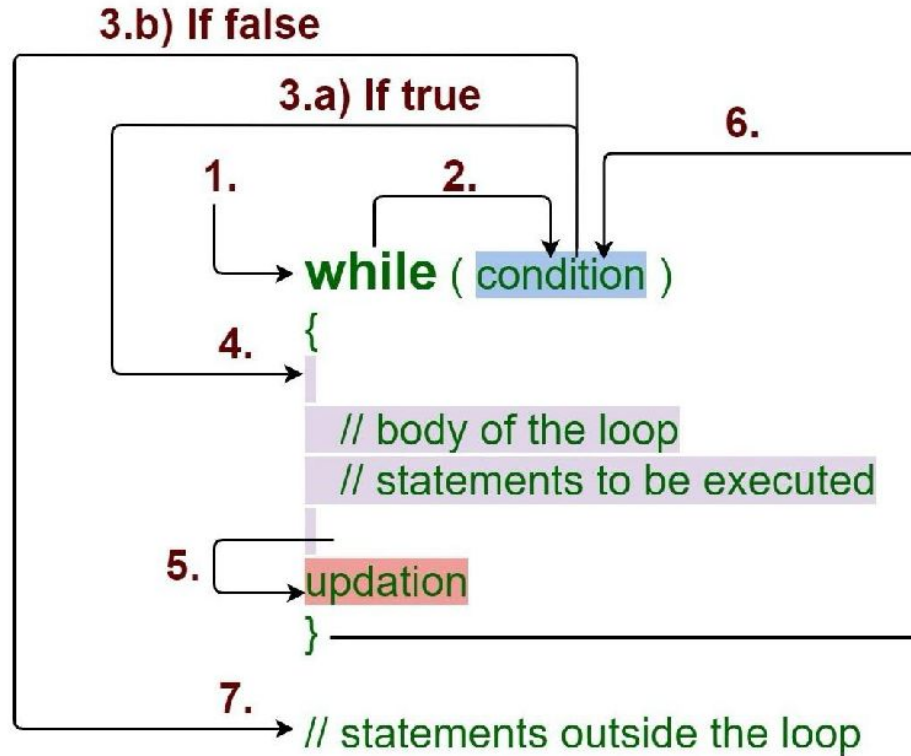
```
let lab_1 = [4, 5 ,0 ,4 ,5 ,10 ,10];  
  
let sum = 0;  
  
let i = 0;           // initialization of loop variable  
  
while (i < lab_1.length) // stop condition  
{  
  
    sum += lab_1[i];    // body of the loop  
  
    i++;                // update the loop variable  
  
}  
  
console.log("sum = "+ sum)
```

There are also three steps of the loop:

- 1) let i = 0 - initialization
- 2) i < lab\_1.length - stop condition
- 3) i++ - update rule

# While Loop

## While Loop



# While Loop

```
let i = 0;  
while (i < 100)  
{  
  console.log("Hello, World!")  
  i++;  
}
```

*What does this loop do?*

# While Loop

```
let i = 0;
while (i < 100)
{
    console.log("Hello, World!");
    i++;
}
```

*What does this loop do?*

```
for (let i = 0; i < 100; i++)
{
    console.log("Hello, World!");
}
```

*Compare*

# For vs. While Loop

- Use *for*-loop when you know in advance the number of steps to do
- Otherwise use *while*-loop

# Break and Continue

- The *break* statement exits the loop.
- The *continue* statement skips one iteration in the loop

```
for (let i = 0; i < 10; i++)  
{  
  if (i == 4)  
  {  
    continue;  
  }  
  if (i == 8)  
  {  
    break;  
  }  
  console.log(i + " Hello, World!")  
}
```

# Break and Continue

- The **break** statement exits the loop.
- The **continue** statement skips one iteration in the loop

```
for (let i = 0; i < 10; i++)  
{  
  if (i == 4)  
  {  
    continue;  
  }  
  if (i == 8)  
  {  
    break;  
  }  
  console.log(i + " Hello, World!")  
}
```

```
0 Hello, World!  
1 Hello, World!  
2 Hello, World!  
3 Hello, World!  
5 Hello, World!  
6 Hello, World!  
7 Hello, World!
```





# Summary

- To perform repetitive tasks, use loops. There are two types of loops:
  - **for** a specified number of times.
  - **while** a specified conditions holds.
- Don't forget about three steps of the loops:
  - Initialize the loop variables before the loop.
  - Setup the condition to exit the loop.
  - Update the value of the loop variables.
- Use **break** and **continue** commands if needed.