**Activity #5 - Array**

1. Write a JavaScript program called menuSelector that allows users to select a fruit from a menu. The program should utilize an array to store the available fruits and implement a do-while loop to allow users to make selections until they choose to exit.

**Requirements**

1. **Create an Array**: Define an array called fruits that contains at least five different fruit names, such as:
   * "Apple"
   * "Banana"
   * "Cherry"
   * "Date"
   * "Elderberry"
2. **Display Menu**: Use a do-while loop to display a menu to the user with the following options:
   * Select a fruit by its corresponding number (1 to 5).
   * Exit the program.
3. **Use Switch Statement**: Implement a switch statement to handle the user's selection and display a message indicating the selected fruit.
4. **Error Handling**: If the user selects an invalid option (e.g., a number not in the range or a non-numeric input), display an error message.
5. **Continue or Exit**: After processing the selection, prompt the user to ask if they want to continue. If they respond with "no," exit the loop and thank them for using the menu.

2. Write a JavaScript program called libraryMenu that allows users to manage a library of books. The program should use an array to store book titles and implement a do-while loop to allow users to select options for viewing, adding, or removing books until they choose to exit.

**Requirements**

1. **Create an Array**: Define an array called books that contains at least five different book titles (e.g., "1984", "To Kill a Mockingbird", "The Great Gatsby", "Moby Dick", "Pride and Prejudice").
2. **Display Menu**: Use a do-while loop to display a menu with the following options:
   * View all books
   * Add a new book
   * Remove a book
   * Exit the program
3. **Use Switch Statement**: Implement a switch statement to handle the user's selection and perform the corresponding action.
4. **Error Handling**: If the user tries to remove a book that doesn't exist, display an error message.
5. **Continue or Exit**: After processing the selection, ask the user if they want to continue. If they answer "no," exit the loop and thank them for using the library.