

Software is Social
or
Why its not all about
programming

Scott Wilson

I keep wanting to do this sort of thing in JavaScript:

create an array:

```
var list = ["dog", "fish", "cat"]
```

remove "fish"

```
list = ["dog", "cat"]
```

but NOT

```
list = ["dog", undefined, "cat"]
```

...and I keep forgetting how to do it

(I must have done this at least three times this year already...)

Well, what would you do?

I use Google!



remove element from javascript array

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[Pythoner » JavaScript: Remove element from Array](#) ☆ 🔍

20 May 2008 ... So here is how to **remove** an **element** from an **array**, mainly for my poor brain, so it doesn't have to remember anymore. ...

[wolfram.kriesing.de/.../javascript-remove-element-from-array](#) - [Cached](#) - [Similar](#)

[Code_Punk - Advanced JavaScript Lesson 41: Removing Array Elements ...](#)



[This site may harm your computer.](#)

Splice() is the most flexible **array** method in **JavaScript**. It can add, **remove**, insert, and replace any **element** anywhere in an **array**. ...

[codepunk.hardwar.org.uk/ajs44.htm](#) - [Similar](#)

[JavaScript array remove an element](#) ☆ 🔍

JavaScript array remove an element. As in the previous section of **JavaScript array** tutorials we have discussed that we can create a user defined function in ...

[www.roseindia.net/.../javascript-array/javascript-remove-an-element.shtml](#) - [Cached](#) - [Similar](#)

[John Resig - JavaScript Array Remove](#) ☆ 🔍

3 Dec 2007 ... **JavaScript Array Remove**. I have another handy method, technique to construct the **array**-like results of DOM **elements** in a jQuery object. ...

[ejohn.org/blog/javascript-array-remove/](#) - [Cached](#) - [Similar](#)

[JavaScript splice\(\) Method](#) ☆ 🔍

Array Object Reference **JavaScript Array** Object ... An integer that specifies at what position

JavaScript: Remove element from Array

May 20, 2008 at 3:55 pm by [Wolfram](#) · Filed under [Computers](#), [JavaScript](#), [Programming](#)

[UPDATE] Thanks to Joe and others hinting me to the danger of purely using `indexOf()` without a check for `-1`. Added it in the last example.

I mean it's not the first time I am doing it, but it happens always again that I have to look up how exactly it works. And every time I know it is very easy. So here is how to remove an element from an array, mainly for my poor brain, so it doesn't have to remember anymore. Though I know, now that I wrote it down I will never forget it again.

DON'T

Unfortunately the most obvious solution leaves a "hole" in the array :-).

```
>>> var list = [4,5,6];
>>> delete list[1];
true
>>> list
[4, undefined, 6]
```

Sad, but understandable.

DO

So do it right and use `splice()`.

```
>>> var list = [4,5,6];
>>> list.splice(1, 1); // Remove one element, returns the removed ones.
[5]
>>> list
[4, 6]
```

Useful DO

Actually, what I mostly need is: remove a certain value from an array.

I.e. I have some list of visible IDs and I want to remove one because it's not visible anymore. So just extend the above example a bit.

```
>>> var visibleIds = [4,5,6];
>>> var idx = visibleIds.indexOf(5); // Find the index
>>> if(idx!=-1) visibleIds.splice(idx, 1); // Remove it if really found!
[5]
>>> visibleIds
[4, 6]
```

I hope I didn't bore anyone with that 😊

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Software development is often a process of:

- Try it
- It Doesn't Work
- Get annoyed
- Make coffee
- Google
- Copy+Paste
- Works!

Or sometimes

- Try it
- It doesn't work
- Google...nothing there
- Read the documentation...its rubbish
- Struggle on until by 4am you finally crack it by trial and error
- Write blog post so no-one else has to suffer what you just went through



Scott's Workblog

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April 11, 2005

How to... dynamically include a WS-Security header in Apache Axis with WSS4J

I struggled with this one recently, and couldn't find a great deal of documentation on it, so I thought I'd better write it up in case anyone else out there can make use of it!

The Problem: I have a client application in Java that uses Axis to talk to a number of web services. Some of them use signing and encryption and some don't. Yet the client-config.wsdd file only lets me declare WS-Security headers as part of "Global Configuration", not per-connection. So how do I do it?

The Solution: Dynamically configure the request handler in your code.

First you need to set up an engine configuration method in your implementation, like this:

```
private EngineConfiguration createClientConfig()
{
    try{
        SimpleProvider clientConfig=new SimpleProvider();
        Handler securityHandler= (Handler)new WSDoAllSender();
        securityHandler.setOption(WSHandlerConstants.ACTION,this.WSS_ACTION);
        securityHandler.setOption(WSHandlerConstants.SIG_PROP_FILE,this.WSS_SIG_PROPERTIES);
        securityHandler.setOption(WSHandlerConstants.USER, this.WSS_USER);
        securityHandler.setOption(WSHandlerConstants.PW_CALLBACK_CLASS, this.WSS_CALLBACK);
        SimpleChain reqHandler=new SimpleChain();
        SimpleChain respHandler=new SimpleChain();
        // add the handler to the request
```

The point is...

- **Everyone** gets stuck
- **No-one** has all the answers
- We're all a lot smarter when we **work together** even when we are **solving our own problems***

* sometimes when we talk about this we say things “scratching our own itch”, but that does sound kind of gross, especially when we get into things like open development, which basically comes across like we're a bunch of monkeys picking fleas off each other

Scale that up...

