**CREATE**

**======**

var fruits = ["Banana", "Orange", "Apple"];

or

var person = [];

person[0] = "John";

person[1] = 23;

**ADD**

**====**

fruits.push("Lemon");

or

fruits[3] = "Lemon";

or

fruits[fruits.length] = "Lemon";

**FUNCTIONS**

**==========**

var num1 = cars.length;

var y = cars.sort();

LOOPING

=======

for (var i=0; i < fruits.length; i++) {

text += fruits[i];

}

**TWO DIMENTIONS**

**================**

var items = [[1,2],[3,4],[5,6]];

alert(items[0][0]); // 1

// array [10,20]

var x = new Array(10);

for (var i = 0; i < 10; i++) {

x[i] = new Array(20);

}

x[5][12] = 3.0;

function Create2DArray(rows) {

var arr = [];

for (var i=0;i<rows;i++) {

arr[i] = [];

}

return arr;

}

Then you can just call:

var arr = Create2DArray(100);

arr[50][2] = 5;

arr[70][5] = 7454;

function Create2DArray(rows,columns) {

var x = new Array(rows);

for (var i = 0; i < rows; i++) {

x[i] = new Array(columns);

}

return x;

}

to create an Array use this method as below.

var array = Create2DArray(10,20);

**The easiest way:**

var arr = [];

var arr1 = ['00','01'];

var arr2 = ['10','11'];

var arr3 = ['20','21'];

arr.push(arr1);

arr.push(arr2);

arr.push(arr3);

alert(arr[0][1]); // '01'

alert(arr[1][1]); // '11'

alert(arr[2][0]); // '20'

The simplest way:

var array1 = [[]];

array1[0][100] = 5;

alert(array1[0][100]);

alert(array1.length);

alert(array1[0].length);