ARRAYS & LOOPS

DATA TYPES

String	Literal characters, enclosed in quotes `"about"`
Number	Numbers treated as numeric values (not in quotes) `15`
Array	Collection of data `["Larry","Curly",15,42]`

ARRAYS

ARRAY HELPER METHODS

`toString()`	*Returns a single string consisting of the array elements converted to strings and separated by commas*
`join()`	*Same as `toString()`, but allows you to pass a custom separator as an argument*
`pop()`	*Removes and returns the item at the end of the array*
`push()`	*Adds one or more items to the end of the array*
`reverse()`	*Reverses the array*
`shift()`	*Removes and returns the item at the start of the array*
`unshift()`	*Adds one or more items to the start of the array*
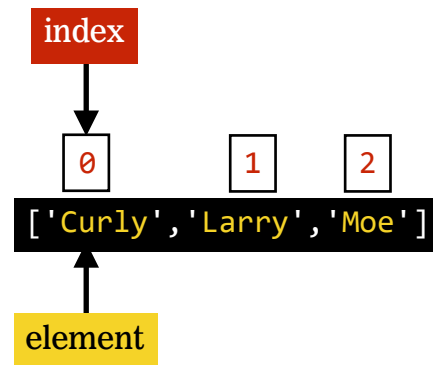
ARRAY ITERATOR METHODS

`forEach()`	*Executes a provided function once per array element*
`every()`	*Tests whether all elements in the array pass the test implemented by the provided function*
`some()`	*Tests whether some element in the array passes the text implemented by the provided function*
`filter()`	*Creates a new array with all elements that pass the test implemented by the provided function*
`map()`	*Creates a new array with the results of calling a provided function on every element in this array*

Usage:

```
arrayName.method(function() {
  // do something
});
```

Example:

```
let friends = ['Curly','Larry','Moe'];

friends.forEach(function() {
  // do something
});
```

LOOPS

for	Runs while a condition is true, and includes syntax to declare and customize the iterator at the start	`for (variable; condition; iteration) {`
		`  // do something`
		`}`

while	Runs while a condition is true	`while (condition) {`
		`  // do something`
		`}`

do while	Runs while a condition is true, and ensures that the code block is executed at least once	`do {`
		`  // do something`
		`} while (condition)`

Incrementing example:

```
for (let i = 0; i <= 10; i++) {
  console.log(i);
});
```

```
// result:
0
1
2
3
4
5
6
7
8
9
10
```

Decrementing example:

```
console.log('Starting countdown');

for (let i = 10; i >= 0; i--) {
  console.log(i);
});

console.log('Liftoff!');
```

```
// result:
Starting countdown
10
9
8
7
6
5
4
3
2
1
0
Liftoff!
```