

2D Arrays Intro - Checkers & Beyond

Step 1

Generate a 2D array of any character. This array should be 8 characters by x 8 characters.

Hints: Use a 1 double for loop to fill the array, then use another double for loop to print out the array.

Step 2

Edit your code in Step 1 to change the spaces in the board to match your final checkers board. The base character of all other spaces should stay the same, while the spaces that are occupied by checkers should be labeled with first letter of the color. (For example, Red would be 'R').

Hint: Change the board AFTER filling the array with characters

Step 3

Edit your code in Step 2 so that only one checker piece is listed - however, this piece will be randomly placed on the board. Make sure that the piece cannot move beyond the boundaries of the board.

Hint: Generate TWO random numbers - one for length dimension and one for width.

Step 4

Edit your code in Step 3 so that the board is no longer 8 x 8 - rather, allow the user to input the dimensions of the board. Your random number generators should change accordingly so that the piece does not exceed the dimensions of the board.

Submit Step 4 to "2D Arrays Intro" on Github

