

Variables

`var myInteger = 4;` declare & init an integer variable

`var myResult = a + b;` addition operation

Arrays

`var myArray = ["string", 124, "another string", 23.4, "double", 'single'];` create array

`var myVariable = myArray[i];` access array with index

`myArray.push(32);` push 32 to end

`myArray.unshift(32);` push 32 to start

`var myVar = myArray.pop();` pop from end

`var myvar = myArray.shift();` pop from start

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