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**Skill 31.01 Exercise 1**

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

**Skill 31.02 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 31.03 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 31.04 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 31.05 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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Homer and Barney have decided to trade houses. Write code to assign Homer and Barney to their new homes.

### Skill 31.06 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.

### Skill 31.07 Exercise 1

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



(a) Write code that could be print the length of the cards array

(b) Write code that could be used to print the last card in the array

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**Skill 31.08 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 that adds the value of the item to the *shoppingList*
- (d) Once the user has five items, alert the user that their shopping list is full