A class **FillMultiples** is given to you.

Implement logic for the following method

method: public static int[] getMultiplesArray(int number).

This method should create a new integer array of size 10 and fill it with the multiples (multiples 1 to 10) of the given number.

and return the array.

If the given number is negative or zero, return null.

**Read the steps below carefully before you start**

* + 1. Download the skeleton code provided ***(***[***ECC\_38\_FillMultiples.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_38_FillMultiples.java)***)***
    2. In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
    3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
    4. Compile your code
    5. Check the output and upload the source file i.e., .java file

**Follow the below steps to upload the file**

1. click on ‘Select a file' button. Locate and select the .java file ([***ECC\_38\_FillMultiples.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_38_FillMultiples.java)) you want to upload. Ensure that you select the correct file as only one file can be uploaded. In case you selected the wrong file, refresh the page before proceeding to next step.
2. Now the button ‘Upload ECC\_38\_FillMultiples.java’ will be displayed. Click this button to upload

**Click on the file name to download the template:** [***ECC\_38\_FillMultiples.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_38_FillMultiples.java)

[STAFF DEBUG INFO](http://scoremore.talentsprint.com/courses/course-v1:CodeCraft+Tech-01+2016/courseware/4f01ff95e06e46428673f3970f91dfb6/0a31d8eb67df4b63bd2c441d99c60d26/#8658b2578d504860a0e4722150a75f8f_debug)

No file has been uploaded.

Note: If you have accidentally selected the wrong file, refresh the page. This will allow you to select again.

Upload your assignment