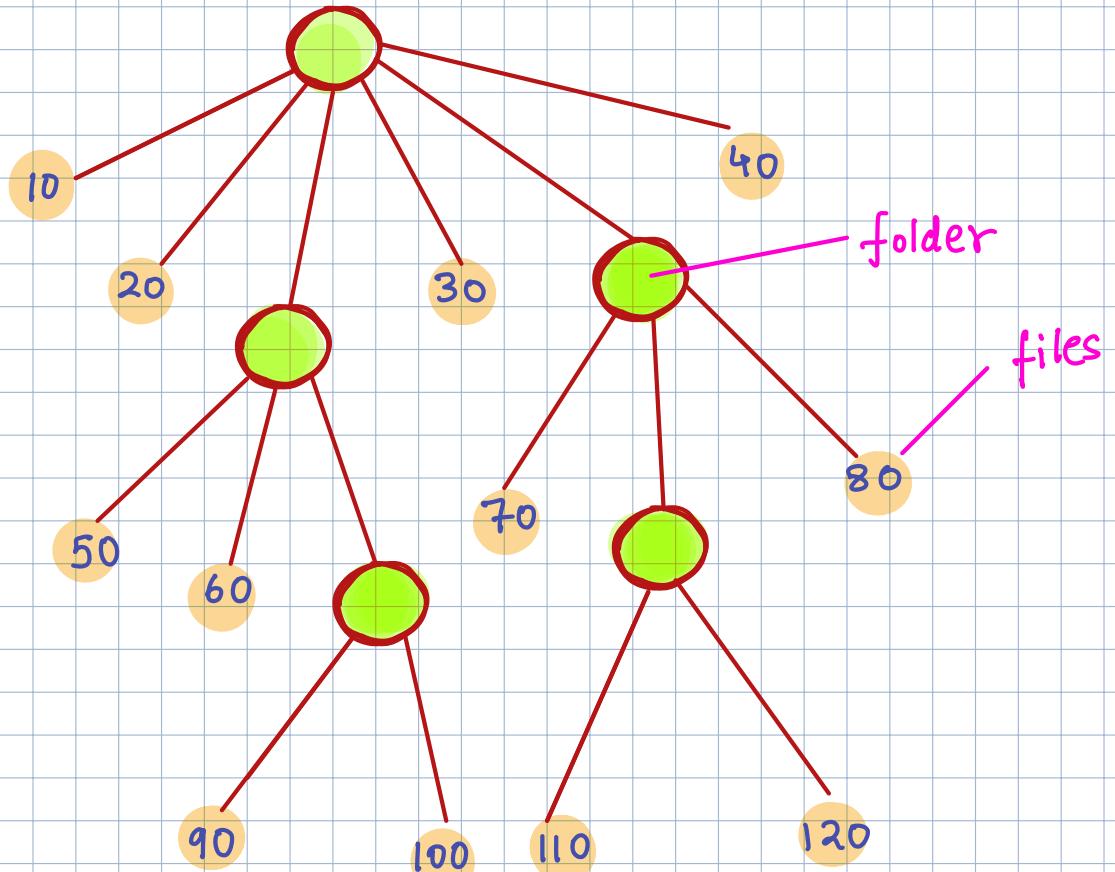


# ARRAY FLAT



Representation of tree in the form of array

opening square bracket:- create folder and go one level down

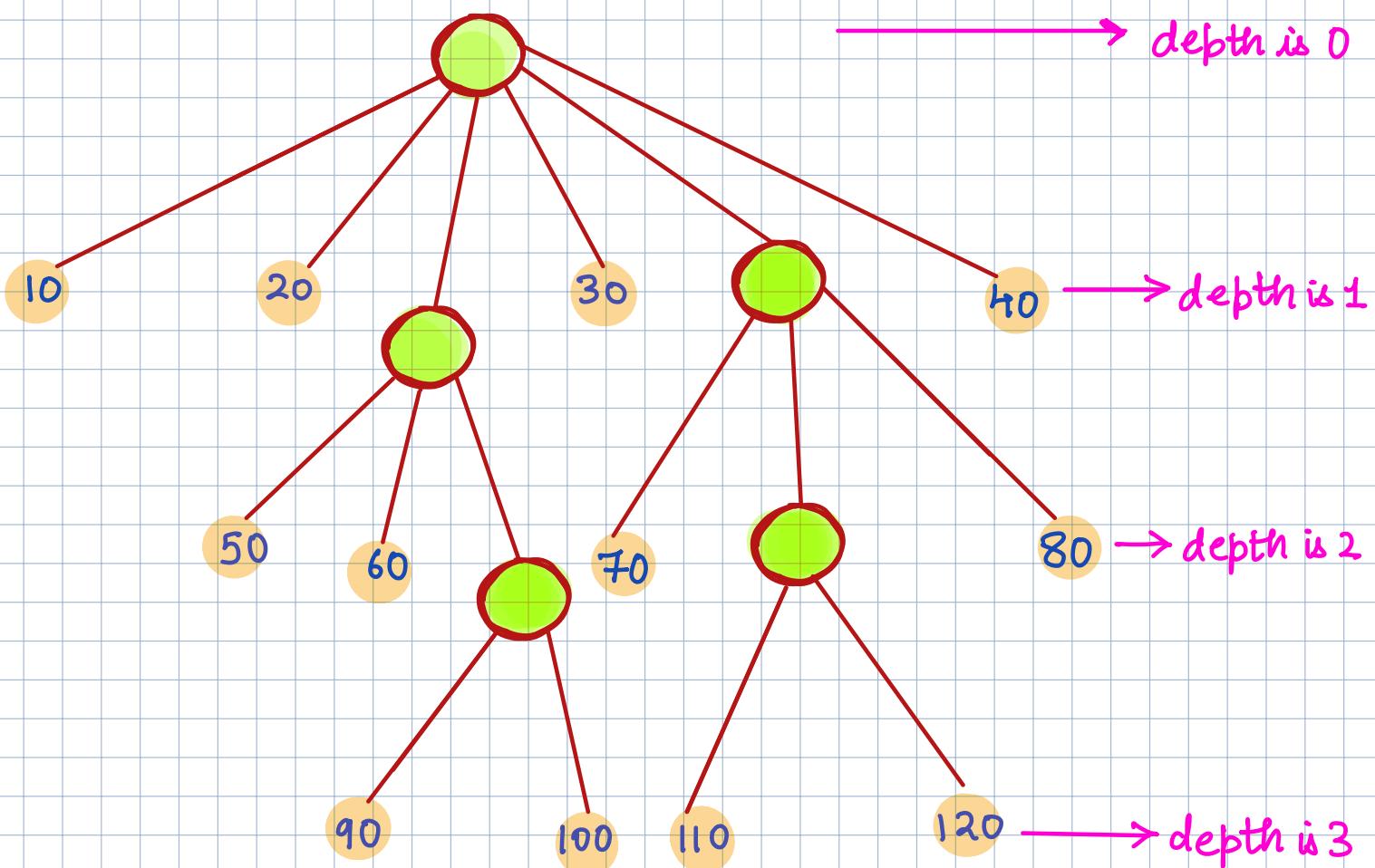
closing square bracket :- go one level up.

→ [10, 20, [50, 60, [90, 100]], 30, [70, [110, 120], 80], 40]

→ [10, 20, [50, 60, [90, 100]], 30, [70, [110, 120], 80], 40]  
# 10, 20 # 50, 60 # 90, 100 \$ \$ 30 # 70 # 110, 120 \$ 80 \$ 40 \$

Opening Square bracket:- #

Closing Square bracket :- \$



`arr.flat()`  $\cong$  `arr.flat(1)`

### Array.prototype.flat()

The `flat()` method creates a new array with all sub-array elements concatenated into it recursively up to the specified depth.

#### Syntax

`flat()`

`flat(depth)`

#### Parameters

`depth`

Optional

The depth level specifying how deep a nested array structure should be flattened. Defaults to 1.

Return value → A new array with the sub-array elements concatenated into it.

```

→ depth0 [
→ depth1 10, 20, [
→ depth2 50, 60, [
→ depth3 90, 100 ], 30, [
→ depth1 70, [
→ depth2 110, 120 ], 80 ], 40 ]

```

let res1 = arr.flat(1)

↪ burst the opening and closing bracket  
of depth 1.

elements of depth1  
↑  
elements of depth2

elements of depth2  
↑  
elements of depth3

```

→ depth0 [
→ depth1 10, 20, ✗
→ depth2 50, 60, [
→ depth3 90, 100 ], ✗, 30, ✗, 70, [
→ depth2 110, 120 ], ✗, 40 ]

