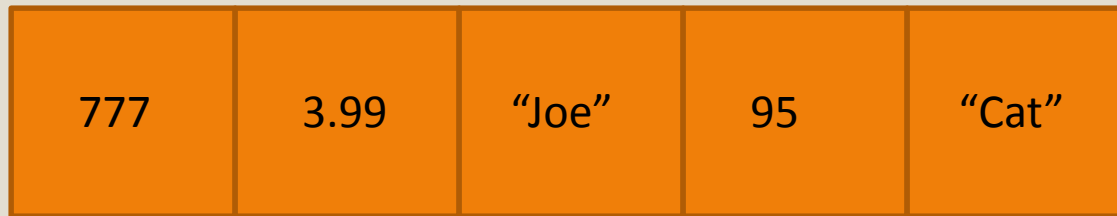


Announcements

- Do your term paper!
- Project #4 has been posted

Making the array bigger

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



unshift -- adds element to front

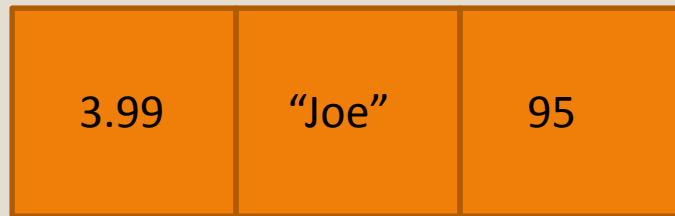
push -- adds element to back

```
a.unshift(777);
```

```
a.push("Cat");
```

Making the array smaller

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



shift -- removes element from front

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

pop -- removes element from back

```
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...



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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:

```

```

- 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