```
let contacts = [];
// Function to add a new contact
function addContact() {
 event.preventDefault();
 // Get the values from the form
 let name = document.getElementById("name").value;
 let phone = document.getElementById("phone").value;
 // Create a new contact object
 let contact = {
   name: name,
   phone: phone
 };
 // Add the contact to the array
 contacts.push(contact);
 // Clear the form
 document.getElementById("contactForm").reset();
 // Refresh the contact list
 displayContacts();
// Function to display the contact list
function displayContacts() {
 let contactList = document.getElementById("contactList");
 contactList.innerHTML = "";
 // Loop through the contacts array and create list items
 for (let i = 0; i < contacts.length; i++) {</pre>
   let li = document.createElement("li");
   li.textContent = contacts[i].name + " - " + contacts[i].phone;
    // Add delete button to each contact
    let deleteButton = document.createElement("button");
   deleteButton.textContent = "Delete";
   deleteButton.addEventListener("click", function() {
      deleteContact(i);
    li.appendChild(deleteButton);
   // Add edit button to each contact
    let editButton = document.createElement("button");
    editButton.textContent = "Edit";
    editButton.addEventListener("click", function() {
      editContact(i);
    });
```

```
li.appendChild(editButton);
    // Add the list item to the contact list
   contactList.appendChild(li);
 }
// Function to delete a contact
function deleteContact(index) {
  contacts.splice(index, 1); // Remove the contact from the array
  displayContacts(); // Refresh the contact list
}
// Function to edit a contact
function editContact(index) {
  let contact = contacts[index];
  // Fill the form with the contact details
  document.getElementById("name").value = contact.name;
  document.getElementById("phone").value = contact.phone;
  // Remove the contact from the array
  contacts.splice(index, 1);
  displayContacts(); // Refresh the contact list
}
// Initial display of the contact list
displayContacts();
```