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**Q: How do we perform arrays in an attribute wrangle VEXpression in Houdini SideFX, and how do we create a new array and assign values to it?**

**A:**

* Make network pane geometry out of objects and add a grid to it.
* Connect it to a scatter node, and adjust the birthrate and point size as desired.
* Add an Attribute Wrangle node and open the VEXpression in the parameters pane to write your array creation and manipulation code.
* Fill the VEXpression with
  + float testArray[] = {5,6,7,8,9, 1,2,3,4};
  + @test =testArray[4];
  + f[]@newArray;
  + @newArray=testArray;
* You can view the results by selecting the Geometry Spreadsheet, which displays the values of your new array and any other attributes you created or modified.

