★ JavaScript and Ducking Type Exe... Ø



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NODE

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