

8 Must-Know JavaScript Array Methods



14 @nacercodes

.forEach()

Executes a provided function once for each array element.

```
const emojis = ['�', '≯', '◄']
emojis.forEach(emoji ⇒ {
  console.log(`I love ${emoji}`)
})
```

```
I love 🔆
I love 🟃
I love 🤻
```

.map()

Creates a new array populated with the results of calling a provided function on every element.

```
const emojis = ['♠', '♠', '♠']

const result = emojis.map(emoji ⇒ {
  return emoji + emoji
})

console.log(result)
```

```
Console

[ ' • • ' , ' • • ' ]
```

.filter()

Creates a new array with all elements that pass the test implemented by the provided function.

```
const emojis = ['♠', '♣', '♣', '♣']

const pet = emojis.filter(emoji ⇒ {
  return emoji = '♠' || emoji = '♣'
})

console.log(pet)
```

```
Console

[ ' •• ' , ' •• ]
```

.concat()

Creates a new array by merging two or more arrays.

```
const fruits = ['é', '&']
const vegetables = ['/', '%']

const result = fruits.concat(vegetables)

console.log(result)
```

```
Console

[ ' • ' , ' • ' , ' * ]
```



.find()

Returns the value of the first array element that satisfies the provided test function, or undefined if none does.

```
const emojis = ['@', '@', ']', '@']

const moon = emojis.find(emoji ⇒ {
  return emoji = ')'
})

console.log(moon)
```

Console





.push()

Adds the specified elements to the end of an array.

```
const emojis = ['@', '\early', '\early']
emojis.push('\frac{1}{2}')
console.log(emojis)
```

```
Console

[ '🎱', '🚔', '🏺' ]
```

To add them to the beginning, use the .unshift() method.



.pop()

Removes the last element from an array and returns it.

```
const emojis = ['♣', '♣', '♣']

const lastEmoji = emojis.pop()

console.log(lastEmoji)
console.log(emojis)
```

```
Console

[ ' - ' ' | ]
```

To remove the first one, use the .shift() method.

.includes()

Determines whether an array includes a certain value or not.

```
const emojis = ['@', 'D', '@']

const hasSun = emojis.includes('@')
console.log(hasSun)

const hasStar = emojis.includes('\tau')
console.log(hasStar)
```

```
true
false
```



Save it or lose it.

