Array Practice

Part 1

Declare and define an int array of size 5 named A.

Use the assignment operator(=) to assign a value of 2 to element 0 of the array.

Use the assignment operator to assign a value of 4 to element 1 of the array.

Use the assignment operator to assign a value of 6 to element 2 of the array.

Use the assignment operator to assign a value of 8 to element 3 of the array.

Use the assignment operator to assign a value of 10 to element 4 of the array.

Print the contents of each element of the array horizontal across the screen with a space between each one.

Part 2

Declare an int array named B and use an **initializer list** to assign the following values to the array: 10, 20, 30, 40, 50.

Print the contents of each element of the array horizontal across the screen with a space between each one

Part 3

Declare and define a String array of size 3 named D.

Use the assignment operator to assign a value of "Dog" to element 0 of the array.

Use the assignment operator to assign a value of "Cat" to element 2 of the array.

Print the contents of each element of the array horizontal across the screen with a space between each one. (This includes element 1)

Part 4

Declare and define a double array of size 4 named C.

Use the assignment operator to assign a value of 5.6 to element 0 of the array.

Use the assignment operator to assign a value of 9.9 to element 1 of the array.

Print the contents of each element of the array horizontal across the screen with a space between each one.(This includes elements 2 and 3)

Part 5

Write a program that reads 10 strings from the keyboard and stores them in a **String array** then displays the list of words on the screen.

Part 6

Write a program that reads 20 integers from the keyboard and stores them in an array. Then print the array in its original order and in reverse order. When entering the data, print a counter on each input line so that the user can keep track of how many numbers have been entered.