



Arrays, Objects, & For Loops

Arrays

```
var fruits = ["banana", "kiwi", "apple"];  
var stuff = ["pink", 42, obama];
```

Add to the end of Array

```
fruits.push("orange");
```

Remove from end

```
fruits.pop();
```

Remove from start

```
fruits.shift();
```

Add to front

```
fruits.unshift("Strawberry")
```

Find position of ...

```
var applePosition = fruits.indexOf("apple");
```

Remove item by position

```
fruits.splice(applePosition, 1);  
//1 is how many items to remove
```

Objects

There are two ways to create objects...

Object Construction Notation (AKA Dot notation)

```
var dog = {};  
dog.name = "fido";  
dog.weight = 28;
```

Literal Notation

```
var dog = { name: "fido", weight: 28 };
```

For Loops

For Loops run for a specified length of time. They need 3 parts to work: a counter, a stopping point, and an increment to count with

```
for ( i=0; i < 10; i++ ) {  
    //the counter is i  
    //the stopping point is less than 10  
    //the increment is i + 1  
    console.log(i)  
};
```

This counter will log the numbers 1 to 10 in the console.