NODE

```javascript
var plane = "plane";
var sevenFiftySeven = "757";
var drone = "drone";
var shellPlane = null;
var nothing = "";

var flyingObjects = [plane, sevenFiftySeven, drone, shellPlane, nothing];

function takeOff(flyType){

    if (flyType){
    console.log(flyType + " is preparing for takeoff!");
    }

    else {
        console.log(flyType + " cannot fly");
    }

}

for (i = 0; i < flyingObjects.length; i++){

    takeOff(flyingObjects[i]);
}
```