Exercises: for loops
The even/odd reporter
Write a for loop that will iterate from 0 to 20. For each iteration, it will check if the current number is even or odd, and report that to the screen (e.g. "2 is even").
See Solution

```
for (var i = 0; i <= 20; i++) {      if (i % 2 === 0) {          console.log(i + ' is
even');      } else {          console.log(i + ' is odd');      } }
```

Multiplication Tables
Write a for loop that will iterate from 0 to 10. For each iteration of the for loop, it will multiply the number by 9 and log the result (e.g. "2 * 9 = 18").
Bonus: Use a nested for loop to show the tables for every multiplier from 1 to 10 (100 results total).
See Solution

```
// Multiplication tables var multiplier = 9; for (var i = 0; i <= 10; i++) {      var
result = multiplier * i;      console.log(multiplier + ' * ' + i + ' = ' + result); }
for (var multiplier = 0; multiplier <= 10; multiplier++) {  for (var i = 0; i <= 10;
i++) {    var result = multiplier * i;    console.log(multiplier + ' * ' + i + ' = ' +
result);  } }
```

The Grade Assigner
Check the results of `assignGrade` function from the <u>conditionals exercise</u> for every value from 60 to 100 - so your log should show "For 89, you got a B. For 90, you got an A.", etc.
See Solution

```
function assignGrade(score) {      if (score > 90) {          return 'A';      } else if
(score > 80) {          return 'B';      } else if (score > 70) {          return 'C';
} else if (score > 65) {          return 'D';      } else {          return 'F';      } }
for (var i = 80; i <= 100; i++) {    console.log('For ' + i + ', you got a ' +
assignGrade(i)); }
```