

ARRAYS

```
var fruits = ['banana', 'orange', 'apple'];
```

 Ordered collection of data combined into one variable.

-Each item in an array gets assigned an index value.

ARRAYS

```
var fruits = ['banana', 'orange', 'apple'];
fruits[0]; // will output 'banana'
fruits[1]; // will output 'orange'
fruits[2]; // will output 'apple'
```

-You call array variables using square brackets and putting their index value into the brackets. Notice anything weird?



The index value arrays always start with 0, no exceptions.

It is never 1.

ARRAYS

Setting values at a given index

```
var fruits = ['banana', 'orange', 'apple'];
fruits[0] = 'grapes';

// fruits will now be:
// ['grapes', 'orange', 'apple']
```

This will override any value that was there before

CODEALONG

Let's make some arrays and access their values



Array - Index - length - indexOf() - pop() - shift()
push() - unshift() - join() - Loop - for

.length

```
var fruits = ['banana', 'orange', 'apple'];
fruits.length; // will output 3
```

-Use length to figure out how many items are in your array

.indexOf()

```
var fruits = ['banana', 'orange', 'apple'];
fruits.indexOf('orange');
// will output 1
```

-Use indexOf() to see what index value any item in the array has

.pop()

```
var fruits = ['banana', 'orange', 'apple'];
fruits.pop();
// fruits = ['banana', 'orange'];
```

-Pop method takes off the LAST item in the array.

.shift()

```
var fruits = ['banana', 'orange', 'apple'];
fruits.shift();
// fruits = ['orange', 'apple'];
```

-Shift method takes off the FIRST item in the array.

.push()

```
var fruits = ['orange'];
fruits.push('kiwi');
// fruits = ['orange', 'kiwi'];
```

-Push method takes whatever item you have within the method parenthesis and adds it to the END of the array, creating a new item.

.unshift()

```
var fruits = ['orange', 'apple'];
fruits.unshift('kiwi');
// fruits = ['kiwi', 'orange', 'apple'];
```

-Unshift method takes whatever item you have within the method parenthesis and adds it to the front of the array

.join()

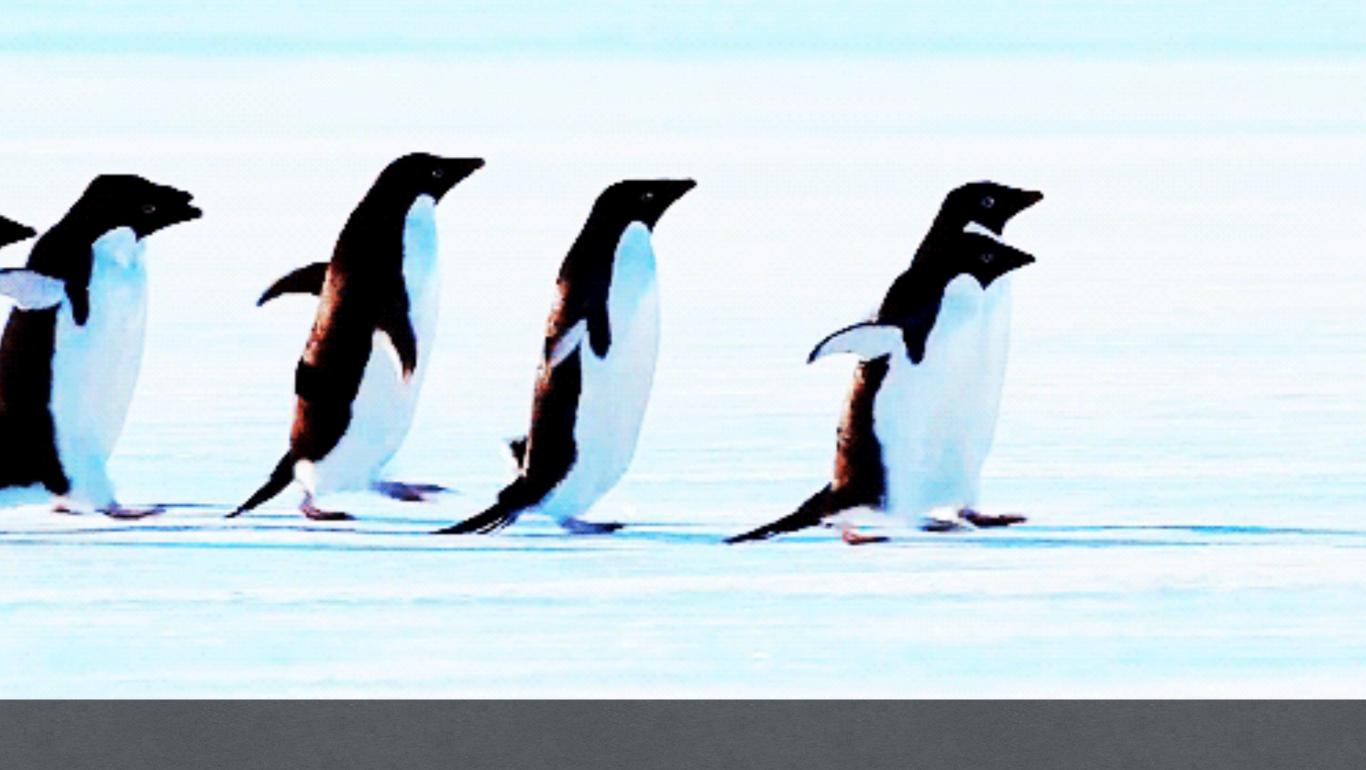
```
fruits = ['kiwi', 'pear', 'cherry'];
fruits.join(' and ');
// fruits = 'kiwi and pear and cherry';
```

