

# Loops in JS

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Loops are used to execute a piece of code again & again

for Loop

```
for (let i = 1; i <= 5; i++) {  
    console.log("apna college");  
}
```

# Loops in JS

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**Infinite Loop : A Loop that never ends**

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# Loops in JS

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## while Loop

```
while (condition) {  
    // do some work  
}
```

# Loops in JS

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## do-while Loop

```
do {  
    // do some work  
} while (condition);
```

# Loops in JS

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## for-of Loop

```
for (let val of strVar) {  
    //do some work  
}
```

# Loops in JS

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## for-in Loop

```
for (let key in objVar) {  
    //do some work  
}
```

# Let's Practice

**Qs1. Print all even numbers from 0 to 100.**

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# Let's Practice

Qs2.

**Create a game where you start with any random game number. Ask the user to keep guessing the game number until the user enters correct value.**



# Strings in JS

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String is a sequence of characters used to represent text

## Create String

```
let str = "Apna College";
```

## String Length

```
str.length
```

## String Indices

```
str[0], str[1], str[2]
```

# Template Literals in JS

A way to have embedded expressions in strings

```
`this is a template literal`
```

## String Interpolation

To create strings by doing substitution of placeholders

```
`string text ${expression} string text`
```

# String Methods in JS

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These are built-in functions to manipulate a string

- `str.toUpperCase( )`
- `str.toLowerCase( )`
- `str.trim( )` // removes whitespaces

# String Methods in JS

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- `str.slice(start, end?)` // returns part of string
- `str1.concat( str2 )` // joins str2 with str1
- `str.replace( searchVal, newVal )`
- `str.charAt( idx )`

# Let's Practice

**Qs1. Prompt the user to enter their full name. Generate a username for them based on the input. Start username with @, followed by their full name and ending with the fullname length.**

**eg: user name = “shradhakhapra” , username should be “@shradhakhapra13”**

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