 RPG GAME Array Manipulation

Note: make use of . push( ) , . pop( ) ,

.includes(), .shift(), .unshift(),

.indexof(), .las Indexof(), .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.

1. 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.

# Create a String of Monster Types:

Given an array

monsterTypes = [ "Dragon", "Gob11n", "Orc" ] , write a code snippet to create a single string that lists the monster types, separated by commas.

1. Check for a Specific Monster Type:

Given an array

monsterTypes = [”Dragon”, "Goblin", “Orc”] and a variable monsterToCheck = "Orc" , write a code snippet to checkif monsterToCheck isin monsterTypes. Log a message indicating the result.

1. Find Index of a **Specific** Quest:
   * Given an array

questNames = [”Dragon's Lair”, ”The Lost Artifact“, “Rescue the Princess”]

and a quest spec ificguest = "Rescue the Princess" , write a code snippet to log the index of spec ificQuest in questNames . If it's found, log "Rescue the Princess found at index X". If it's not found, log "Quest not found".

1. Remove the Last Monster:
   * Given an array monsterList = ["Dragon", "Orc", "Gob1in" ] , write a code snippet to remove the last monster and log the updated array.
2. Insert a Monster at the **Beginning:**
   * Given an array monsterList = ["Orc", "Gob11n" ] and a new monster newMonster "Dragon" , write a code snippet to add newMonster at the beginning of monsterLi st .
3. Remove **First Monster** and Log It:
   * Given an array monsterList = ["Dragon", "Orc", "Gob1in" ] , write a code snippet to remove the first monster, store it in a new variable and log that variable.
4. Concatenate Two Arrays of Heroes:
   * Giventwoarrays heroListl = ["Archer", "Magee and heroList2 = ["Warrior", "Healer"],write acodesnippetto ceaeanewavaythatcontansa# heroeskombotharrays.
5. 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.

1. 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.

1. **Slice Array to Get Upcoming Quests:**
   * Given an array

questNames = [”Dragon's Lair”, "The Lost Artifact", "Rescue the Pr1nces s" ]

and a number n = 2 , write a code snippet to create a new array that contains the first n quests from questNames .

1. Empty the Monster Array:
   * Givenanarray monsterList = [”Dragon“, "0rc“, “Goblin”] , writeacodesnippetoemptythearray.
2. Equip a New Weapon
   * Given an inventory array inventory = [ "Sword", "Shield" ] and a new weapon newNeapon = "Bow" , write a code snippet to add the new weapon to the inventory.
3. Sell the Last Item
   * Given an inventory array

inventory = [ "Gold", "I'4agic Potion", "Sh1e1d" ] , write a code snippet to remove the last item from the inventory and log the item that was sold.

1. Insert a New **Quest at the Beginning**
   * Given an array of quests

quests = [”Dragon's Lair“, “Rescue the Princess”] ,and a new quest newguest = "Defeat the Gob11n King" , write a code snippet to add the new quest at the beginning of the array.

1. 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.

# 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.

1. 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.