ArrayLiteral : **[** *ElementList* **,** *Elision*_{opt} **]**

1. Let *array* be ! ArrayCreate(0).
2. Let *len* be the result of performing ArrayAccumulation for *ElementList* with arguments *array* and 0.
3. ReturnIfAbrupt(*len*).
4. Let *padding* be the ElisionWidth of *Elision*; if *Elision* is not present, use the numeric value zero.
5. Perform Set(*array*, **"length"**, ToUint32(*padding* + *len*), **false**).
6. NOTE: The above Set cannot fail because of the nature of the object returned by ArrayCreate.
7. Return *array*.