Javascript Array object is used for array construction. It is a global object and contains list-like user-defined values.

\*CREATE AN ARRAY

var balls = [‘football’, ‘basketball’];

console.log(balls.length);

\*ACCESS AN ARRAY ITEM

var first = balls[0];

//football

var last = balls[balls.length -1];

//basketball

\*LOOP OVER AN ARRAY

balls.forEach(function(item, index, array){

console.log(item,index);

});

//football 0

//basketball 1

\*ADD TO THE END OF AN ARRAY

var newLength = balls.push(‘volleyball’);

//[“football”, “basketball”, “volleyball”]

\*REMOVE FROM THE END OF AN ARRAY

var last = balls.pop();

//[“football”, “basketball”]

\*REMOVE FROM THE FRONT OF AN ARRAY

var first = balls.shift(); //remove football from the front

//[“basketball”]

\*ADD TO THE FRONT OF AN ARRAY

var newlength = balls.unshift(‘tennis ball’)

//[“tennis ball”, “basketball”]

\*FIND THE INDEX OF AN ITEM IN THE ARRAY

balls.push(‘sample’);

//[“tennis ball”, “basketball”, “sample”]

var pos = balls.indexOf(‘sample’);

//2

\*REMOVE AN ITEM BY INDEX POSITION

var removedItem = balls.splice(pos, 1);

//[“tennis balls”, “sample”]

\*REMOVE ITEMS FROM AN INDEX POSITION

var colors = ['Red', 'Orange', 'Yellow', 'Green'];

console.log(colors);

// ["Red”, “Orange”, “Yellow”, “Green"]

var pos = 1, n = 2;

var removedItems = colors.splice(pos, n);

console.log(colors);

// ["Red", "Green"] (the original array is changed)

console.log(removedItems);

// ["Orange", "Yellow"]

\*COPY AN ARRAY

var shallowCopy = balls.slice(); // this is how to make a copy

//[“tennis balls”, “sample”]

**PROPERTIES**

+Array.length

Returns the Array’s length.

+get Array[@@species]

Returns the Array Constructor.

+Array.prototype

Lets you add properties to all array objects.

**Methods**

+Array.from()

Lets you create Arrays from objects like array such as lists etc.

+Array.isArray()

Checks whether an object is an array or not.

+Array.of()

Lets you create a new Array with a specified number as an argument.