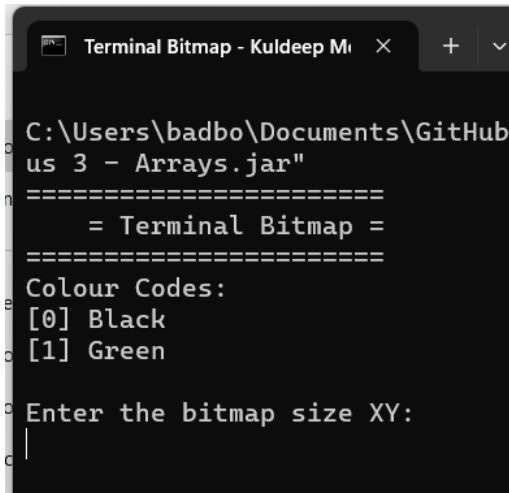


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Bonus ICE 3 – Arrays

Part 2- Initial Screen



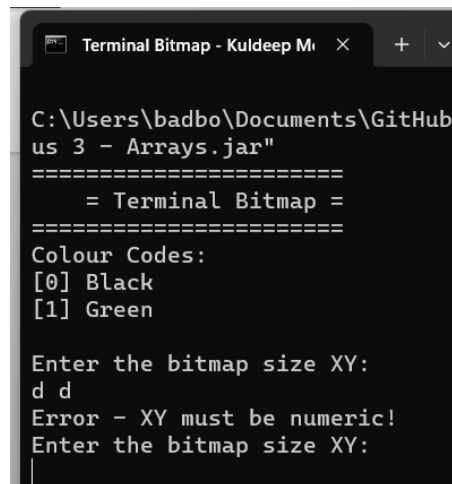
```
C:\Users\badbo\Documents\GitHub\us 3 - Arrays.jar"
=====
= Terminal Bitmap =
=====
Colour Codes:
[0] Black
[1] Green

Enter the bitmap size XY:
|
```

Screenshot 1

Context: The Application launches with the Banner name and greeting, it prompts the user with instructions that define how the program will understand the user's binary inputs (0, 1) and how they correspond to the printed colors – Black and Green.

Part 3 – Input screen and validation



```
C:\Users\badbo\Documents\GitHub\us 3 - Arrays.jar"
=====
= Terminal Bitmap =
=====
Colour Codes:
[0] Black
[1] Green

Enter the bitmap size XY:
d d
Error - XY must be numeric!
Enter the bitmap size XY:
|
```

Screenshot 2

Context: The user input invalid values for the bitmap size coordinates (X, Y), the program then displayed an error message to the user and prompted for the X and Y values.

Part 4- Input and Output screens

```
Terminal Bitmap - Kuldeep M...  
C:\Users\badbo\Documents\GitHub\OOP\...  
us 3 - Arrays.jar"  
=====   
= Terminal Bitmap =   
=====   
Colour Codes:  
[0] Black  
[1] Green  
  
Enter the bitmap size XY:  
4 4  
Enter 4 codes for line 0: 0 1 0 1  
Enter 4 codes for line 1: 1 0 1 1  
Enter 4 codes for line 2: 1 1 1 1  
Enter 4 codes for line 3: 0 0 0 0
```

```
Terminal Bitmap - Kuldeep M...  
=====   
= Terminal Bitmap =   
=====   
[0] Black  
[1] Green  
  
[0] 0 1 0 1  
[1] 1 0 1 1  
[2] 1 1 1 1  
[3] 0 0 0 0  
  
Press [Enter] to exit:
```

Screenshot 3 and 4

Context: User had entered correct input as per the instructions provided, after processing the code the terminal bitmap image was generated!

```
Terminal Bitmap - Kuldeep M...  
C:\Users\badbo\Documents\GitHub\OOP\Bo...  
us 3 - Arrays.jar"  
=====   
= Terminal Bitmap =   
=====   
Colour Codes:  
[0] Black  
[1] Green  
  
Enter the bitmap size XY:  
4 4  
Enter 4 codes for line 0: 0 0 0 1  
Enter 4 codes for line 1: 0 1 1 0  
Enter 4 codes for line 2: 1 0 1 0  
Enter 4 codes for line 3: 0 1 0 1
```

```
Terminal Bitmap - Kuldeep M...  
=====   
= Terminal Bitmap =   
=====   
[0] Black  
[1] Green  
  
[0] 0 0 0 1  
[1] 0 1 1 0  
[2] 1 0 1 0  
[3] 0 1 0 1  
  
Press [Enter] to exit:
```

Screenshot 5 and 6

Context: User had entered correct input as per the instructions provided, after processing the code the terminal bitmap image was generated!

Part 5- Answer these questions.

Question 1. What is a multidimensional array?

A simple way to explain what a multidimensional array is like the structure of a table with rows and columns. Within these arrays, each cell can hold value of the same data and can be accessed through different “coordinates” – which in this case (keeping the table concept in mind) would be through the row and column indexes.

Question 2. How many dimensions can a multidimensional array have in total?

According to Java documentation, there is a limit of 255 dimensions for a multidimensional array. However, it's important to note that increasing the number of dimensions in an array makes it more complex, difficult to manage, and harder to access - Hence why even when working with the most complex arrays, they ideally don't exceed more than three to four dimensions.