```

```

→ depth0 [
→ depth1 10, 20, 50, 60, [
→ depth2 90, 100 ], 30, 70, [
→ depth3 110, 120 ], 80, 40 ]

```

let res2 = arr.flat(2)

↪ burst the opening and closing bracket  
of depth 1 and depth 2

elements of depth1  
↑  
elements of depth2

elements of depth1  
↑  
elements of depth3

```

→ depth0 [
→ depth1 10, 20, ✗
→ depth2 50, 60, ✗
→ depth3 90, 100 ], ✗, 30, ✗, 70, ✗, [
→ depth2 110, 120 ], ✗, 80, ✗, 40 ]

```

```

→ depth0 [
→ depth1 10, 20, 50, 60, 90, 100, 30, 70, 110, 120, 80, 40 ]

```

```
1 let arr = [10, 20, [50, 60, [90, 100]], 30, [70, [110, 120], 80], 40];
2
3
4 let res1 = arr.flat(); // [ 10, 20, 50, 60, [ 90, 100 ], 30, 70, [ 110, 120 ], 80, 40 ]
5 console.log(res1);
6
7 let res2 = arr.flat(1); // [ 10, 20, 50, 60, [ 90, 100 ], 30, 70, [ 110, 120 ], 80, 40 ]
8 console.log(res2);
9
10 let res3 = arr.flat(2); // [10, 20, 50, 60, 90, 100, 30, 70, 110, 120, 80, 40]
11 console.log(res3);
12
13
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
→ Lecture_39 git:(main) ✘ node 1_ArrayFlatDemo.js
[ 10, 20, 50, 60, [ 90, 100 ], 30, 70, [ 110, 120 ], 80, 40 ]
[ 10, 20, 50, 60, [ 90, 100 ], 30, 70, [ 110, 120 ], 80, 40 ]
[
  10, 20, 50, 60, 90,
  100, 30, 70, 110, 120,
  80, 40
]
→ Lecture_39 git:(main) ✘
```

```
15
16 let arr2 = [10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110];
17
18 let res4 = arr2.flat(0);
19 console.log(res4);
20
21
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
→ Lecture_39 git:(main) ✘ node 1_ArrayFlatDemo.js
[
  10,
  20,
  [ 30, [ 50, [Array], 60 ], 40 ],
  100,
  [ 120, [ 150, [Array], 160 ], 140, 200 ],
  110
]
→ Lecture_39 git:(main) ✘
```

```
16 let arr2 = [10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110];
17
18 // let res4 = arr2.flat(0);
19 // console.log(res4);
20
21 let res5 = arr2.flat(1);
22 console.log(res5);
23
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
→ Lecture_39 git:(main) ✘ node 1_ArrayFlatDemo.js
```

```
[ 10,
  20,
  30,
  [ 50, [ 70, 80, 90 ], 60 ],
  40,
  100,
  120,
  [ 150, [ 170, 180, 190 ], 160 ],
  140,
  200,
  110
]
```

```
→ Lecture_39 git:(main) ✘
```

```
16 let arr2 = [10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110];
17
18 // let res4 = arr2.flat(0);
19 // console.log(res4);
20
21 // let res5 = arr2.flat(1);
22 // console.log(res5);
23
24 let res6 = arr2.flat(2);
25 console.log(res6);
26
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

→ Lecture\_39 git:(main) ✘ node 1\_ArrayFlatDemo.js

