

Lesson 33 Coding Activities

Download the zipped .java starter files with the program templates, and use them in DrJava or an IDE of your choice, to get a head start on the activity.

For the Lesson 33 activities, you will be asked to write one or more methods. Use the template to write a main method that tests each of your methods, then paste everything into the code runner box. Your submission should begin with the first import statement and end with the final }.

Come to the forum with your questions and to share your test cases.

1. Write a method that takes an array of Strings and changes of the Strings to UPPER CASE.

This method must be called `upper()` and it must take a `String[]` parameter.

2. Write a method that takes an array of ints and stores random numbers between 10 and 99 in the array. Use `Math.random()` to generate random numbers and convert them to integers between 10 and 99 inclusive.

This method must be called `randomize()` and it must take an `int[]` parameter.

3. Write a method that takes an array of ints and prints the array on a single line. Print one space between each number.

This method must be called `printit()` and it must take an `int[]` parameter.

4. Write a method that takes an array of ints and reverses the order of the values in the array. So the array {1, 2, 3} would be changed to {3, 2, 1}

This method must be called `reverse()` and it must take an `int[]` parameter.

5. Write a method that takes an array of ints, an integer value, and an integer index. The method should insert the value at the given index and move the values afterwards by one.

This method must be called `insertValue()` and must have the following parameter types:
`int[], integer, integer`.

For example, `insertValue(a, 100, 2)` would change the array `{1, 2, 3, 4, 5}` to `{1, 2, 100, 3, 4}`.