**Student Activity Guide: Tracing For-Loops** Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Unit 3 Lesson 16

**Directions**

Predict the value of **j** for each the following for-loop statements. Record the values of j. Note: The syntax of this activity may be different than the syntax of the programming tool you are using. Change the syntax to work with the tool you are using.

**Code Values of j**

|  |  |
| --- | --- |
| for (int i = 3; i < 30; i += 5) | 3 8 13 18 23 28 |
| for (int i = 10; i < 100; i += 10) |  |
| for (int i = 0; i >- 10; i -= 1) |  |
| for (int i = 5; i < 18; i += 2) |  |

**Directions**

Write a JavaScript program that includes a for-loop code segment and any input or output statements or write pseudo-code for each of the following scenarios.

**Code Scenario**

|  |  |
| --- | --- |
|  | Allow the user to enter a password until correct. |
|  | Allow the player to make 3 guesses in a game. |
|  | Allow only 10 digits to be entered for a phone number. |
|  | Depict 50 flips of a coin. |