

# Arrays

## Property `.length`

The `.length` property of a JavaScript array indicates the number of elements the array contains.

```
const numbers = [1, 2, 3, 4];
```

```
numbers.length // 4
```

## Index

Array elements are arranged by *index* values, starting at `0` as the first element index. Elements can be accessed by their index using the array name, and the index surrounded by square brackets.

```
// Accessing an array element
```

```
const myArray = [100, 200, 300];
```

```
console.log(myArray[0]); // 100
```

```
console.log(myArray[1]); // 200
```

```
console.log(myArray[2]); // 300
```

## Method `.push()`

The `.push()` method of JavaScript arrays can be used to add one or more elements to the end of an array.

`.push()` mutates the original array returns the new length of the array.

```
// Adding a single element:
```

```
const cart = ['apple', 'orange'];
```

```
cart.push('pear');
```

```
// Adding multiple elements:
```

```
const numbers = [1, 2];
```

```
numbers.push(3, 4, 5);
```

## Method `.pop()`

The `.pop()` method removes the last element from an array and returns that element.

```
const ingredients = ['eggs', 'flour',  
  'chocolate'];
```

```
const poppedIngredient
```

```
= ingredients.pop(); // 'chocolate'
```

```
console.log(ingredients); // ['eggs',  
  'flour']
```

## Mutable

JavaScript arrays are *mutable*, meaning that the values they contain can be changed.

Even if they are declared using `const`, the contents can be manipulated by reassigning internal values or using methods like `.push()` and `.pop()`.

## Arrays

Arrays are lists of ordered, stored data. They can hold items that are of any data type. Arrays are created by using square brackets, with individual elements separated by commas.

```
const names = ['Alice', 'Bob'];  
  
names.push('Carl');  
// ['Alice', 'Bob', 'Carl']
```

```
// An array containing numbers  
const numberArray = [0, 1, 2, 3];  
  
// An array containing different data  
types  
const mixedArray = [1, 'chicken',  
false];
```