# Intro #3: Arrays

arrays, collisions, picking random items

- arrays, iteration
- UW.range
- array of text
- UW.randomChoice
- UW.getFingers
- collisions Sprite.getTouching

### Console: Arrays

- array literals (of numbers)
- UW.range() TODO
- iteration

#### **Iteration**

- make a sprite every N y positions.
- challenge (optional): make a grid of sprites

### Choosing random things

- text literals
- making lists of text
- UW.choose() for costumes 🚉 🚉 🗯 🚉 🐈 🚉
- fill the screen with random kinds of tree

## **Collisions**

- for other in getTouching()
- lets...burn the trees with fire
- on drag
- move fire to finger
- destroy any overlapping trees

#### The end

Nice! Now you know about Javascript Arrays, how to get random numbers, how to pick an item from an Array at random, how to detect a finger being dragged, and how to get overlapping objects.