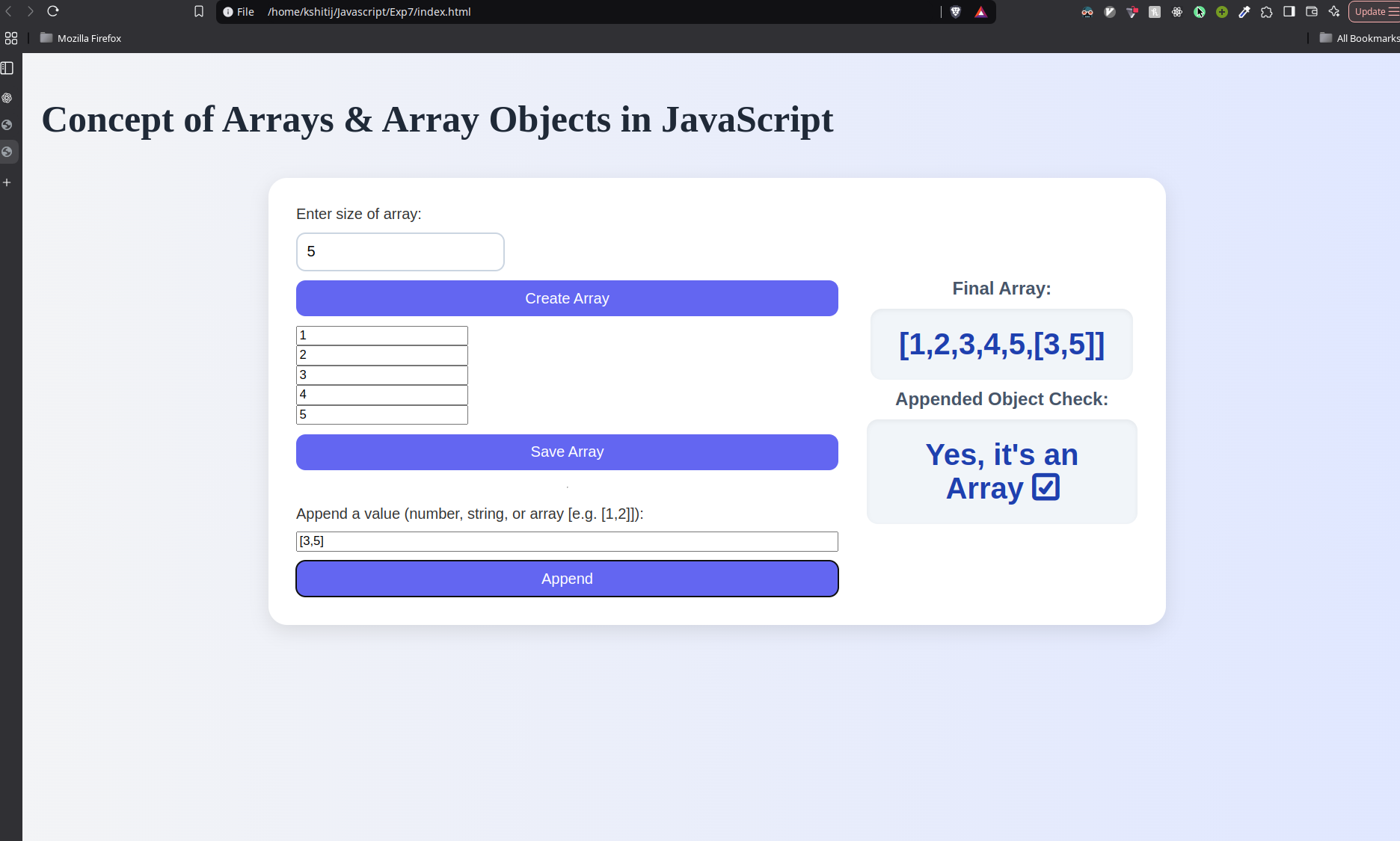
**Output:**



**Code:**

1. **HTML:**

<!DOCTYPE html>

<html lang="en">

<head>

<script type="text/javascript" src="array\_objects.js"></script>

<link rel="stylesheet" href="style.css">

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Document</title>

</head>

<body>

<h1>Concept of Arrays & Array Objects in JavaScript</h1>

<div class="shape-box">

<div class="form-section">

<label for="arraySize">Enter size of array:</label>

<input type="number" id="arraySize" min="1" placeholder="e.g. 3">

<button onclick="createArray()">Create Array</button>

<div id="arrayInputs"></div>

<button id="saveArrayBtn" onclick="saveArray()">Save Array</button>

<hr>

<label for="appendValue">Append a value (number, string, or array </label>

<input type="text" id="appendValue" placeholder="Enter value to append">

<button onclick="appendObject()">Append</button>

</div>

<div class="result-section">

<div class="area-label">Final Array:</div>

<div class="area-box" id="finalArray">[]</div>

<div class="area-label">Appended Object Check:</div>

<div class="area-box" id="isArrayCheck">-</div>

</div>

</div>

</body>

1. **Javascript:**

let userArray = [];

// Step 1 & 2: Accept array size and create input boxes

function createArray() {

const size = parseInt(document.getElementById("arraySize").value);

const container = document.getElementById("arrayInputs");

container.innerHTML = "";

if (isNaN(size) || size <= 0) {

alert("Please enter a valid array size.");

return;

}

for (let i = 0; i < size; i++) {

const input = document.createElement("input");

input.type = "text";

input.placeholder = `Element ${i + 1}`;

input.id = `element-${i}`;

container.appendChild(input);

container.appendChild(document.createElement("br"));

}

document.getElementById("saveArrayBtn").style.display = "inline-block";

}

// Step 3: Save array

function saveArray() {

const size = parseInt(document.getElementById("arraySize").value);

userArray = [];

for (let i = 0; i < size; i++) {

let val = document.getElementById(`element-${i}`).value.trim();

// Try parsing numbers or arrays

try {

val = JSON.parse(val);

} catch (e) {

// keep as string if not JSON parsable

}

userArray.push(val);

}

document.getElementById("finalArray").innerText = JSON.stringify(userArray);

document.getElementById("isArrayCheck").innerText = "-";

}

// Step 4 & 5: Append object and check

function appendObject() {

let val = document.getElementById("appendValue").value.trim();

if (val === "") {

alert("Enter a value to append!");

return;

}

try {

val = JSON.parse(val);

} catch (e) {

// keep as string

}

userArray.push(val);

document.getElementById("finalArray").innerText = JSON.stringify(userArray);

document.getElementById("isArrayCheck").innerText = Array.isArray(val) ? "Yes,

it's an Array ✅" : "No, not an Array ❌";

}