```
13
14
            // Part 1: Add 2 assignment statements to change "o" to "@"
15
            asciiArt[1][2] = "@";
            asciiArt[1][4] = "@";
16
17
            // print the asciiArt for Part 1
18
            System.out.println("ASCII Art:");
19
            for (String[] row : asciiArt)
20
21
                 for (String column : row) System.out.print(column);
22
                 System.out.println();
23
            }
24
25
            // Part 2: Create your own ASCII art array and print it out!
26
            String[][] asciiArt2 = {
                {" ", " ", "_", "^", "_", " ", " "},
{" ", " |", "0", " ", "0", " |", " "},
{"<", "(", " ", "0", " ", ")", ">"},
{" ", " ", " ", "V", " ", " ", " "},
27
28
29
30
31
            };
32
            System.out.println("ASCII Art:");
33
34
            for (String[] row : asciiArt2)
35
36
                 for (String column : row) System.out.print(column);
37
                 System.out.println();
38
39
       }
40 }
41 // CODE BY AKSHAT GARG
```

```
ASCII Art:

(@ @)
( V )
-m-m-
ASCII Art:

-^-
|0 0|
<( 0 )>
V
```

Result	Expected	Actual	Notes
Passed	ASCII Art: (@ @) (V) -m-m-	ASCII Art:	Running main()
Passed	Your art	ASCII Art: _^_ 0 o <(O)> V	added your own ascii art (should be at least 3 x 3)
Passed	2	2	Number of asciiArt[#][#] = "@" lines in code

You got 3 out of 3 correct. 100.00%

I went from making a hat to a duck to a fish. ASCII art is hard. Otherwise, the assignment statements were pretty simple, just an array of arrays. I think it was a fun activity though.