

Announcements

- **Quiz #3 on Friday**
- **Project #3 due Sunday night**
- **Please bring laptops to class on Monday**

Recall: Dynamic Updates

Consider HTML paragraph:

```
<p>Your score is 100</p>
```

How can we “dynamically” change the 100 to 200 using Javascript?

```
<p>Your score is <span id="score">100</span></p>
```

Javascript:

```
score.innerHTML = 200;
```

Example: BetterRouletteWheel

Pausing

We wish we could do this:

```
statement1;  
pause(500);    // wait 500 milliseconds  
statement2;
```

The best we can do:

```
statement1;  
setTimeout(doSomething, 500);  
  
function doSomething() {  
    statement2;  
}
```

Note: This won't work inside a loop!

Example: [Pausing.html](#)

One More Example...

Example: MoreDynamicUpdates

Loops that count

Common situation:

I need to repeat something exactly 723 times:

```
var counter = 0;
while (counter < 723) {
    // do something
    counter = counter + 1;
}
```

For Loops

In some situations a for-loop is more convenient:

```
for (var i = 0; i < 723; i = i + 1) {  
    // do something  
}
```

Let's see some variations:

Example: [ForLoops.html](#)