```
[  
 10,  
 20,  
 30,  
 50,  
 [ 70, 80, 90 ],  
 60,  
 40,  
 100,  
 120,  
 150,  
 [ 170, 180, 190 ],  
 160,  
 140,  
 200,  
 110  
]
```

→ Lecture\_39 git:(main) ✘

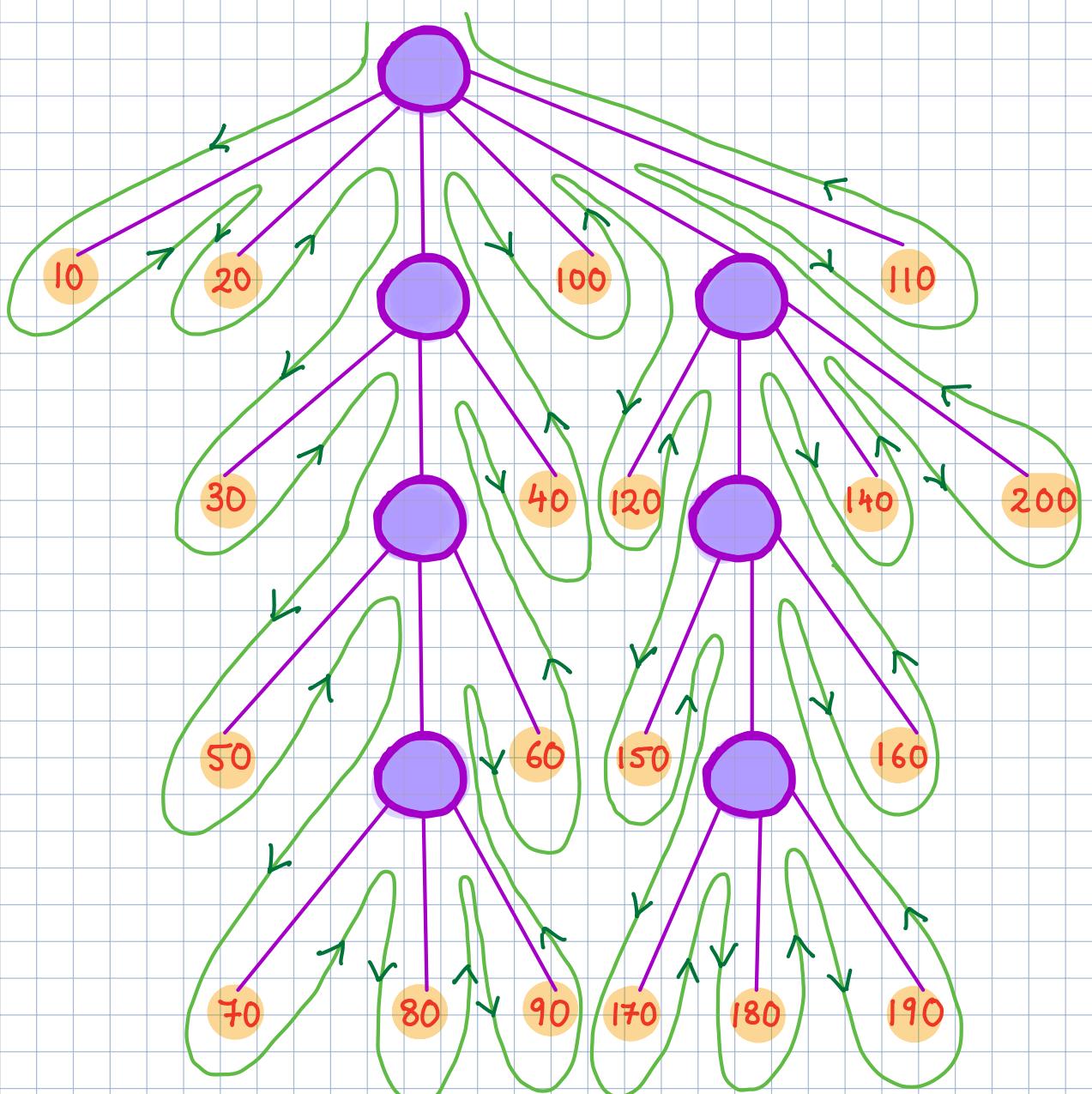
```
16 let arr2 = [10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110];
17
18 // let res4 = arr2.flat(0);
19 // console.log(res4);
20
21 // let res5 = arr2.flat(1);
22 // console.log(res5);
23
24 // let res6 = arr2.flat(2);
25 // console.log(res6);
26
27 let res7 = arr2.flat(3);
28 console.log(res7);
29
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

→ Lecture\_39 git:(main) ✘ node 1\_ArrayFlatDemo.js

```
[  
 10, 20, 30, 50, 70, 80,  
 90, 60, 40, 100, 120, 150,  
 170, 180, 190, 160, 140, 200,  
 110  
]
```

→ Lecture\_39 git:(main) ✘



```
[10,20,[30,[50,[70,80,90],60],40],100,[120,[150,[170,  
180,190],160],140,200],110]
```

[10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110]  
0 1 2 3 3 2 1 1 2 3 3 2 1 0

depth 0 [  
depth 1 10, 20, [  
depth 2 30, [  
depth 3 50, [  
depth 4 70, 80, 90 ]], 40 ], 100, [  
depth 5 120, [  
depth 6 150, [  
depth 7 170, 180, 190 ]], 140, 200 ], 160 ], 110 ]

