**For Loop:**

var step; for (let step = 0; step < 5; step++) {

// Runs 5 times, with values of step 0 through 4.

console.log('Walking east one step');

}

**For Loop:**

for (var i = 1; i < 5; i++) {

    console.log('inside the loop:' + i);

}

console.log('outside the loop:' + i); *// 5;*

**Another For Loop:**

<html>

<body>

<script type = "text/javascript">

<!--

var count;

document.write("Starting Loop" + "<br />");

for(count = 0; count < 10; count++) {

document.write("Current Count : " + count );

document.write("<br />");

}

document.write("Loop stopped!");

//-->

</script>

<p>Set the variable to different value and then try...</p>

</body>

</html>

**While loop:**

var i = 1;

while(i <= 5) {

document.write("<p>The number is " + i + "</p>"); i++;

}

**While Loop:**

<html>

<head>

<script type="text/javascript">

document.write("<b>Using while loops </b><br />");

var i = 0, j = 1, k;

document.write("Fibonacci series less than 40<br />");

while(i<40)

{

document.write(i + "<br />");

k = i+j;

i = j;

j = k;

}

</script>

</head>

<body>

</body>

</html>

**Arrays:**

var arr = [1, 2, 3, 4];

console.log(arr.length); // 4

arr[20] = 2;

console.log(arr.length); // 21 - even though there are no elements between index 5 and 19

**For Loop with new notation:**

String[] myStringArray = {"Hello", "World"};

for (String s : myStringArray)

{

console.log(s);

}

**Old notation:**

var myStringArray = ["Hello","World"];

var arrayLength = myStringArray.length;

for (var i = 0; i < arrayLength; i++) {

console.log(myStringArray[i]);

//Do something

}

**Arrays:**

var foo = new Array(45); // create an empty array with length 45

for(var i = 0; i < foo.length; i++){

document.write('Item: ' + (i + 1) + ' of ' + foo.length + '<br/>');

}

**More Loops and Arrays:**

var ar = ['zero', 1, 'two', 3, 'four', 5, null, 'six'];

var sum = 0; // to hold sum of numeric array values

for (var i=0, len=ar.length; i<len; i++) {

// check to be sure current array value is numeric

if ( typeof ar[i] === 'number' ) {

sum += ar[i]; // if so, add its value to sum

}

}

console.log( sum ); // 9