The splice() method adds or removes items from an array

Warning: the splice() method replaces the original array

In our case, this is what we want, because we want to override our original dogs array with the updated data

The splice() method needs at least one parameter, which is where the splice operation starts

We want the operation to start at the beginning of the relevant Dog we're wanting to up him, right?

In our example, we can do this by using the indexOf method

indexOf() returns the position of the first occurrence of a value in a string or array

```
let text = "The Warthog enjoyed eating grass.";
text.indexOf("W");
// this will return the position of "W" in the text string,
which is 4
```

In our case we want to get returned the position of our existing dog in the array of dog objects

dogs.indexOf(existingDog)

But with the Array.splice() method, we can do more!

We can also define how many elements you want to remove from the array by passing a second number argument known as removeCount

We want to remove the old dog, and replace it with our updated dog data, right?

When you omit the removeCount parameter, Array.splice() will remove all elements from the start index to the end of the array

We don't want this, do we?

No. We only want to remove 1 item from the array, being the old dog object

There is also a third argument to the splice() method - the new item you want to add to the array

So in our example:

dogs

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dogs.splice (position of our dog,



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dogs.splice (position of our dog, delete it,



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So in our example:

dogs.splice (position of our dog, delete it, replace it with new dog details)

