

# No Loops

- Don't use `for`, `for ... in`, `while`, `do`
- Use `map`, `reduce`, `filter`, `every`, `some`
- Provide `=>`-functions without `return`-keyword as arguments
- Try to avoid `forEach` and recursion
- don't start with the rules, start with the board/neighbor-detection

## Example

Instead of

```
function square(values) {  
  
    var result = [];  
  
    for (var i = 0; i < values.length; ++i) {  
  
        result.push(values[i] * values[i]);  
  
    }  
  
    return result;  
  
}
```

do this:

```
square = (values) => values.map(v => v * v);  
  
console.log(square([1, 2, 3]));
```