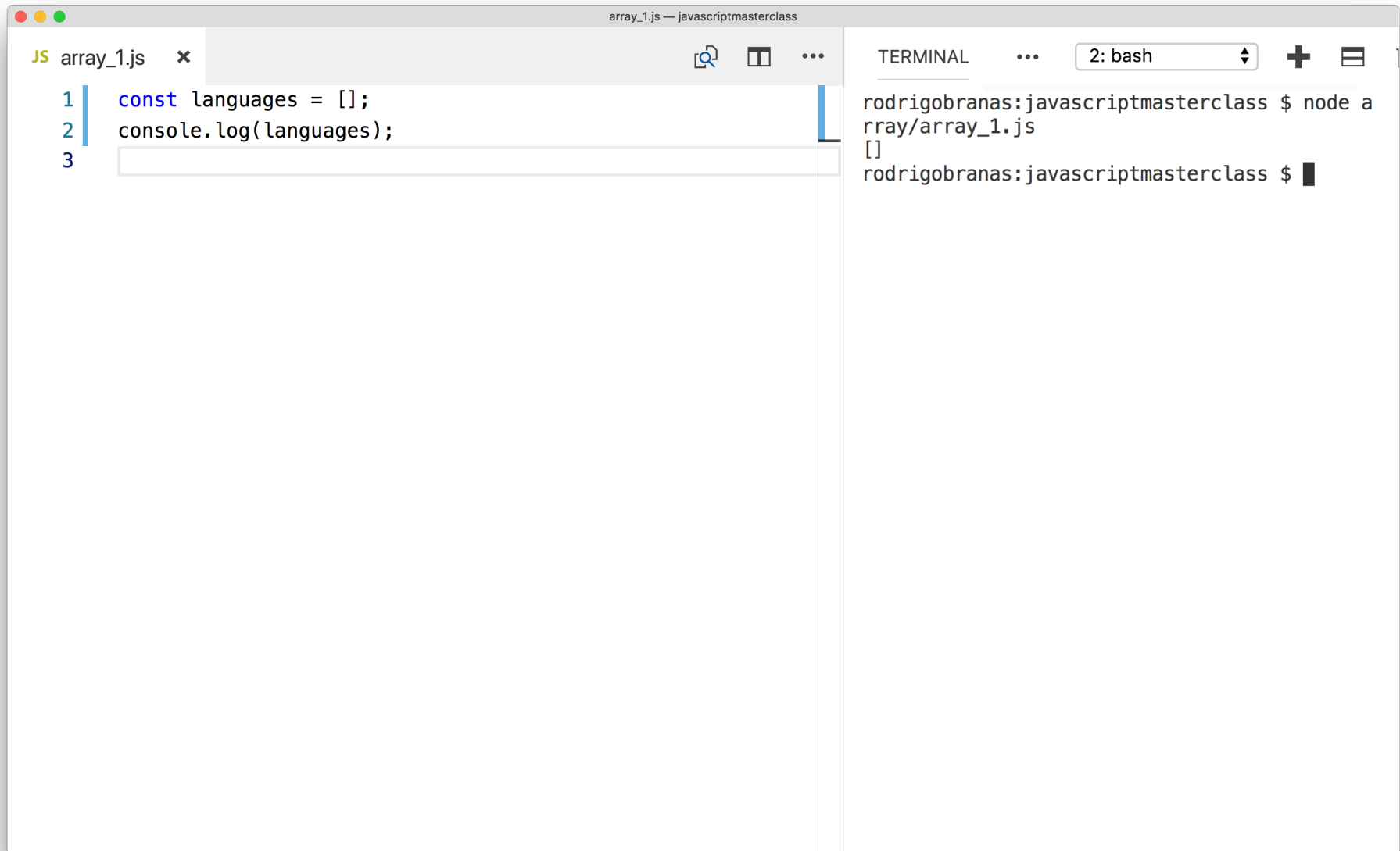