# CUSTOM FLAT

```
1
2  Array.prototype.myFlat = function(td){
3
4      let oarr = this;
5      let res = [];
6
7      customFlat(oarr, td, res);
8
9      return res;
10 }
11
12 function customFlat(node, td, res){
13     if(Array.isArray(node)){
14         if(td > 0){
15             for(let i = 0; i < node.length; i++){
16                 customFlat(node[i], td - 1, res);
17             }
18         }else{
19             for(let i = 0; i < node.length; i++){
20                 res.push(node[i]);
21             }
22         }
23     } else {
24         res.push(node);
25     }
26 }
27 }
```

```

let arr2 = [10, 20, [30, [50, [70, 80, 90], 60], 40], 100, [120, [150, [170, 180, 190], 160], 140, 200], 110];

let res4 = arr2.myFlat(0);
console.log(res4);

let res5 = arr2.myFlat(1);
console.log(res5);

let res6 = arr2.myFlat(2);
console.log(res6);

let res7 = arr2.myFlat(3);
console.log(res7);

let res8 = arr2.myFlat(Infinity);
console.log(res8);

```

→ Lecture\_39 git:(main) ✘ node 2\_ArrayCustomFlat.js

```
[  
  10,  
  20,  
  [ 30, [ 50, [Array], 60 ], 40 ],  
  100,  
  [ 120, [ 150, [Array], 160 ], 140, 200 ],  
  110
]
```

← arr2.myFlat(0)

```
[  
  10,  
  20,  
  30,  
  [ 50, [ 70, 80, 90 ], 60 ],  
  40,  
  100,  
  120,  
  [ 150, [ 170, 180, 190 ], 160 ],  
  140,  
  200,  
  110
]
```

← arr2.myFlat(1)

```
[  
  10,  
  20,  
  30,  
  50,  
  [ 70, 80, 90 ],  
  60,  
  40,  
  100,  
  120,  
  150,  
  [ 170, 180, 190 ],  
  160,  
  140,  
  200,  
  110
]
```

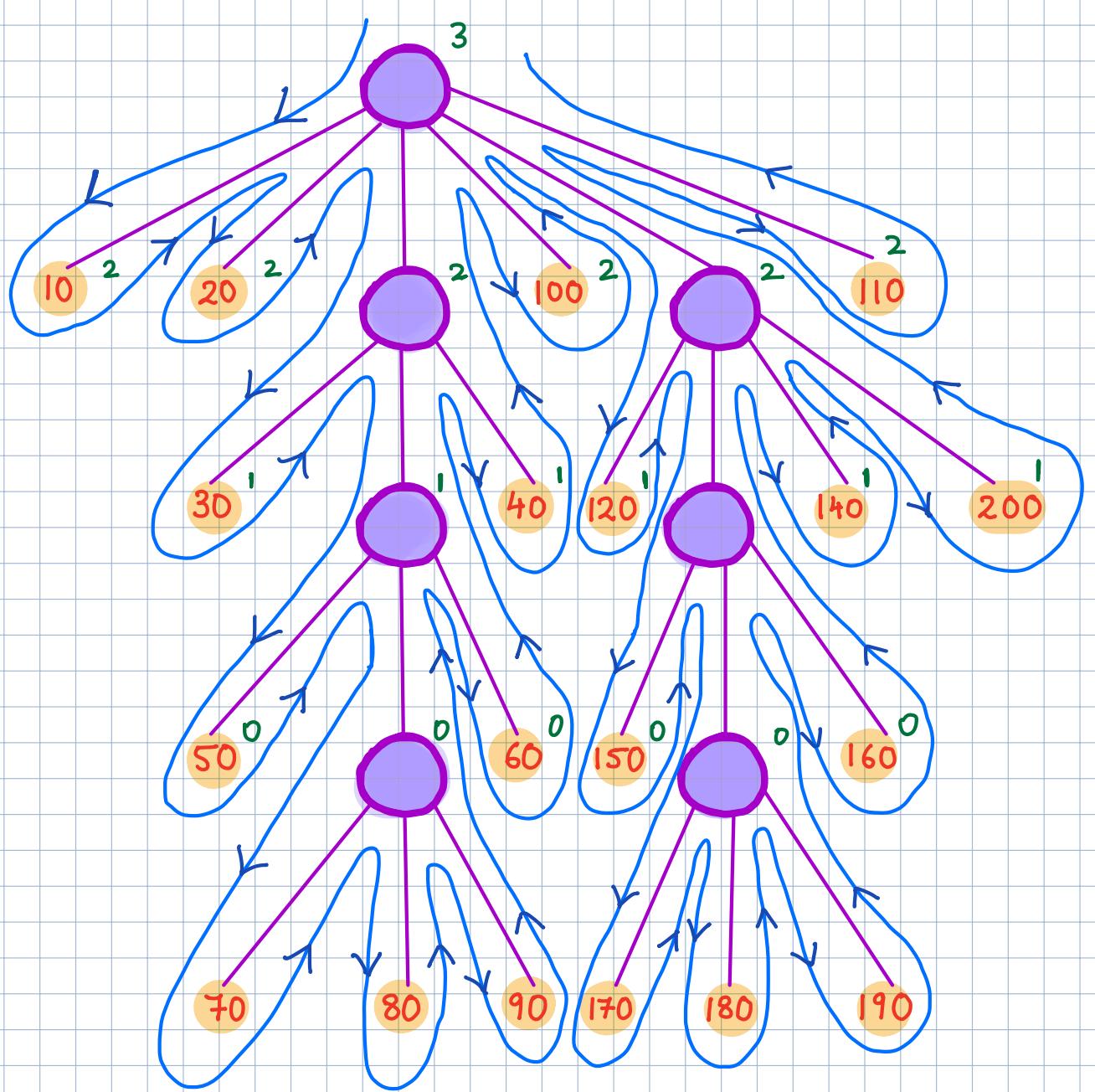
← arr2.  
myFlat(2)

```
[  
  10, 20, 30, 50, 70, 80,  
  90, 60, 40, 100, 120, 150,  
  170, 180, 190, 160, 140, 200,  
  110
]
```

