

4D Collections Cheat Sheet

by cannonsmith via cheatography.com/123142/cs/23109/

Add/Remove Elements

.push (element {; element2; ... ; elementN}) -> Mutated

Appends one or more elements

.pop () -> Element

Removes the last element. The removed element is returned by the function.

.insert (index; element) -> Mutated

Inserts an element at the specified index

Collections are 0-based.

Add/Remove Elements

Function Result Copy Parameter
Type Type

.push (element {; element2; ... ; Mutated

elementN}) -> Mutated

.pop () -> Element Mutated (and element)

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