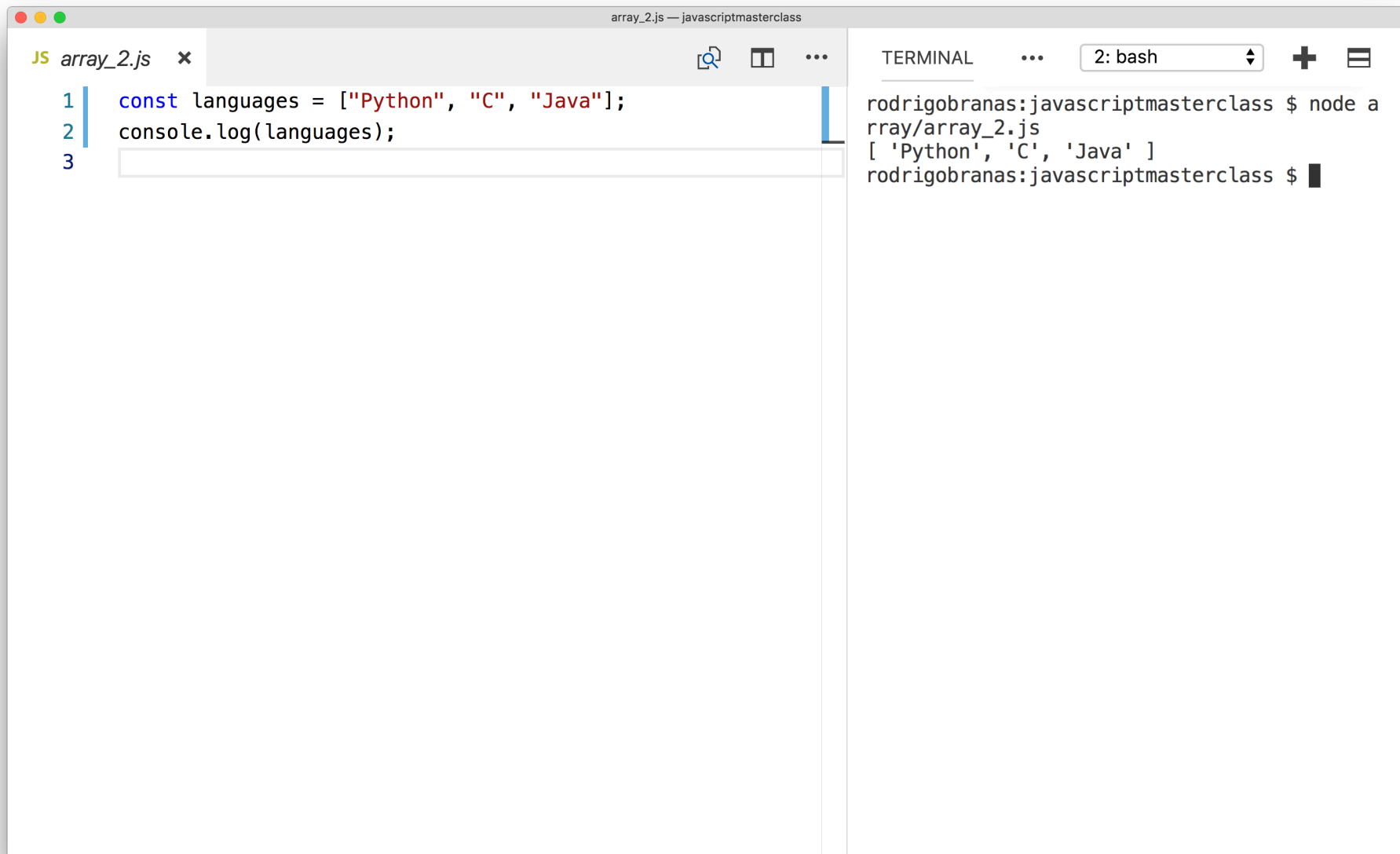


