

RPG GAME Array Manipulation

Note: make use of `.push()`, `.pop()`,
`.includes()`, `.shift()`, `.unshift()`,
`.indexOf()`, `.lastIndexOf()`, `.reverse()`,
`.sort()`, `.join()`, `.slice()`, `.splice()`,
`.concat()`

1. Check if a Weapon Exists:

- Given an array
`weaponInventory = ["Sword", "Bow", "Magic Staff"]` and
a variable `weaponToCheck = "Sword"`, write a code snippet to
check if `weaponToCheck` exists in `weaponInventory`. Log a
corresponding message.

2. Reverse Quest Order:

- Given an array
`questNames = ["Dragon's Lair", "The Lost Artifact",
"Rescue the Princess"]`
, write a code snippet to create a new array that contains the quest
names in reverse order.

3. Create a String of Monster Types:

- Given an array
`monsterTypes = ["Dragon", "Goblin", "Orc"]`, write a
code snippet to create a single string that lists the monster types,
separated by commas.

4. Check for a Specific Monster Type:

- Given an array
`monsterTypes = ["Dragon", "Goblin", "Orc"]` and a
variable `monsterToCheck = "Orc"`, write a code snippet to
check if `monsterToCheck` is in `monsterTypes`. Log a message
indicating the result.

5. Find Index of a Specific Quest:

- Given an array
`questNames = ["Dragon's Lair", "The Lost Artifact", "Rescue the Princess"]`
and a quest `specificQuest = "Rescue the Princess"`, write a code snippet to log the index of `specificQuest` in `questNames`. If it's found, log "Rescue the Princess found at index X". If it's not found, log "Quest not found".

6. Remove the Last Monster:

- Given an array `monsterList = ["Dragon", "Orc", "Goblin"]`, write a code snippet to remove the last monster and log the updated array.

7. Insert a Monster at the Beginning:

- Given an array `monsterList = ["Orc", "Goblin"]` and a new monster `newMonster = "Dragon"`, write a code snippet to add `newMonster` at the beginning of `monsterList`.

8. Remove First Monster and Log It:

- Given an array `monsterList = ["Dragon", "Orc", "Goblin"]`, write a code snippet to remove the first monster, store it in a new variable and log that variable.

9. Concatenate Two Arrays of Heroes:

- Given two arrays `heroList1 = ["Archer", "Mage"]` and `heroList2 = ["Warrior", "Healer"]`, write a code snippet to create a new array that contains all heroes from both arrays.

10. Sort Quests Alphabetically:

- Given an array
`questNames = ["Dragon's Lair", "The Lost Artifact", "Rescue the Princess"]`
, write a code snippet to sort the quests alphabetically and log the sorted array.

11. Create Array from Magic Spells:

- Given a string of spells
`spellsString = "Fireball,Heal,Ice Lance"` , write a code snippet to create an array where each element is a spell.

12. Slice Array to Get Upcoming Quests:

- Given an array
`questNames = ["Dragon's Lair", "The Lost Artifact", "Rescue the Princess"]`
and a number `n = 2` , write a code snippet to create a new array that contains the first `n` quests from `questNames` .

13. Empty the Monster Array:

- Given an array `monsterList = ["Dragon", "Orc", "Goblin"]` , write a code snippet to empty the array.

14. Equip a New Weapon

- Given an inventory array `inventory = ["Sword", "Shield"]` and a new weapon `newWeapon = "Bow"` , write a code snippet to add the new weapon to the inventory.

15. Sell the Last Item

- Given an inventory array
`inventory = ["Gold", "Magic Potion", "Shield"]` , write a code snippet to remove the last item from the inventory and log the item that was sold.

16. Insert a New Quest at the Beginning

- Given an array of quests
`quests = ["Dragon's Lair", "Rescue the Princess"]` , and a new quest `newQuest = "Defeat the Goblin King"` , write a code snippet to add the new quest at the beginning of the array.

17. List All Quests Alphabetically

- Given an array of quests
quests = ["Dragon's Lair", "Rescue the Princess",
"Defeat the Goblin King"]
, write a code snippet to sort the quests alphabetically and log the
sorted list.

18. Check If Quest Exists

- Given an array of quests
quests = ["Dragon's Lair", "Rescue the Princess",
"Defeat the Goblin King"]
and a quest to check questToCheck = "Rescue the Princess",
write a code snippet to check if the quest exists and log a message
indicating whether it's found.

19. Sort Scores

- Given an array of scores scores = [30, 80, 60, 90] , write a code
snippet to sort the scores in a descending order and log the sorted list.