Join will take the value from within the parentheses and combine it with all values in your array to make one big string.

MULTI - DIMENTIONAL

```
var produce = [
    ['kiwi', 'pear', 'cherry'],
    ['broccoli', 'celery', 'carrots']
];
produce[1] // => ['broccoli', 'celery', 'carrots'];
produce[0][2] // => 'cherry';
```

You can put arrays inside of arrays. Access them with a second set of square brackets (first bracket is the array, second bracket is item).

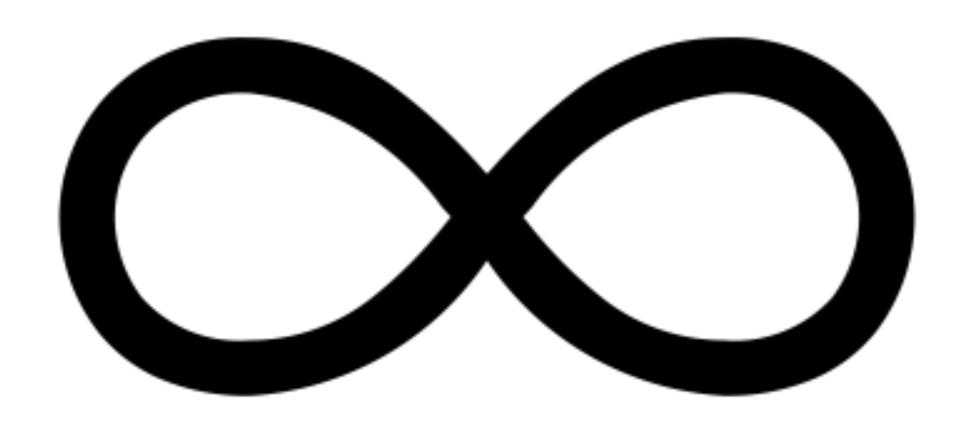


Array - Index - length - indexOf() - pop() - shift()
push() - unshift() - join() - Loop - for

YOUR TURN

Complete the tasks in the repl

LOOPS



LOOP

Repetitious program that runs over a defined range.

WHY LOOPS?

- -Loops take advantage of what computers do best: evaluate instructions across organized sets of data very quickly.
- -Computers think best in isolated patterns, which is exactly how a loop works.
- -Efficient in terms of memory and processor usage

FOR LOOP

Works similar to an if statement but with more conditions. Three declarations:

- 1- Define variable
- 2- Establish condition for loop to run
- 3- Increment variable

```
for (var i = 0; i < 10; i++) {
  console.log(i);
  // outputs 0,1,2,3,4,5,6,7,8,9
}</pre>
```

FOR LOOP & ARRAYS

Blending the two concepts, we can create powerful programs that move through large amounts of data very quickly.

FOR LOOP & ARRAYS

Same number of declarations but notice the condition in the parenthesis. The array's length limits the amount of loops.

```
var myArray = ["John", "Benjamin", "Victor"];
for (var i = 0; i < myArray.length; i++) {
  console.log(myArray[i]);
  // outputs "John,Benjamin,Victor"
}</pre>
```

BIGIDEA

The major use case for arrays is to create itemized groups of data computers can manipulate (often with loops).

YOUR TURN

Complete the tasks in the repl



Array - Index - length - indexOf() - pop() - shift()
push() - unshift() - join() - Loop - for