Level 1 Array Exercises

Create a menu driven program that will run any method described below. Save as ***Level1ArrayExercises.java*** Note: Provide documentation for each method.

1. Declare an array to store 10 integers.

2. Write a method called ***initializeArray*** which will assign the value -1 to every element of the array.

3. Add a method called ***enterFromKeyboard*** which will enter **UP TO 10** integers and store them in the array.

4. Change the main method, so that it will call the first two methods (*initializeArray* and *enterFromKeyboard*) then display the menu.

5. Add a method called ***countWh*ole** which will calculate and display the number of whole numbers entered into the array. (Positive integer values)

6. Add a method called ***display*** which will display the list of inputted integers in the order entered.
   e.g. The integers in order entered is 8 12 32 43 14 12.

7. Add a method called ***displayReverse*** which will display the list of inputted integers in reverse order entered.
   e.g. The integers in reverse order is 12 14 43 32 12 8.

8. Add a method called s***um*** that will calculate and display the sum of all the numbers entered.

9. Add a method called ***average*** that will calculate and display the average of all the numbers entered correct to 1 decimal place.

10. Add 2 methods called ***findMax*** and ***findMin*** which will calculate and display the maximum number and the minimum number stored in the array respectively.

11. Add a methods called ***search*** that will display the position(s) in the array a specific number occupies.
    e.g. The number 12 is found in the following positions: 2, 5

12. Add a loop so that the user can make other choices from the menu for the numbers that the user entered.

Save all exercises. When done, submit your programs on the D2L.