# Loops

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# An array can be accessed by index

```
someArray[0]
someArray[1]
someArray[2]
someArray[3]
someArray[4]
someArray[5]
someArray[6]
```

#### An array can be accessed by index

```
someArray[0]
someArray[1]
someArray[2]
someArray[3]
someArray[4]
someArray[5]
someArray[6]
```

someArray[i]

```
for(var i=0; i<10; i++){
```

}

```
for(var i=0; i<10; i++){
```

Code here executes over and over

```
for(var i=0; i<10; i++){
```

The first time

```
i = 0;
```

```
for(var i=0; i<10; i++){
```

The second time

```
i = 1;
```

```
for(var i=0; i<10; i++){
```

The third time

```
i = 2;
```

```
for(var i=0; i<10; i++){
```

The fourth time

```
i = 3;
```

```
for(var i=0; i<10; i++){
```

The fifth time

```
i = 4;
```

# Let's say I have an array...

```
var myDogs = ["Fido", "Rex", "T-Bone"];
```

# Will add every dog

```
for(var i=0; i<10; i++){
```

```
$('#results').append(myDogs[i]);
```

}

```
for(;)
```

Three parts:

```
for(; ; ; )
```

Three parts:

initialization

```
for(; ; ; )
```

Three parts:

initialization condition

```
for(; ; ; )
```

Three parts:

initialization condition afterthought

**Initialization** Will do this before the loop begins

**Condition** The loop keeps going as long as this is a TRUE statement. Once it's FALSE, the loop stops.

**Afterthought** After each iteration, it will execute this.

```
for(var i=0; i<10; i++){
```

}

```
for(var i=0; i<10; i++){
```

The initialization

We set "i" to zero

```
for(var i=0; i<10; i++){
```

The condition
Keep going while "i" is less than 10.

```
for(var i=0; i<10; i++){
```

The afterthought Increment "i" by 1 each time

}

# A few more operators

<b></b>	Increment a variable by certain amount
	Decrement a variable by a certain amount

# A few more operators

+=	Increment a variable by certain amount
	Decrement a variable by a certain amount
++	Increment a variable by 1

# A few more operators

<b>+=</b>	Increment a variable by certain amount
	Decrement a variable by a certain amount
++	Increment a variable by 1
	Decrement a variable by 1

```
for(var i=3; i<50; i++){
```

}

```
for(var i=3; i<50; i++){
```

```
values for i:

3, 4, 5, 6 ... 47, 48, 49
```

```
for(var i=0; i<=5; i++){
```

}

```
for(var i=0; i<=5; i++){
```

```
values for i:
```

```
0, 1, 2, 3, 4, 5
```

```
for(var i=0; i>10; i++){
```

```
for(var i=0; i>10; i++){
```

```
values for i:
```

```
for(var i=0; i<10; i+=2){
```

}

```
for(var i=0; i<10; i+=2){
```

```
values for i:
```

```
0, 2, 4, 6, 8
```

```
for(var i=10; i>5; i--){
```

}

```
for(var i=10; i>5; i--){
```

```
values for i:
```

```
10, 9, 8, 7, 6
```

#### Practical Use

```
for(var i=0; i<100; i++){
```

```
$('#results').append(myDogs[i]);
```

#### Determining how many times to loop

```
var someArray = ["bob", "jones", "sara"];
```

#### Determining how many times to loop

```
var someArray = ["bob", "jones", "sara"];
```

#### someArray.length

#### Determining how many times to loop

```
var someArray = ["bob", "jones", "sara"];
```

#### someArray.length

# Real World Example

```
for(var i=0; i < myDogs.length; i++){</pre>
```

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```
for(var i=0; i < myDogs.length; i++){</pre>
```

#### Real World Example

```
for(var i=0; i < myDogs.length; i++){
    $('#results').append(myDogs[i]);</pre>
```