

#### **Collections**

Arrays and objects are both collections

They can store **multiple** pieces of data





#### What is an array?

An array is like a list

It's an **ordered** list

We access values stored in the list using **indexes** (just numbers)

Arrays can store any type of data

Arrays use square brackets []



#### **Creating arrays**

```
const names = ["sam", "vasile"]
names.length === 2
```

names[0] === "sam"

Names[10] === undefined





#### Adding elements to an array

```
const names = ["sam", "vasile"]
names.length === 2
names.push("mimi") // Adds to the end of the array
names.length === 3;
```

But we're using const!



#### Removing elements from an array

```
const names = ["sam", "vasile"]
names.length === 2
names.shift() // Removes the first element from the
array
names.length === 1;
```

names.pop() // Removes the last element from the array



#### Other things we can do with arrays

```
const names = ["sam", "vasile", "mimi", "archibald"]
names.indexOf("vasile") // 1
names.splice(1, 2) // Removes 2 elements, starting at index 1
names.slice(1, 2) // Returns a portion of the array
```



# **Arrays**

To the code editor





# **Arrays**

Any questions on arrays?





#### **Objects**

Objects are collections which are not ordered

Values are accessed using keys

An object stores a value at a key. This is a key-value pair

Objects use curly brackets [ ] and square brackets [ ]



#### **Creating objects**

```
const cat = {
   name: "Jasper",
   age: 2,
   breed: "Exotic shorthair",
   favouriteFoods: [
       "Sardines",
       "Tuna"
```





```
const cat = ·
     name: "Jasper",
     age: 2,
                       Accessing object properties
     breed: "Exotic shorthair",
     favouriteFoods: [
          "Sardines",
          "Tuna"
          cat.name === "Jasper"
          cat.age === 2
          cat["age"] === 2
```

typeof cat["breed"] === "string"





```
const cat = {
    name: "Jasper",
    age: 2,
    breed: "Exotic shorthair",
    favouriteFoods: [
        "Sardines",
        "Tuna"
}

Setting new object properties
```

```
cat.colour = "grey"
```

cat["BFF"] = "Archibald"





#### **Object properties**

```
// cat.favouriteFoods is an array
cat.favouriteFoods.push("Salmon") // still works
cat.favouriteFoods.length === 3
cat.age++
```



# **Objects**

To the code editor





# **Objects**

Any questions on objects?





Notice any similarities?





Notice any similarities?

typeof names === "object"

In JS, arrays are *actually* objects, with some extra functionality like push and shift, and where all the keys are numbers



Thanks

We'll deploy exercises on these

Any questions?



