Challenge: Iterate over an array, placing a gem and a switch at each location.

In the code below, you can use the `columns` array to place a gem and a switch on each column in the puzzle world. This process is known as iteration, and it allows you to perform an action for each item in an array.

Example

To iterate, use a `for-in` loop, a type of for loop

```
for currentColumn in columns {
    world.place(Gem(), atColumn: currentColumn, row: 1)
}
```

A `for-in` loop runs a block of code for each variable in the array. In the above example, `currentColumn` is the variable that stores a value in the `columns` array. This value is passed into the `column` parameter of the `place` method to determine which column to place a gem at.

Each time the `for-in` loop runs, `currentColumn` goes to the next item in the array until there are no items left.

1   Complete the `for` loop that iterates over your array.

2   Within the loop, place a gem and a switch at each column.

```
let columnsArray = [0, 1, 2, 3, 4]

// Give your loop variable a name and pass in your array.
for column in columnsArray {
    // Place a gem and a switch for each column.
    world.place(Gem(), atColumn: column, row: 1)
    world.place(Switch(), atColumn: column, row: 1)
}
```