* for loop : for loop is a type of control structure (loop structure) that performs the enclosed block of code for a certain amount of time. This loop has 3 expressions and a block of code that will run as follow:

e.g: for(var i=0; i < 5; i++) {

statements...

}

\_initialization (var i =0): which will define the variable that will act as a counter for your loop.

\_condition (i<5): will check your counter variable against the loop sentinel if the condition is *true* before proceeding. The loop sentinel (or 5 in this case) is what stops the loop, or get you out of the loop once it has served its purpose.

\_Statements: Your code goes here.

\_increment/decrement or update (i++): will update your counter variable. The direction (either increment or decrement) has to go towards the loop sentinel not away from it, in order for the loop to terminate. Otherwise, the loop will become infinite and will hang your program or make it overflow.

After that, the flow of the program goes back to condition part -> statements again-> update again-> and so on. It will go on until the condition becomes false.

* && || !

These are logical operators.

*expression* && *expression*: both expression has to be true in order for the whole condition to be true. If the first expression turns out to be false, the test will stop there and as a whole the statement will evaluates to false;

*expression* || *expression*: either expression has to be true in order for the whole condition to be true. If the first expression turns out to be false, the test will continue to the second expression. Both expressions has to be false in order for the condition as a whole to be false.

!*expression* : the NOT operator ( the exclamation point ) flips the expression to the opposite value. E.g: !true becomes false. The “!” in itself is not a condition.

an expression is something that evaluates to either true or false; An expression can be a literal true or literal false;

* Array

Array could be like a big mail box in your residential area. Each box is a container to store a certain thing. In programming terms, what you could be storing range from objects to primitive data types.

* Git

A local version control system that could make copies of the cool open source codes online down to your local computer. Git could also help you see what changes you have made comparing to the original online. It regulates every step, requiring permission before changes can be applied.

* GitHub

An online repository that has your project with a unique link. It’s a hub where people can contribute, learn and communicate with likeminded folks.