**JavaScript Arrays**

Arrays

* Review:   
  A *variable* is a storage place in memory. It has a name and can hold one value (of any JS data type).
* An *array* is like a variable (we call it an *object*), but it can store more than one value.
* An array has an *index* that lets us access a particular *element* (storage spot) in the array.
* One way to think of an array is as a table where each row is an element:

Table : myArray

|  |  |
| --- | --- |
| *index* | *value* |
| 0 | Rey |
| 1 | Finn |
| 2 | Han Solo |
| 3 | C-3PO |
| 4 | Chewbacca |

* Creating an array
  + As an array literal
    - Without initialization:  
       var myArray = [];
    - With initialization:  
       var myArray = [“Rey”, “Finn”, “Han Solo”, “C-3PO”, “Chewbacca”];
  + As an object
    - With the Array constructor that takes no parameters:   
      var myArray = new Array();
    - With the Array constructor that takes size as a parameter:   
      var myArray = new Array(10);
    - With the Array constructor that takes values as parameters:   
      var myArray = new Array(“Rey”, “Finn”, “Han Solo”, “C-3PO”, “Chewbacca”);
* Changing values in an array: myArray[1] = “Poe”;
* Adding new values to an array: myArray[5] = “Yoda”;
* You can also use push: myArray.push(“Leia”);  
  Example: put a few more values in the loop
* Retrieving values from an array: alert(myArray[0]);
* Arrays have a length property: var numElements = myArray.length;

Exercise

* Write a function to put names in an array.
* Write another one to write the names to a page.

Look at the tutorial together