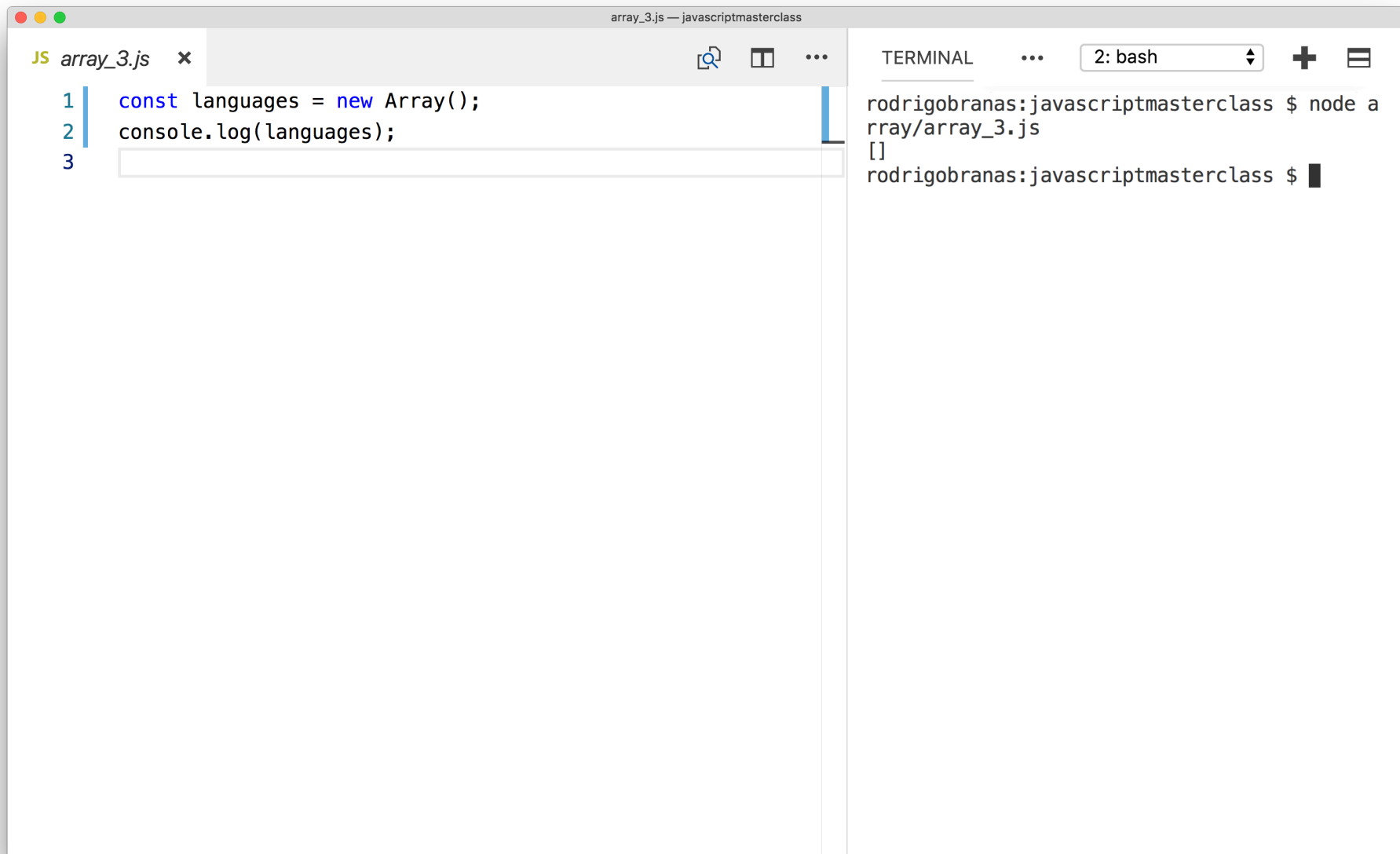


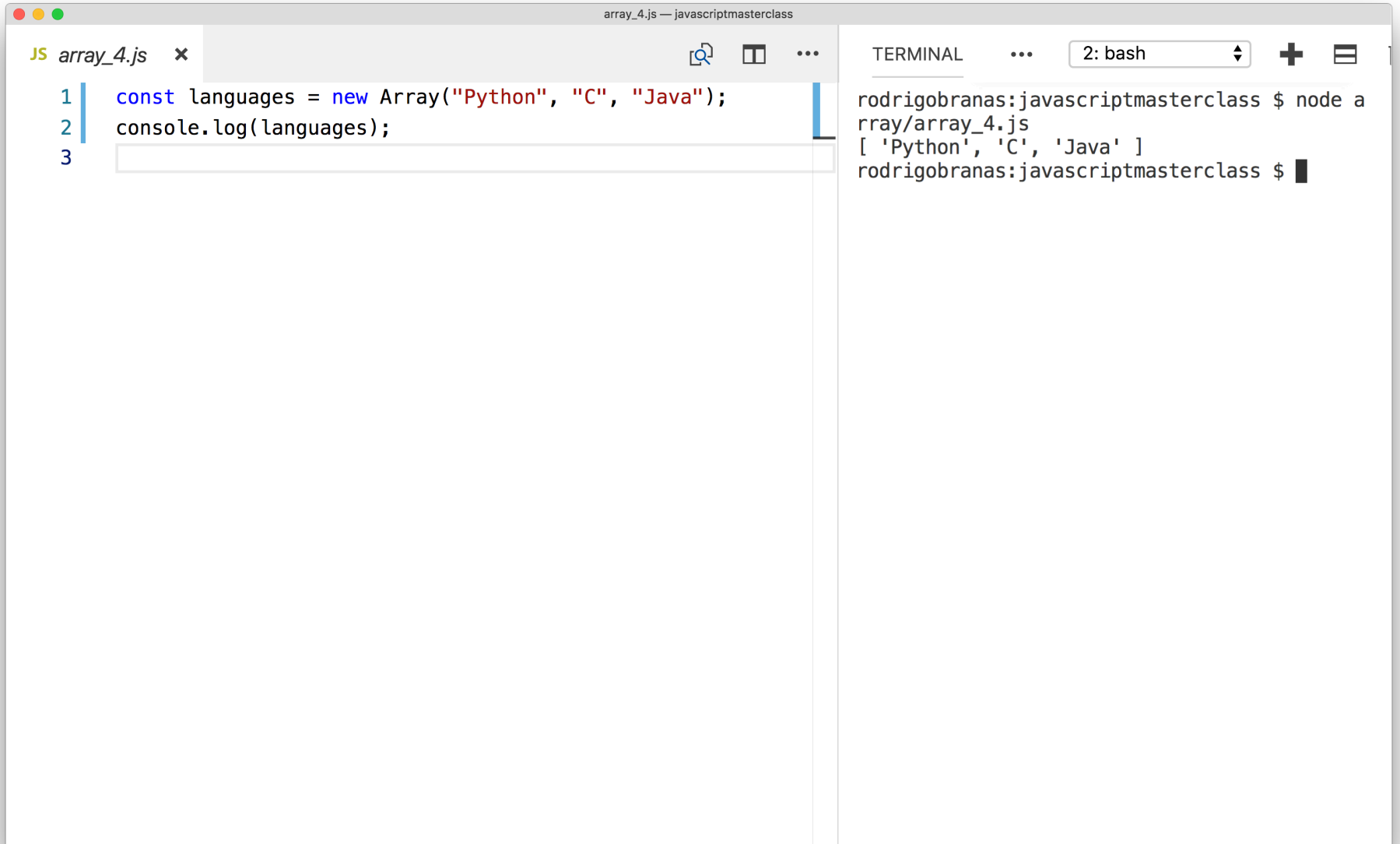
Array

Um Array é apenas um **objeto** que oferece operações para **acessar** e **manipular** suas propriedades



