GUVI: Zen Class — Part 2 : Find the culprits and nail them — debugging javascript loops

**Output**: 1234567891011

OutPut:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var new\_string = "";

for (let i = 0; i < numsArr.length; i++) {

new\_string += numsArr[i]

}

console.log(new\_string);

**Output**: 1,2,3,4,5,6,7,8,9,10,11

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var new\_string = [];

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

new\_string.push(numsArr[i]);

}

console.log(new\_string.join());

**Output**: 11 10 9 8 7 6 5 4 3 2 1

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var new\_string = "";

for (var i= (numsArr.length-1); i >= 0;i--){

new\_string += numsArr[i] +" ";

}

console.log(new\_string.trim());

**Output**:[ 1, “even”, 3, “even”, 5, “even”, 7, “even”, 9, “even”, … ]

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

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

if(numsArr[i] %2 == 0 )

{

numsArr[i] = "even"

}

}

console.log(numsArr);

**Output**: [ “even”, 2, “even”, 4, “even”, 6, “even”, 8, “even”, 10, … ]

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

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

if(i %2 == 0 )

{

numsArr[i] = "even"

}

}

console.log(numsArr);

Write a code to add all the numbers in the array

Output: 66

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var sum=0;

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

sum += numsArr[i]

}

console.log(sum);

Write a code to add the even numbers only  
**Output**: 30

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var sum=0;

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

if(numsArr[i]%2==0){

sum += numsArr[i]

}

}

console.log(sum);

Write a code to add the even numbers and subtract the odd numbers  
**Output**: 94

Output:

var numsArr = [ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11];

var sum=100;

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

if(numsArr[i]%2==0)

{

sum += numsArr[i]

}

else

{

sum -= numsArr[i]

}

}

console.log(sum);

**Output**:

Array(5) [ 1, 2, 3, 4, 5 ]  
Array(6) [ 6, 7, 8, 9, 10, 11 ]

Output:

var numsArr = [[1, 2, 3, 4, 5],[ 6, 7, 8, 9, 10, 11]];

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

console.log( numsArr[i])

}

**Output**: 1234567891011

Output:

var numsArr = [[1, 2, 3, 4, 5],[ 6, 7, 8, 9, 10, 11]];

var str\_all="";

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

var inner\_array = numsArr[i];

for(var j = 0 ; j < inner\_array.length;j++ ){str\_all +=inner\_array[j]}

}

console.log(str\_all);

**Output**: [ [“even”, 2, “even”, 4, “even”], [6, “even”, 8, “even”, 10, …] ]

Output:

var numsArr = [[1, 2, 3, 4, 5],[ 6, 7, 8, 9, 10, 11]];

var str\_all=0;

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

var inner\_array = numsArr[i];

for(var j = 0 ; j < inner\_array.length;j++ )

if( j %2 == 0 )

{

numsArr[i][j] = "even"

}

}

console.log(numsArr);

**Output**: 11 10 9 8 7 6 5 4 3 2 1

Output:

var numsArr = [[1, 2, 3, 4, 5],[ 6, 7, 8, 9, 10, 11]];

var str\_all="";

for (var i = (numsArr.length-1); i >=0 ; i--) {

var inner\_array = numsArr[i];

for(var j = (inner\_array.length-1); j >= 0 ;j-- )

{

str\_all +=inner\_array[j]+" "

}

}

console.log(str\_all.trim());

Write a code to add elements in the inner arrays based on odd or even values  
**Output**:  
36  
30

Output:

var numsArr = [[1, 2, 3, 4, 5],[ 6, 7, 8, 9, 10, 11]];

var sum\_odd=0;

var sum\_even=0;

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

var inner\_array = numsArr[i];

for(var j = 0 ; j < inner\_array.length;j++ ){

if(numsArr[i][j]%2!=0)

{sum\_odd += numsArr[i][j];}

else

{sum\_even += numsArr[i][j];}

}

}

console.log(sum\_odd);

console.log(sum\_even);