# JavaScript Array Methods

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## Why Move Beyond for-Loops?

Traditionally, we'd write:

```
const nums = [1,2,3,4];
const squares = [];
for (let i = 0; i < nums.length; i++) {
    squares.push(nums[i] * nums[i]);
}
console.log(squares);</pre>
```

This works—but it's imperative (you describe how step by step). Modern methods are declarative: you tell JavaScript what you want done, and it handles the loop internally. The result is cleaner code, fewer bugs (no off-by-one!), and an easier mental model for data transformations.

### **Array Method Anatomy**

Every method shares a signature pattern:

```
arr.method((element, index, array) => {
    // ... your logic ...
}, /* optional initialValue for reduce */);
```

- element: the current item
- index (optional)
- array (optional)

Most methods do not mutate the original array—except when you explicitly do so inside the callback. This immutability mindset aligns with functional programming and makes reasoning about state changes simpler.

### forEach

Purpose: Execute a provided function once for each array element.

Signature:

```
arr.forEach((element, index, array) => { /* ... */ });
```

When to use: You need to perform side-effects (e.g., logging, DOM updates) for each item, without building a new array.

#### Example:

```
const numbers = [1, 2, 3, 4];
numbers.forEach((num, idx) => {
  console.log(`Index ${idx}:`, num * 2);
});
// Output:
// Index 0: 2
// Index 1: 4
// Index 2: 6
// Index 3: 8
```

#### map

Purpose: Create a new array by transforming every element via a callback.

#### Signature:

```
const newArr = arr.map((element, index, array) => { /* return newValue */ });

Example:

const names = ['Alice', 'Bob', 'Carol'];
const greetings = names.map(name => `Hello, ${name}!`);
console.log(greetings);
// [ 'Hello, Alice!', 'Hello, Bob!', 'Hello, Carol!' ]
```

### filter

Purpose: Build a new array containing only those elements that pass a truth test.

Signature:

```
const subset = arr.filter((element, index, array) => /* return true to keep */);

Example:

const mixed = [10, 15, 20, 25, 30];
const evens = mixed.filter(n => n % 2 === 0);
console.log(evens);
// [ 10, 20, 30 ]
```

#### reduce

Purpose: Reduce the array to a single value by accumulating results.

```
Signature:
```

### every & some

```
every – Test whether **all** elements satisfy a predicate.
```

some – Test whether \*\*at least one\*\* element satisfies a predicate.

### Signature:

```
arr.every((el, idx, arr) => /* boolean */);
arr.some((el, idx, arr) => /* boolean */);
```

#### Example:

```
const scores = [90, 85, 100];
console.log(scores.every(score => score > 80)); // true
console.log(scores.some(score => score > 90)); // false
```

### find

Purpose: Return the \*\*first\*\* element that satisfies a predicate, or undefined if none.

Signature:

```
const found = arr.find((element, index, array) => /* boolean */);
Example:
```

```
const users = [
    { id: 1, name: 'Alice' },
    { id: 2, name: 'Bob' },
    { id: 3, name: 'Carol' },
];
const user2 = users.find(u => u.id === 2);
console.log(user2);
// { id: 2, name: 'Bob' }
```

### concat

Purpose: Merge two or more arrays into a new array, without mutating the originals.

Signature:

console.log(numbers);
// [ 2, 4, 6, 1, 3, 5 ]

```
const merged = arr1.concat(arr2, arr3, /* ... */);
Example:
  const evens = [2, 4, 6];
  const odds = [1, 3, 5];
  const numbers = evens.concat(odds);
```

## **Pipelining Methods**

Combining methods in a readable pipeline:

```
const data = [
    { score: 80, passed: true },
    { score: 60, passed: false },
    { score: 90, passed: true }
];
const result = data
    .filter(d => d.passed)
    .map(d => d.score)
    .reduce((sum, s, _, arr) => sum + s / arr.length, 0);
console.log(result); // average score of passed students
```

### **Performance & Best Practices**

- Avoid heavy work inside callbacks for large arrays—consider Web Workers if needed.
- When chaining, remember each step walks the array—sometimes a single reduce is faster than filter—map—reduce.
- For truly massive datasets, look into streaming or generator-based processing.

## **Browser Support & Polyfills**

All methods are in ECMAScript 5 (2009) and supported in modern browsers.

For legacy (IE8-) environments, use polyfills, e.g.:

```
if (!Array.prototype.map) {
   Array.prototype.map = function(fn, thisArg) {
      // ... implement map
   };
}
```

## **Wrapping Up**

We've traced the journey from classic loops to expressive, declarative array methods: • Reduce boilerplate • Improve readability • Encourage immutability Use loops when you need fine-grained control, and these methods when you want clarity and elegance. Happy coding—and may your arrays always flow in harmony!