

CODE JOURNEY

Week 2

<CodeCrew/>

It's been 2 weeks now that we are in [CodeCrew](#). This week we continued in Javascript with more advanced notions: **array, objects and the switch case**. Concerning the array, remember the variables we saw last week. As a reminder, Javascript variables can only store one data at a time. However, since it is often useful to manipulate a lot of data, the concept of a variable is sometimes insufficient because it becomes difficult to manage a large number of distinct variables.

Javascript provides a data structure allowing to store the data in a "common variable": the array. So **array, in Javascript, is a variable that can contain several independent data, indexed by a number, called *index***.

We learned different methods to manipulate an array, like how to remove elements, to add, to create a new table from another table (*and depending on where you want to add or remove there is a method , every detail counts my friend, that's it! _(^ _ ^)_/*). Then, once we learned these methods, we learned how to manipulate a table this time from a function and a loop. It was the main part of our exercises.

After arrays, Objects. JavaScript is defined as an object-oriented language, so manipulating objects is crucial for code cleanliness and a facility of development. The Objects are there to make our life easier, but their creation can take time.

we discovered how to **create an object** from A to Z **by defining a constructor, properties and methods.**

Finally the switch case : this is a form of conditions, just with a writing cleaner especially in the case where there are several conditions to submit. Small tips of the *print function* were also given to us, the old ones and the current methods. And so we ended with JavaScript. It is a very complex language, but very complete that any programmer should know. (*That's my opinion!*). Next week we'll discover a new language: **Python**. See you at the end of the week for a story about this new adventure.