

Extra Challenges!

These extra challenges are not assessed but allow you to challenge yourself further.

- 1 Modify the *MagicSquareApp* program so that the user is allowed to choose the row and column number to display. Ideally make this program menu driven with the following options:
 - 1) *Display Magic Square*
 - 2) *Display Row*
 - 3) *Display Column*
 - 4) *Exit*

- 2 Download and run the **TwoDArray** program from the Moodle site then
 - a) Add the *checkCol3* method discussed in the lecture and modify the *main* method to call this *checkCol3* method.
 - b) Add the *checkRightD* method discussed in the lecture and modify the *main* method to call this *checkCol3* method.
 - c) Modify the *checkCol3* method so that it accepts the column number as a parameter (and change its name to *checkCol*).
 - d) Modify the *checkRow1* method so that it accepts the row number as a parameter (and change its name to *checkRow*).
 - e) Modify the *main* method so that the user chooses the row or column number and symbol to check.
 - f) Finally, instead of initialising the 2D array in the code, allow the user to enter the values in the grid via an *enterValues* method.