

Lesson

Weekend

Introduction to Programming

(/introduction-to-programming)

/ Arrays and Looping (/introduction-to-programming/arrays-and-looping)

/ Comparing and Cloning Arrays

Text

Cheat sheet

Terminology

- **Pointer:** A reference to an object in memory but not the object itself; for example, a variable that is set to an array does not contain the array itself but rather a pointer to the saved array.
- **Edge case:** An edge case in computer programming is a possible outcome of an operation that leads to unexpected or inconsistent results.

Tips

- No two arrays are the same even if they have the exact same contents inside!
- Arrays cannot be compared with the `===` operator. However, they may be transformed into strings with `.toString()`, and those strings may be compared with `===`.
- Arrays cannot be cloned by setting a new variable name to the original array (i.e.: `let cloneArray = originalArray;`). This will only create a pointer to the original array.

Examples

To properly clone array (i.e.: not simply create a pointer to existing array):

```
const cloneArray = originalArray.slice();
```

To compare arrays by transforming them into strings:

```
const a = [1,2,3];  
const b = [1,2,3];  
  
a.toString() === b.toString();
```

Additional Resources

For more details on how the `Array.prototype.slice()` method works, check out MDN's JavaScript documentation (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/slice).

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