1、抽奖（一步一步执行循环）

es5:

```
    function draw(f=1,s=2,t=5){
        let fArr = ['1A','1B','1C','1D','1E'];
        let SArr = ['2A','2B','2C','2D','2E','2F','2G','2H'];
        let TArr = ['3A','3B','3C','3D','3E','3F','3G','3H','3I','3J','3K'];
        let result=[],random;
        for(let i=0;i<f;i++){
            random = Math.floor(Math.random()*fArr.length)
            result = result.concat(fArr.splice(random,1))
        }
        for(let i=0;i<s;i++){
            random = Math.floor(Math.random()*SArr.length)
            result = result.concat(SArr.splice(random,1))
        }
        for(let i=0;i<t;i++){
            random = Math.floor(Math.random()*TArr.length)
            result = result.concat(TArr.splice(random,1))
        }
        return result;
    }
    let r = draw();
    console.log(r);
```

es6:

```
function * draw(f=1,s=2,t=5){
    let fArr = ['1A','1B','1C','1D','1E'];
    let SArr = ['2A','2B','2C','2D','2E','2F','2G','2H'];
    let TArr = ['3A','3B','3C','3D','3E','3F','3G','3H','3I','3J','3K'];
    let count=0,random;
    while(1){
        if(count<f){
            random = Math.floor(Math.random()*fArr.length);
            yield fArr.splice(random,1)
            count ++
```

```javascript
        }else if(count<f+s){
            random = Math.floor(Math.random()*SArr.length)
            yield SArr.splice(random,1)
            count ++
        }else if(count<f+s+t){
            random = Math.floor(Math.random()*TArr.length)
            yield TArr.splice(random,1)
            count ++
        }else{
            return false
        }
    }
}
let r = draw();
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value.join());
console.log(r.next().value);
```

2、小游戏，无限数数，到3的倍数（不设中止条件的场景）

```javascript
function * mul(){
    let count = 1;
    while(1){
        if(count%3==0){
            yield count
        }
        count++
    }
}
let m = mul();
```

```
console.log(m.next().value);
console.log(m.next().value);
console.log(m.next().value);
console.log(m.next().value);
```