

For ..of loop:

ES6 introduced a new loop construct, **for...of** loop. The best thing about for/of loop is that it provides an easy way to loop through iterable objects such as array, string, Map, Set, arguments objects, custom iterables and array-like structures (NodeList).

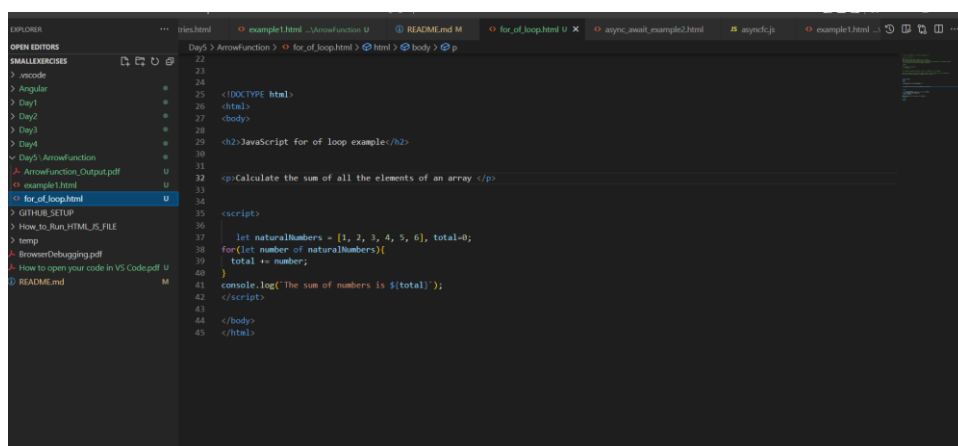
The for...of loop has the following syntax:

```
for(variable of iterable){  
    //loop body  
}
```

The variable is declared using **let**, **const** or **var** keyword. **of** is a keyword.

The for/of loop runs once for each element present in the iterable. And in each iteration, the current processing element is assigned to the variable.

Code:

A screenshot of the Visual Studio Code editor. The Explorer sidebar on the left shows a project structure with files like 'Day5', 'ArrowFunction', 'for_of_loop.html', and 'example1.html'. The 'for_of_loop.html' file is selected and open in the editor. The code in the editor is an HTML document with a script section. The script defines an array 'naturalNumbers' with values [1, 2, 3, 4, 5, 6], initializes a 'total' variable to 0, and uses a 'for...of' loop to iterate over the array, adding each element to the total. Finally, it logs the total to the console. The code is as follows:

```
22  
23  
24  
25 <!DOCTYPE html>  
26 <html>  
27 <body>  
28  
29 <h2>JavaScript for of loop example</h2>  
30  
31  
32 <p>Calculate the sum of all the elements of an array </p>  
33  
34  
35 <script>  
36  
37     let naturalNumbers = [1, 2, 3, 4, 5, 6], total=0;  
38     for(let number of naturalNumbers){  
39         total += number;  
40     }  
41     console.log('The sum of numbers is ${total}');  
42 </script>  
43  
44 </body>  
45 </html>
```

Output:

