

LESSON 10: LOOPS

OVEVIEW

| Used to create sections of our code that will process | |
|---|----------------|
| based on a condition. | |
| | |
| If the condition never we could be stuck in a | an |
| and crash the script, so we show | uld be sure to |
| consider: | |
| | |
| » Should we work with a, and end the loo | p when the |
| desired is achieved? | |
| | |
| » Should we work with a, moving through each | item, and |
| stopping when the end is reached? | |
| | |
| » Should we work with a looser that is reev | /aluated |
| because a variable should eventually be | by the loop? |

[Scripting]

FOR...

| Define a loop that rep | peats based on a |
|--|---|
| for (1;2;3) { | 1. The counter variable. This is quite often: |
| 4} | 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 |
| LOOPING WITH JQ | UERY .EACH() |
| Often we loop with a cases we can use: | list of items we selected with In such |
| \$(1).each(function(i, o){ 2 }); | A or holding an enumerable object (array, object, string) |
| 57, | 2. Code to process for each item in the object. |
| Parameters represen | ited by i and o here are: |
| » i - the number of t | the or item index) |
| » o - the | itself; can also use the keyword |
| | |

[Scripting]

WHILE...

Define a loop that repeats based on a condition.

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

[Scripting]