



One Layer Deeper

Looking at arrays



SHOPPING LIST

You are going shopping and
you need somewhere to store
all the things you want to
buy

- 1) “Apples”
 - 2) “Bananas”
 - 3) “Steak”
 - 4) “Candy”
 - 5) “Coffee”
-

HOW CAN I STORE ALL OF THESE STRINGS?

“Apples”

“Bananas”

“Steak”

“Candy”

“Coffee”

ARRAYS!

- Set aside enough space to store all of our shopping items
- Fill up those 'slots'
- Access all of our shopping items by the location of its 'slot'

```
// Set aside space for 5 Strings
--> String arrayName[] = new String[5];
// Store our Strings
--> arrayName[0] = "Apples";
--> arrayName[1] = "Bananas";
--> arrayName[2] = "Steak";
--> arrayName[3] = "Candy";
--> arrayName[4] = "Coffee";
```

"Apples"	"Bananas"	"Steak"	"Candy"	"Coffee"
0	1	2	3	4

```
// Set aside space and store our Strings  
String arrayName[] = {"Apples","Bananas","Steak","Candy", "Coffee"};
```

ACCESSING OUR ITEMS

- How can I print out all of the items on my shopping list?

```
// Set aside space and store our Strings
String arrayName[] = {"Apples", "Bananas", "Steak", "Candy", "Coffee"};

System.out.println(arrayName[0]);
System.out.println(arrayName[1]);
System.out.println(arrayName[2]);
System.out.println(arrayName[3]);
System.out.println(arrayName[4]);
```

LOOPING WITH ARRAYS

```
// Set aside space and store our Strings
String arrayName[] = {"Apples", "Bananas", "Steak", "Candy", "Coffee"};

for (int i = 0; i < arrayName.length; i++) {
    System.out.println(arrayName[i]);
}
```


BRINGING IT ALL TOGETHER

- Using methods, loops and arrays...
- Store 5 items from user input as a 'shopping list'
- For each of the items, check its price and print it out
- Print out the total cost of all the items

- Apples - \$1
- Bananas - \$2
- Steak - \$15
- Candy - \$3
- Coffee - \$8
- Potato - \$3
- Chicken - \$9
- Milk - \$4
- Bread - \$5

BONUS CHALLENGE

- If you finish the previous challenge...
- Allow the user to enter how many items they want
- For each item on the shopping list, ask the user how much of the item they would like
- Use this when calculating the cost