

Check the console log for the output.

Task 10: Given `myArray` array :

Remove the **last** item from `myArray`.

```
myArray.pop();
```

Run Task

Check the console log for the output.

Task 11: Given `myArray` array :

Remove the **first** item from `myArray`.

```
myArray.shift();
```

Run Task

Check the console log for the output.

```
myArray.splice(2,0,"AMES")
```

Run Task

Check the console log for the output.

Task 9: Given myArray array :

Find one item in the array myArray e.g., "banana".

```
myArray.indexOf("AMES")
```

Run Task

Check the console log for the output.

Task 10: Given myArray array :

Remove the **last** item from myArray.

```
myArray.pop();
```

Run Task

Check the console log for the output.

Task 6: Given `myArray` array :

Add one item to the **end** of the array `myArray` e.g., **"banana"**.

```
myArray.push("myBanana");
```

Run Task

Check the console log for the output.

Task 7: Given `myArray` array :

Add one item to the **beginning** of the array `myArray` e.g., **"watermelon"**.

```
myArray.unshift("myWatermelon");
```

Run Task

Check the console log for the output.

Task 8: Given `myArray` array :

Add the item **"AMES"** to the **second** position of `myArray`.

```
myArray.splice(2,0,"AMES")
```

Task 4: Create a constant **const** named **constNum** and assign it the integer value input. Try modifying **constNum** to trigger an error.

```
const constNum = "text";
```

Enter different value here, blank to pass test

Run Task

Check the console log for the output.

Array

Task 5: Given **myArray** array :

Add one item to the **end** of the array **myArray** e.g., **"apple"**.

```
myArray.push("myApple");
```

Run Task

Check the console log for the output.

Variables

Task 1: Create a variable **let** named **x** and assign it the value 10. Output **x** in the console log.

```
let x = 10;
```

Run Task

Check the console log for the output.

Task 2: Create a variable **var** named **num** and assign it the integer value input. Output **num** in the console log.

```
var num = 12;
```

Run Task

Check the console log for the output.

Task 3: Create a variable named **anything** and assign it the string value input. Output **str** in the console log.

```
var anything = "anything";
```

Run Task

Activity06 In-Class Variables Array

September 13th, 2024

Name

Task 0: Input :

Anthony Phan, asianp12@iastate.edu

Variables

Task 1: Create a variable **let** named **x** and assign it the value 10. Output x in the console log.