← arr2.myFlat(3)

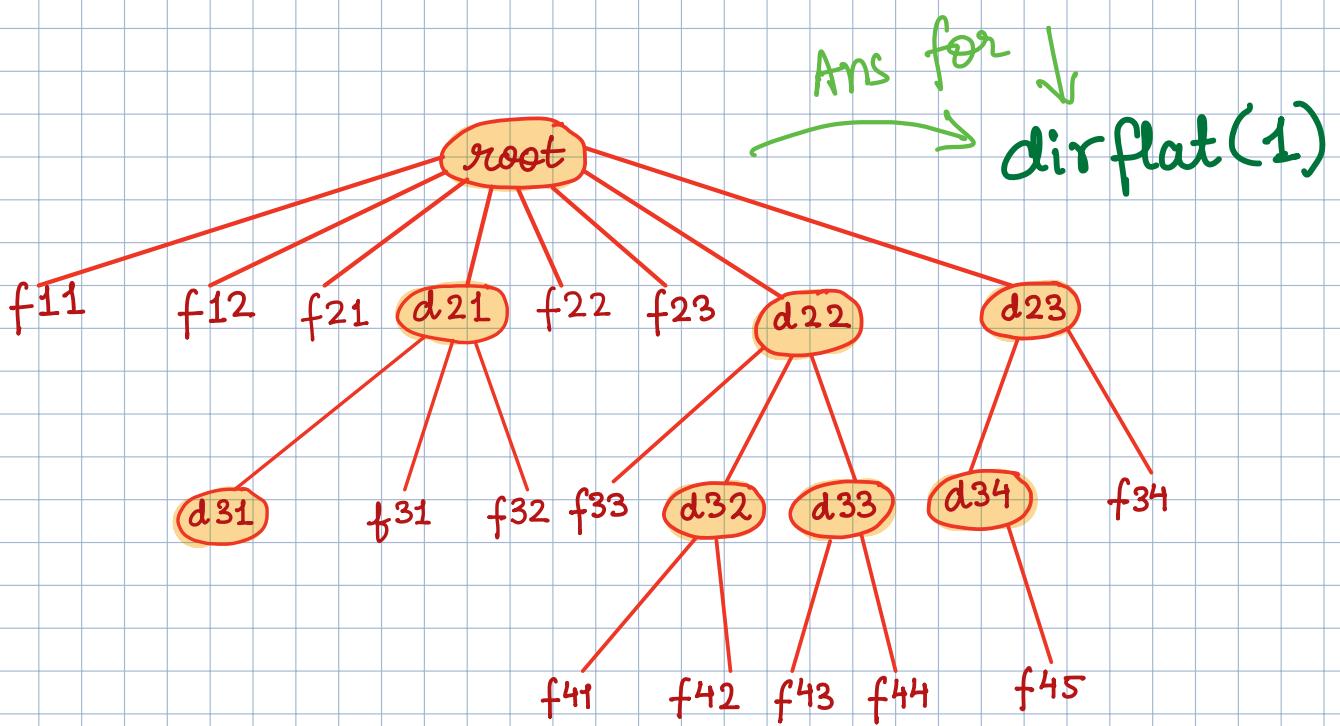
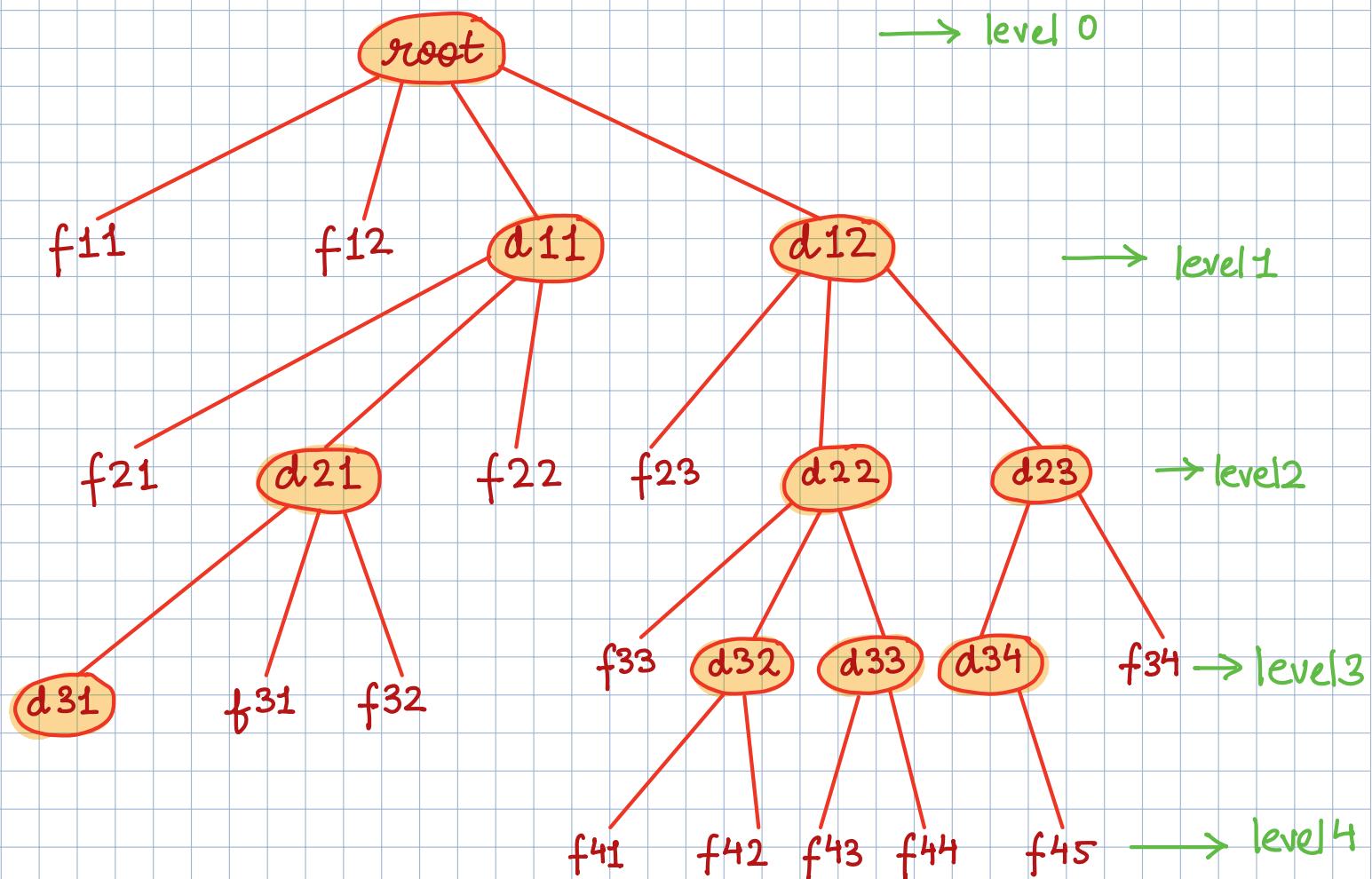
```
[  
  10, 20, 30, 50, 70, 80,  
  90, 60, 40, 100, 120, 150,  
  170, 180, 190, 160, 140, 200,  
  110
]
```

← arr2.myFlat(Infinity)



Ques :- folder directories

we now need to do `dirflat(1)`



# ARRAY FLATMAP

## Array.prototype.flatMap()

The `flatMap()` method returns a new array formed by applying a given a given callback function to each element of the array, and then flattening the result by one level. It is identical to a `map()` followed by a `flat()` of depth 1, but slightly more efficient than calling those two methods separately.

