# SECTION A (Writing statement/s only)

1. Write a statement that declares a reference to an array of int’s. The array reference should be named *numbers.*

🡪 int[] numbers;

2. Write a statement that declares and constructs an array of *Rectangle’s* named *boxes* so that the array stores exactly 10 Rectangle objects.

*// ArrayList provides dynamic resizing capabilities, so we are using an array to store exactly 10 Rectangle objects.*

🡪 Rectangle[] boxes = new Rectangle[10];

3. Write a SINGLE statement that declares a reference to an array named *grades* that stores five *double’s*. In the same statement, initialize the array to the values 44, 55, 66, 77 and 88.

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4. Write a statement that assigns the value 13