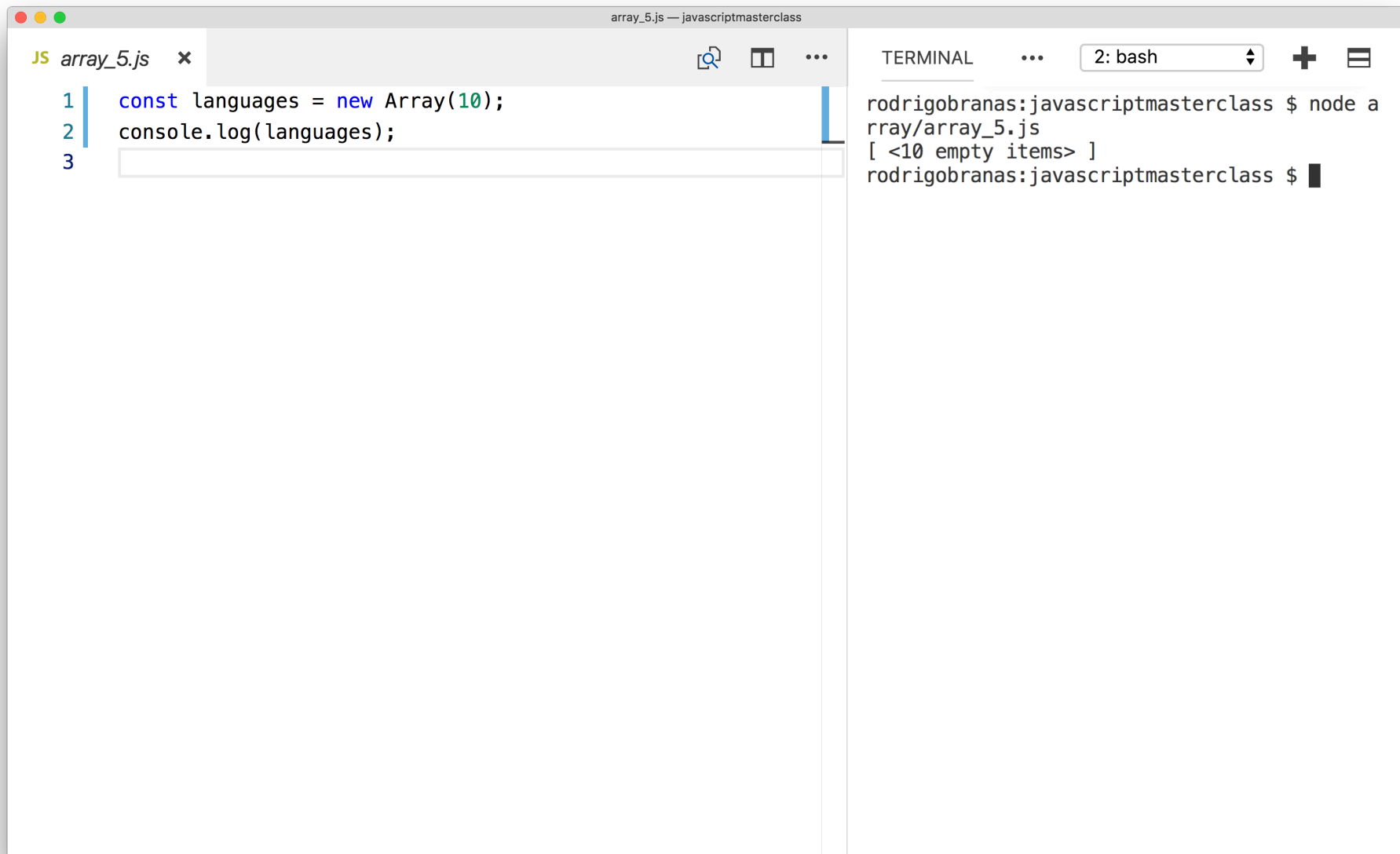




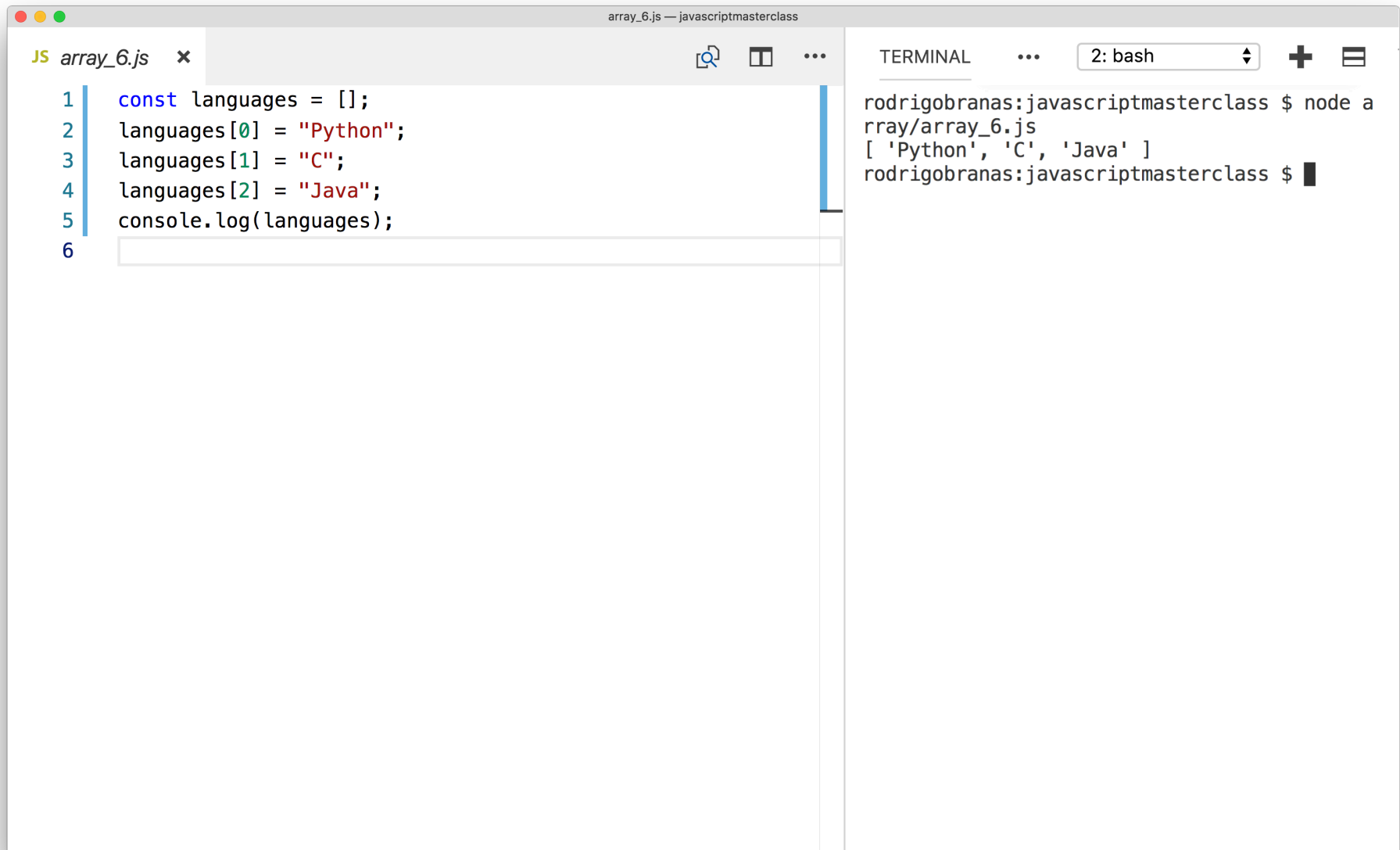


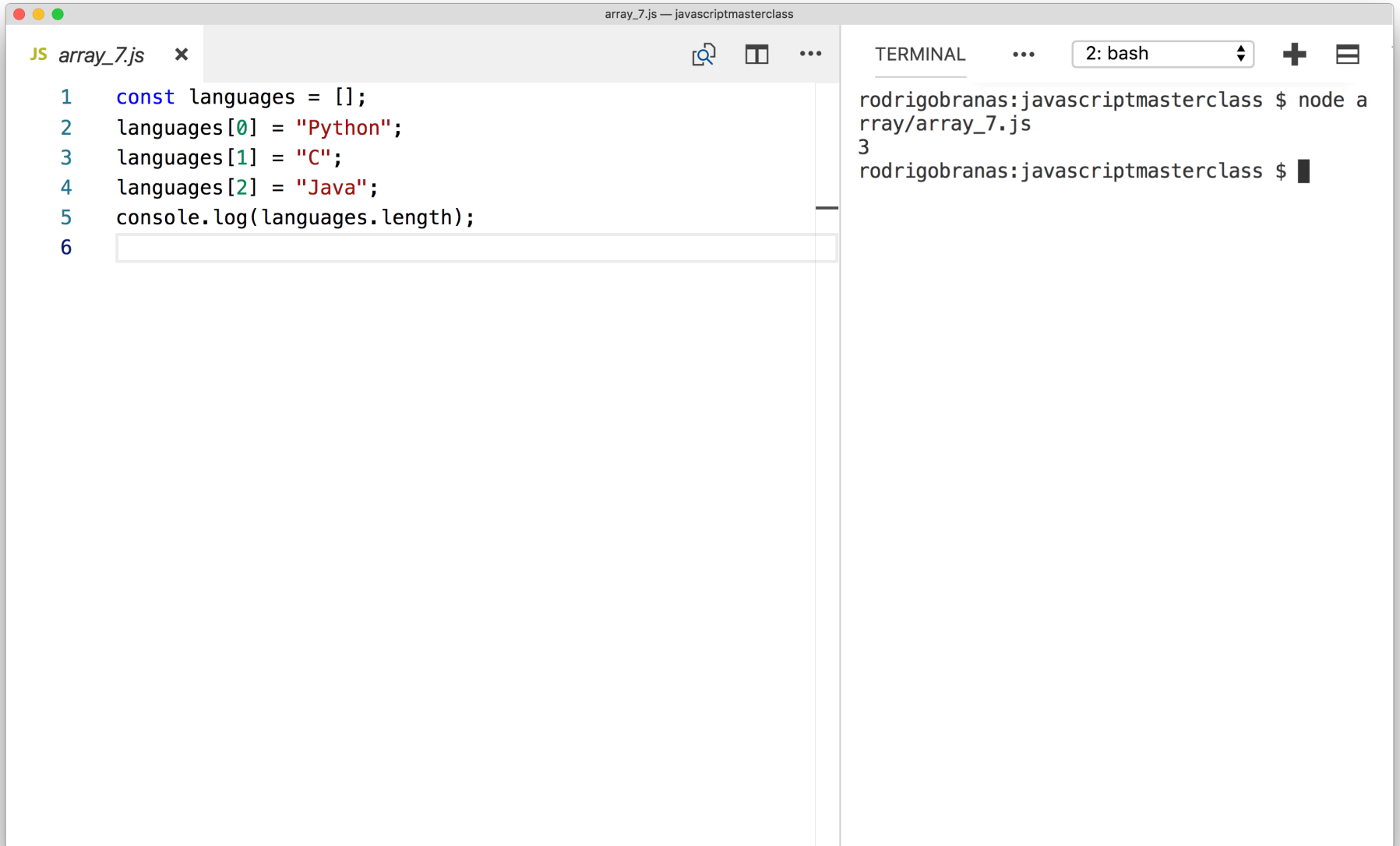


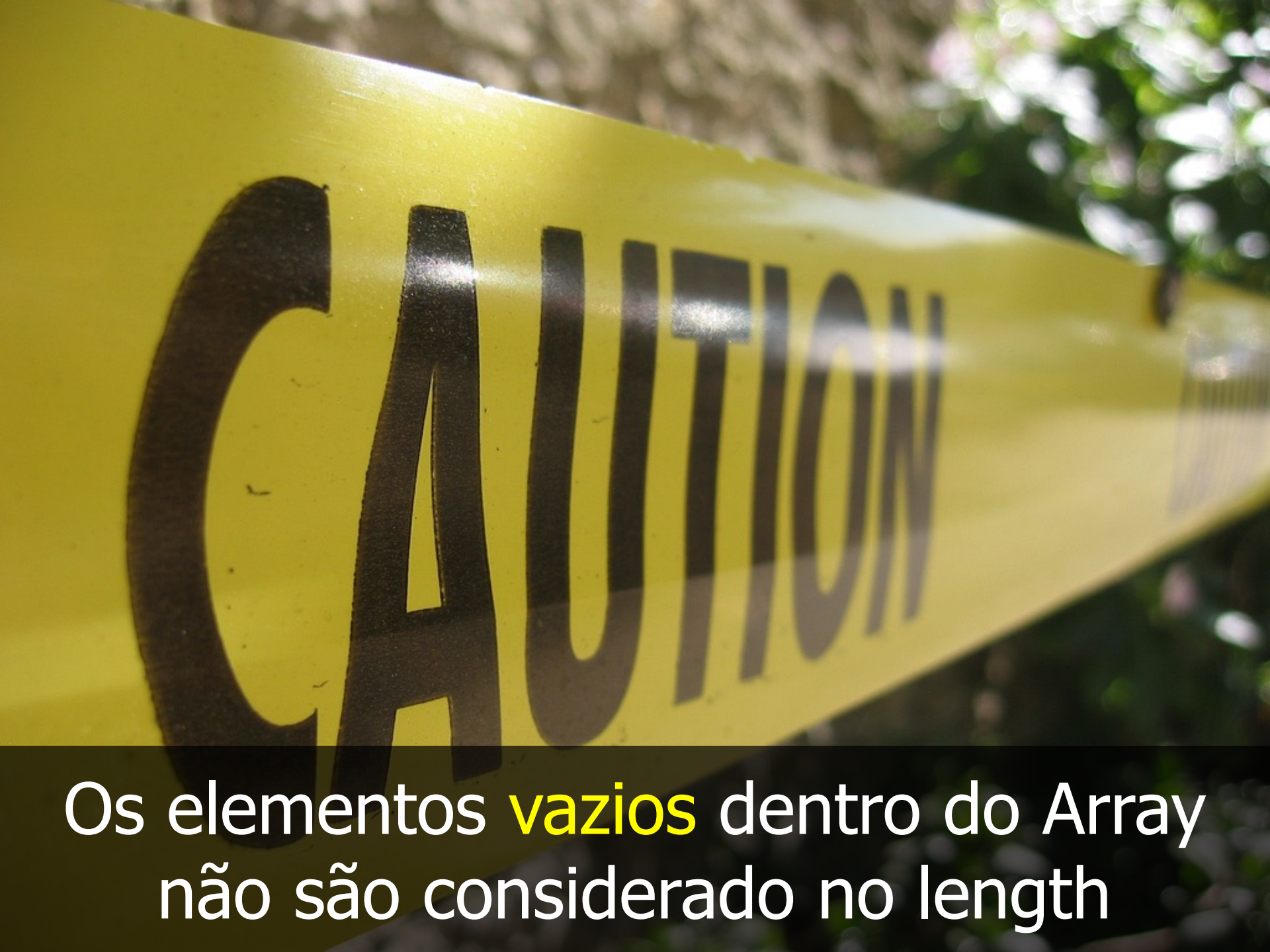
É possível inicializar passando apenas um Number para a função construtora



A propriedade **length** indica a
quantidade de elementos que existem
dentro do Array







Os elementos **vazios** dentro do Array
não são considerado no length

array_8.js — javascriptmasterclass

JS array_8.js

1

const languages = [];

2

languages[0] = "Python";

3

languages[1] = "C";

4

languages[2] = "Java";

5

console.log(languages);

6

console.log(languages.length);

7

delete languages[1];

8

console.log(languages);

9

console.log(languages.length);

10

TERMINAL

2: bash

rodrigobranas:javascriptmasterclass \$ node a
rray/array_8.js
['Python', 'C', 'Java']
3
['Python', <1 empty item>, 'Java']
3
rodrigobranas:javascriptmasterclass \$

array_9.js — javascriptmasterclass

JS array_9.js

```
1  const languages = [];
2  languages[0] = "Python";
3  languages[10] = "C";
4  languages[20] = "Java";
5  console.log(languages);
6  console.log(languages.length);
7
```

TERMINAL 2: bash

```
rodrigobranas:javascriptmasterclass $ node a
rray/array_9.js
[ 'Python', <9 empty items>, 'C', <9 empty i
tems>, 'Java' ]
21
rodrigobranas:javascriptmasterclass $
```