Intro To JavaScript – Day 3

Arrays

- Initialize an empty array: `var myArray = [];`

- Initialize an array with values: `var colors = ['red', 'green', 'blue'];`

- Access items of an array:

```
console.log(colors[0]);
console.log(colors[1]);
console.log(colors[2]);
```

- Size of an array: `console.log(colors.length);`

- Fastest way to empty/clear an array: `myArray.length = 0;`

- Add an item to the end of an array...

  - Option 1: `colors.push('purple');`

  - Option 2: `colors[colors.length] = 'yellow';`

- Arrays of arrays:

```
var points = [
    [0, 1],
    [1, 2],
    [2, 3]
];
console.log(points[0][0]);
console.log(points[0][1]);
```

- Arrays of objects:

```
var points = [
    {x: 0, y: 0},
    {x: 1, y: 1},
    {x: 2, y: 2}
];

console.log('x: ' + points[0].x + ', y: ' + points[0].y);
```

- Arrays of arrays AND objects:

```
var points = [
    [0, 1],
    {x: 1, y: 2}
];
console.log(points[0][0] + ', ' + points[0][1]);
console.log('x: ' + points[1].x + ', y: ' + points[1].y);
```

- Iterating through an array (do not use a for-in loop to iterate through an array!):

```
var colors = [ 'red', 'green', 'blue', 'purple', 'yellow' ];
for (var color = 0; color < points.length; color++) {
    console.log(points[color]);
}
```

- Removing an item from an array using 'delete':

```
var colors = [ 'red', 'green', 'blue', 'purple', 'yellow' ];
delete points[3];
console.log(points);
```

Notice that it shows position 3 as 'undefined'. The value was deleted, but not the array element.

- Removing an item from an array using 'slice' and 'concat':

```
var colors = [ 'red', 'green', 'blue', 'purple', 'yellow' ];
var newPoints = points.slice(0,3).concat(points.slice(4));
console.log(newPoints);
```

Holy cow, this is a lot of work just to delete an item, there has to be a better way. There is.

Also, notice that 'slice' returns a new array, it doesn't modify the original array.

- Removing an item from an array using splice:

```
var colors = [ 'red', 'green', 'blue', 'purple', 'yellow' ];
points.splice(3,1);
console.log(points);
```

- How about one more little trick, applying a function to each element of an array:

--- Using .forEach ---

```
var values = [1, 2, 3, 4, 5, 6];
values.forEach(function(value, index, array) {
    array[index] += 1;
});
console.log(values);
```

--- Using .map ---

```
var values = [1, 2, 3, 4, 5, 6];
var newValues = values.map(function(value) {
    return value + 1;
});
console.log(newValues);
```

There are more array methods of interest, recommend looking into them:
- filter
- every
- some
- reduce
- indexOf
- lastIndexOf

Conditional Statements

```javascript
var x = 1;
var y = 1;
if (x == y) {
    console.log('x is equal to y');
}
else {
    console.log('x is not equal to y');
}
```

Now, change y to: y = '1'; Explain that == will use coercion, what you really want to do is use ===

```javascript
var x = 1;
var y = '1';
if (x === y) {
    console.log('x is equal to y');
}
else {
    console.log('x is not equal to y');
}
```

JavaScript has the standard relational and logical operators that you'd expect:

- < <=

- > >=

- != !==

- && || !

Other operators of interest

- typeof – Returns a string that represents the type of the object

    ```javascript
    var myDate = new Date();
    console.log(typeof myDate);
    ```

- instanceof – Returns true/false if the object is of the type specified.

    ```javascript
    var myDate = new Date();
    console.log(myDate instanceof Date);
    console.log(myDate instanceof Object);
    console.log(myDate instanceof Number);
    ```