# Intro #3: Arrays

arrays, collisions, picking random items

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

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## Console: Arrays

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

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## Iteration

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

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## 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.