* To Do App
* Arrays
* Lists included in []
* Name of list [number of item you want to display]
* Make a blueprint class (object)
  + Class = object
* Array (class)
* array used to assign variable names
* cars = [] #makes an array called cars
* cars.push “ “(put another item onto an array)
  + EX: car.push “bmw”
  + OR set next\_car = “chevy”
    - cars << next\_car
* Array + loop
* Lab – Hogwarts
* Shopping Cart
* Poe/ pull
* HASHES