

# Array Collection Methods

We look at a number of methods of array objects that capture the idea of a “collection of values”, and offer ways to manipulate the entire collection, rather than performing an iterative for loop.

These are often called “higher-order functions”.

## Relevant links

- Flanagan’s Book, section 7.9
- Array object documentation<sup>1</sup>

## Notes

Here is a summary of array higher-order methods:

**forEach**<sup>2</sup> Apply a function to each element of the array

**map**<sup>3</sup> Apply a function to each element of the array and form a new array from the results

**reduce**<sup>4</sup> Apply a function on an accumulator and each array value in order, resulting in one final reduced result.

**filter**<sup>5</sup> Given a predicate, return a new array with those items from the array that evaluate to true.

**every**<sup>6</sup> Given a predicate, return true or false depending on whether all items from the array satisfy it or not.

**some**<sup>7</sup> Given a predicate, return true or false depending on whether at least one item from the array satisfies it or not.

We will discuss each method in turn.

### forEach

The `forEach` method is really our bread and butter for performing something on each element of the array. It takes as argument a function `f`, and calls that function once for every element of the array, passing it as arguments the value, the index, and the whole array object. These functions are often called “callbacks” in the documentation.

NOTE: This method will skip indices that are undefined (but not indices whose value is “undefined”).

A simple example would be a log function:

```
[4,3,1,5].forEach(function(v, i) {  
  console.log("Found the value " + v + " at index " + i);  
});
```

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<sup>1</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Array](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array)

## map

The map method returns a new array from the results of applying the given function *f* to the original array. It will also skip undefined indices, preserving them in the result. Here is an example where we increment each entry by its index. It is important to note that the original array remains unaffected.

```
var a = [4,3,1,5];
a.map(function(v, i) {
    return v + i;
});
a;
```

## reduce

reduce is the most powerful of these methods, and the harder to understand. Essentially it starts with an initial value, and accumulates into it the results of applying a certain function to the values in the array, along with the accumulated values. An example will probably be better. Consider the following code:

```
var a = [4,3,1,5];
a.reduce(function(acc, v) { return acc + v; }, 10);
```

So what this code will do is start with an initial value of 10 for *acc*. It will then apply the function to 10 and the first value in the array, 4, resulting in 14. It will then proceed to apply the function (addition) to this 14 and the next value in the array, namely 3, resulting in 17. Then it will add this 17 to 1, resulting in 18, and finally it will add this 18 to 5, producing the final result of 23. It will then return that value.

So *a.reduce(f, init)* is roughly equivalent to the following code:

```
var acc = init;
for (var i = 0; i < a.length; i += 1) {
    acc = f(acc, a[i]);
}
return acc;
```

In reality, the function *f* receives extra parameters, namely the index *i* and the whole array.

One of the reasons to use these functions is that they can be better optimized by the Javascript interpreter/compiler, and thus typically run faster. The following timing test will attest to that.

```
var A = []
for (var i = 0; i < 100000; i += 1) { A.push(Math.random()); }
var times = [];
for (var j = 0; j < 10; j += 1) {
    var t= new Date();
    A.reduce(function(a, b) { return a + b; }, 0);
    times.push(new Date() - t);
}
console.log(times)
times = [];
```

```

for (var j = 0; j < 10; j += 1) {
  var t= new Date();
  var s = 0;
  for (var i = 0; i < A.length; i += 1) { s += A[i]; }
  times.push(new Date() - t);
}
console.log(times);

```

## **filter**

The filter method expects a predicate, namely a function that returns a boolean. It will call this function for each value, and will add to a new array those values that return true from the predicate.

As usual with the other methods here, the predicate will be given two more arguments, the index and the whole array.

As an example, the following will retrieve the even-indexed elements in the array:

```
arr.filter(function(v, i) { return i % 2 === 0; });
```

## **every and some**

These methods take the same argument as `filter`, and apply it to the array values until they can resolve their result.

`every` will return false the moment it encounters a value that the predicate evaluates to false, and otherwise (if it makes it to the end of the array) it will return true.

`some` is sort of the opposite. It will return true the moment it finds a value that the predicate evaluates to true, and otherwise (if it makes it to the end of the array) it will return false.

Makes sure you understand how these two methods will behave on an empty array.