

Lab Manual: 03

Lab Topic: Loops and Basic Array Manipulations

Course Code: CSE110 (Object Oriented Programming)

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Lab Objective

1. **Apply** concepts of loops and arrays
2. **Write and execute** programs using these concepts in Java.

Lab Activities

A. Arrays in Java

- Arrays are declared in the following manner in Java.
`int[] numbers = new int[10];`
- The above-mentioned line created an integer array numbers of size 10.
- The array elements can be accessed in the same way as in C.
- Examine the following program.

```
import java.lang.*;
import java.util.*;
class SampleArray{
    public static void main(String[] args){
        // initializing an integer array numbers with size 10
        int[] numbers = new int [10];
        Scanner input = new Scanner (System.in);
        // assigning values randomly
        for(int i=0; i<numbers.length; i++){
            numbers[i] = input.nextInt();

            // numbers[i] = (int) (Math.random()*100); // Read random numbers
        }
        // displaying the values
        for(int i=0; i<numbers.length; i++){
            System.out.print(numbers[i] + " ");
        }
    }
}
```

- **numbers.length** returns the size of the array.
- For Java String, you can use **charAt(i)** method to access the character at ith position of the string. Suppose,
`String str = "Hello World";`
`System.out.print(str.charAt(0));` // returns the character 'H'

B. Enhanced For loop

- Java also includes another version of for loop

- Enhanced for loop provides a simpler way to iterate through the elements of a collection or array
- It is read only loop where you can't update the values as opposite to other loops

```
public class enhancedforloop
{
    public static void main(String args[])
    {
        int array[] = {10, 20, 30}

        //enhanced for loop
        for (int x:array)
        {
            System.out.println(x);
        }

        /* for loop for same function
        for (int i = 0; i < array.length; i++)
        {
            System.out.println(array[i]);
        }
        */
    }
}
```

Lab Problems

01: Write a Java program that reads student scores, gets the best score, and then assigns grades based on the following scheme:

Grade is A if score is \geq best - 10
Grade is B if score is \geq best - 20;
Grade is C if score is \geq best - 30;
Grade is D if score is \geq best - 40;
Grade is F otherwise.

The program prompts the user to enter the total number of students, then prompts the user to enter all of the scores and concludes by displaying the grades. Here is a sample run:

```
Enter the number of students: 4 Enter
Enter 4 scores: 40 55 70 58 Enter
Student 0 score is 40 and grade is C
Student 1 score is 55 and grade is B
Student 2 score is 70 and grade is A
Student 3 score is 58 and grade is B
```

02: Write a Java program that reads the integers between 1 and 100 and counts the occurrences of each. Assume the input ends with 0. Here is a sample run of the program:

```
Enter the integers between 1 and 100: 2 5 6 5 4 3 23 43 2 0   
2 occurs 2 times  
3 occurs 1 time  
4 occurs 1 time  
5 occurs 2 times  
6 occurs 1 time  
23 occurs 1 time  
43 occurs 1 time
```

03: A *Palindrome* is a number that reads the same from either way (forward or backward). As an example, 1221 is a palindrome, but 123 is not. Write a Java program that prompts the user to enter a number and displays whether the number is a palindrome or not.

04: Write a Java program that reads in ten numbers and displays the number of distinct numbers and the distinct numbers separated by exactly one space (i.e., if a number appears multiple times, it is displayed only once). (*Hint:* Read a number and store it to an array if it is new. If the number is already in the array, ignore it.) After the input, the array contains the distinct numbers. Write a method `Isdistinct()` to check whether a number exists multiple times or not.

05: Write a Java program that randomly generates an integer array, *numbers*, of size 100. Then, find the value and index (position) of the highest and the smallest element. Use separate method for determining highest and smallest element.

06: Write a program that prompts the user to enter the number of students, the students' names, and their scores, and prints student names in decreasing order of their scores.