

Exercise: Collections

Exercise 1

- a) Declare an Integer-Array which can contain 20 values. Then use a For-Loop to set all those values to random numbers between 1 and 100.
- b) Do the same with an Integer-List.

Exercise 2

- a) Declare a String-List and read Text from the console in an Endless-Loop. Whenever the player enters something add it to the List.
- b) When the player enters the string “stop” print every item in the list in the reversed order.

i.e. the player enters:

Bob

Cat

Monkey

Stop

You program should output:

Monkey

Cat

Bob

- c) In addition the Program should sort the List and output the sorted list too.

