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Question 1

1- The event loop

JavaScript has a runtime model based on an event loop, which is responsible for executing the code, collecting and processing events, and executing queued sub-tasks. This model is quite different from models in other languages like C and Java.

2-

add an element at the beginning
use unshift()

```
const arr = [1,2];

const arrLength = arr.unshift(3);

document.write(arr);
```

add one at the end

use push()

```
const arr = [1,2];

const arrLength = arr.push(3);

document.write(arr);
```