Announcements

• Do your term paper!
• Project #4 has been posted
Making the array bigger

```javascript
var a = [3.99, "Joe", 95];

unshift -- adds element to front
a.unshift(777);

push -- adds element to back
a.push("Cat");
```
Making the array smaller

```javascript
var a = [3.99, "Joe", 95];
```

| 3.99 | "Joe" | 95 |

**shift** -- removes element from front

```javascript
var y = a.shift();
```

**pop** -- removes element from back

```javascript
var x = a.pop();
```

Example: Arrays4.html
Caution

Arrays are very different in other languages!

In particular, Java arrays are very different from JavaScript arrays.
Whack-A-Mole Exercise

Demo...
Whack-A-Mole Exercise

Hints:

• Images are here:
  http://www.cs.umd.edu/~fpe/mole.jpg
  http://www.cs.umd.edu/~fpe/noMole.jpg

• Make a table with three images like this:
  <img id="pic1" src="noMole.jpg" alt="mole1" onclick="hit(1)" />

• Use two global variables:
  • var activeMole = 2;  // which mole is visible? (1, 2, or 3)
  • var hitCount = 0;    // how many moles have been whacked?

• Write a function called hit(boxNumber)
  If boxNumber is the current activeMole, then update the hitCount, switch the activeMole to a different location, and re-draw the moles