NODE

```
1   var plane = "plane";
2   var sevenFiftySeven = "757";
3   var drone = "drone";
4   var shellPlane = null;
5   var nothing = "";
6
7   var flyingObjects = [plane, sevenFiftySeven, drone, shellPlane, nothing];
8
9   function takeOff(flyType){
10
11      if (flyType){
12      console.log(flyType + " is preparing for takeoff!");
13      }
14
15      else {
16          console.log(flyType + " cannot fly");
17      }
18
19  }
20
21  for (i = 0; i < flyingObjects.length; i++){
22
23      takeOff(flyingObjects[i]);
24  }
25
26
27
```

```
plane is preparing for takeoff!
757 is preparing for takeoff!
drone is preparing for takeoff!
null cannot fly
 cannot fly
```