

LESSON 10: LOOPS

OVERVIEW

Used to create sections of our code that will process
based on a condition
If the condition never we could be stuck in an
and crash the script, so we should be sure to
consider:
» Should we work with a, and end the loop when the
desired is achieved?
» Should we work with a looser that is reevaluated and
eventually satisfied through a variable in the loop?
» Should we work with a, moving through each item, and
stopping when the end is reached?

[Scripting]

FOR...

Define a loop that repeats based on a _____

```
for (__1__; __2__; __3__) {
    __4__
}
```

- 1. The counter variable. This is quite often:
- 2. The condition for the counter. This is often something like:
- 3. The counter change. This is quite often:
- 4. The code to process for each

WHILE...

Define a loop that repeats based on a condition

- 1. The _____
- 2. The code to process for each

DANGER: It is easy to create an infinite loop if the code block does not account for a possible change to alter the condition.



LOOPING WITH JQUERY .EACH()

Often we loop with a list of items we selected with In such				
cases we can use:				
\$(1).each(function(i, o){	enu 2.	A or house he ameters represented by i and o here are	object.	
» i - the num (counting fi		of the or)	item index	
» o - the		itself; can also use the	e keyword	