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Skill 33.01 Exercise 1

What are some examples in your day-to-day life that can be represented with a list or an array?

Skill 33.02 Exercise 1

For each of the lists you identified in your day-to-day life, write code that could be used to store the items in an array.

Skill 33.03 Exercise 1

(a) Create an empty array called *oddNumbers*

(b) Use the *push* command to add the odd numbers 1-11 to your array.

(c) Use the *pop* command to remove the numbers in the *oddNumbers* array you created above

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Skill 33.04 Exercise 1

The image below represents an array of String type variables called houses. The value associated with each house corresponds to the name of the person who lives there.



Write the address of each house on the roof.

Who lives at index = 0?

Who lives at index = 2?

If the houses on the street represent an array, how long is the array?

Who lives at index = 4?

What is Marvin's address?

What is Kyle's address?

Write code to display the array in alphabetical order in the console: Bart, Bugs, Kyle, Marvin

Skill 33.05 Exercise 1

The image below represents an array of String type variables called houses. The value associated with each house corresponds to the name of the person who lives there.



Write code that could be used to assign the value of house 3 to "Wilma", and the value of house 2 to "Barney", and the value of house 1 to "Homer"

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Write a function called `swap` that accepts two numbers as parameters. In the body of the function write code to swap the values stored at the specified numbers.

Homer and Barney have decided to trade houses. Call the function you wrote above to assign Homer and Barney to their new homes.

Indicate where you could add `console.log` statements to the function above to confirm that it works as intended. Indicate what you would log to the console below.

Skill 33.06 Exercise 1

The image below represents an array of String type variables called `houses`. The value associated with each house corresponds to the name of the person who lives there.



(a) Bugs got a new job and moved out. Write code to remove Bugs.

(b) Two new houses are being built at the end of the block. “Kenny” and “Stan” are moving in. Write code to add the two new neighbors to the end of the `houses` array.

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Skill 33.07 Exercise 1

Consider the cards below, which can be represented as an array named `cards`.



- (a) Write code that could be used print the length of the `cards` array
- (b) Write code that could be used to print the last card in the array

Skill 33.08 Exercise 1

Write code that could be used to create a shopping list.

- (a) Declare an array called `shoppingList`
- (b) Create an input field
- (c) Create a button, that when clicked calls a function called `addItem`.
- (d) In the body of `addItem`, add the value of the item to the `shoppingList`. Once the user has five items, alert the user that their shopping list is full

AP Computer Science Principles
Ticket Out the Door
Set 33: Arrays

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