# ARRAY CONSTRUCTION

## Array.of()

The `Array.of()` method creates a new Array instance from a variable number of arguments, regardless of number or type of the arguments.

## Array.from()

The `Array.from()` static method creates a new, shallow-copied Array instance from an array-like or iterable object.

```
2 let arr1 = [10, 20, 30];
3 console.log(arr1);
4
5 let arr2 = Array.of(10);
6 console.log(arr2);
7
8 let arr3 = Array.of(10, 20, 30, 40, 50);
9 console.log(arr3);
10
11 let arr4 = Array.from("Hemakshi"); // array like objects (for instance string, nodelist, arguments)
12 console.log(arr4);
13
14 let arr5 = arr4.map(ch => ch.charCodeAt(0)+ 1);
15 // let arr5 = arr4.map(ch => String.fromCharCode(ch.charCodeAt(0)+ 1));
16 console.log(arr5);
17
18 let arr6 = arr5.map(v => String.fromCharCode(v))
19 console.log(arr6);
20
21 let arr7 = arr4.map[(ch, i) => i <= 1? String.fromCharCode(ch.charCodeAt(0) + 1) : String.fromCharCode(ch.charCodeAt(0) - 1)];
22 console.log(arr7);
23
24 let str = arr6.join("");
25 console.log(str);
```

```

→ Lecture_39 git:(main) ✘ node 3_ArrayConstruction.js
[ 10, 20, 30 ]
[ 10 ]
[ 10, 20, 30, 40, 50 ]
[
  'H', 'e', 'm',
  'a', 'k', 's',
  'h', 'i'
]
[
  73, 102, 110, 98,
  108, 116, 105, 106
]
[
  'I', 'f', 'n',
  'b', 'l', 't',
  'i', 'j'
]
[
  'I', 'f', 'l',
  ' ', 'j', 'r',
  'g', 'h'
]
Ifnblij
→ Lecture_39 git:(main) ✘

```

## ARRAY BULK UPDATE

### Array.prototype.fill()

The `fill()` method changes all elements in an array to a static value, from a start index (default 0) to an end index (default `array.length`). It returns the modified array.

#### Syntax

`fill(value)` → value to fill the array with.  
`fill(value, start)` → (optional) Start index (inclusive), default 0.  
`fill(value, start, end)` → (optional) End index (exclusive), default `arr.length`.

#### Return Value

The modified array filled with value.

## Array.prototype.copyWithin()

The `copyWithin()` method shallow copies part of an array to another location in the same array and returns it without modifying its length.

### Syntax

`copyWithin(target)`  
`copyWithin(target, start)`  
`copyWithin(target, start, end)`

```
1
2  let arr = [10, 20, 30, 40, 50, 60];
3  arr.fill(5, 1, 4);
4  console.log(arr);
5
6  arr.fill(7, 2);
7  console.log(arr);
8
9  arr.fill(8);
10 console.log(arr);
11
12 let arr1 = [10, 20, 30, 40, 50, 60];
13 arr1.copyWithin(2, 4, 6);
14 console.log(arr1);
15
16 let arr2 = [10, 20, 30, 40, 50, 60, 70, 80, 90];
17 arr2.copyWithin(3, 0, 2);
18 console.log(arr2);
```

PROBLEMS    OUTPUT    TERMINAL    DEBUG CONSOLE

```
→ Lecture_39 git:(main) ✘ node 4_ArrayBulkUpdate.js
[ 10, 5, 5, 5, 50, 60 ]
[ 10, 5, 7, 7, 7, 7 ]
[ 8, 8, 8, 8, 8, 8 ]
[ 10, 20, 50, 60, 50, 60 ]
[
  10, 20, 30, 10, 20,
  60, 70, 80, 90
]
→ Lecture_39 git:(main) ✘
```