... and you get ***open source software projects***

... which is where we try to solve ***bigger problems together*** but still for ***our own benefit***

Open source projects for...

- Code libraries!
- Servers!
- Games! (& level editors etc for commercial games!)
- System utils!
- Hobby apps! (guitar tab apps, cross-stitching you name it...)
- Web application frameworks
- Databases!
- Operating systems!
- Mobile devices!
- Hardware drivers!
- Music software!
- Content editors!
- Blogs!
- Wikis!
- Social networks!

You can probably find something you care about in at least one of These categories (or another I haven't mentioned here)

Welcome to hydrogen-music.org



Hydrogen is an advanced drum machine for GNU/Linux. It's main goal is to bring professional yet simple and intuitive pattern-based drum programming.

Find out more:

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News

2009 Sep 14 - Hydrogen 0.9.4 RELEASED: [binaries and source available here!](#) Happy drumming!

2009 Apr 15 - Hydrogen 0.9.4 Release candidate 1

2009 Feb 20 - Hydrogen 0.9.4 BETA3: [download here!!](#)

2008 Sep 15 - Hydrogen 0.9.4 BETA2: [download here!!](#)

2008 Sep 07 - Hydrogen 0.9.4 BETA: [download here!!](#)

2007 Jun 18 - New SVN repository and developers [WIKI!](#)

2006 Feb 27 - Hydrogen gets [5 stars from SoftPedia!](#) "...All I can say is that I got used to it right away. I can't compare it to anything, but I can tell you that it's really a very good program".

2006 Feb 22 - The Hydrogen team is pleased to announce the release of Hydrogen version 0.9.3! The new release is [immediately available for download](#). 0.9.3 is mostly a bugfix release, but also has some improvements. So what's new in Hydrogen 0.9.3? Integrated WASP plugins by Artemiy Pavlov, including innovative Booster, Noisifier and X-Shaper; New, much improved color scheme; Fixed various bugs related to Jack audio driver; Fixed 100% CPU usage bug.

Forum activity

Last posts

[Can't Download other Drum Kits \(Windows\)](#)

14:48 22-11-2010 **started by:** Dream999 **replies:** 6

[Hydrogen crashes on large drumkit load](#)

20:00 21-11-2010 **started by:** jonthecomposer **replies:** 7

Status

- Members: 20230
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Play Freeciv.net online now!

Freeciv.net is an Open Source strategy game which can be played online against other players, or in single player mode against AI opponents.

Brazilian Gamer: Freeciv.net First Playthrough, Part 1

November 11, 2010

Brazilian Gamer plays Freeciv.net! Read all about the adventures that David at the Brazilian Gamer has while playing a game of Freeciv. This is a multi part story, stay tuned for part 2 also.

Development of Freeciv.net

Freeciv.net is an open source project, which means that the game is developed so that anyone can get access to the software and the source code. The source code is maintained and developed at code.google.com. Here you can [submit bug reports](#), download the source code yourself, and find some documentation on the wiki there.

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Source
which
online
players
mode
against
opponents.

Community

There are now 43282 registered players on Freeciv.net

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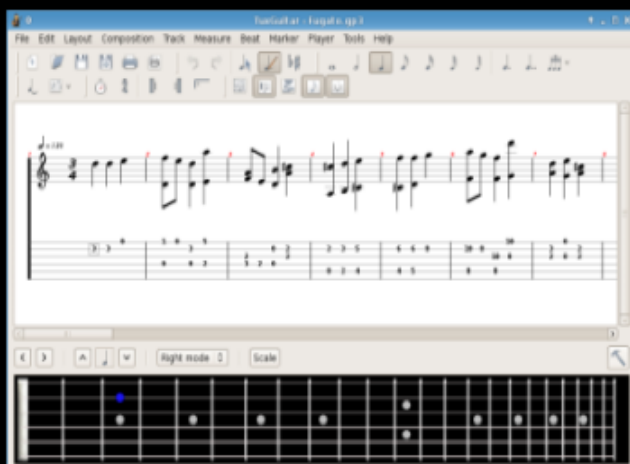
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News

TuxGuitar 1.2 has been released - 01/11/2009

TuxGuitar 1.2 is now available to [download!](#)

A Multitrack tablature editor and player



With TuxGuitar, you will be able to compose music using the following features

- » Tablature editor
- » Score Viewer
- » Multitrack display
- » Autoscroll while playing

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[Writing a new translation](#)

[Importing TuxGuitar as Eclipse project](#)

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Latest forum posts

[Java problem \(Larry\)](#)

I had 'Tuxguitar' working fine on my system, but now when I try to run it I get the following errors: Exception in th...

[Re: tuxguitar start exception \(Mathew\)](#)

THANK YOU! Re-installing libswe-gtk fixed my problems!

[Re: NO AUDIO \(Anonymous\)](#)

I fixed tuxguitar by downloading timidity and selecting that as the output. Amarek still doesn't work. What is the fix...

Ways to help that don't involve knowing how to program*

- Write bug reports
- Suggest cool new features
- Draw graphics, icons, logos...
- Answering other users questions
- Help improve documentation
- Help translate to other languages

* But note that all of these things are also part of job roles in the software industry!
I spent about three years doing documentation and QA before moving into dev