CPSC1012 Worksheet 06b

Test your understanding of this material by answering the following questions by coding each of the questions:

Note: You may **NOT** assume valid input for all questions below.

1. Write a program that inputs up to 25 (but no more than 25) whole numbers (integers) from the user, terminated by 0, into an array called Numbers. Display the numbers back to the user.

```
Enter a number or 0 to exit: 25
Enter a number or 0 to exit: 45
Enter a number or 0 to exit: 35
Enter a number or 0 to exit: 25
Enter a number or 0 to exit: 45
Enter a number or 0 to exit: 35
Enter a number or 0 to exit: 25
Enter a number or 0 to exit: 0
25 -15 45 35 25
```

2. Input a list of 25 positive numbers, terminated by 0, into an array called Numbers. Then display the array and the largest number and smallest number in it.

```
Enter a positive number or 0 to exit: 5
Enter a positive number or 0 to exit: -6
Not a positive number or 0 to exit: 6
Enter a positive number or 0 to exit: 9
Enter a positive number or 0 to exit: 13
Enter a positive number or 0 to exit: 13
Enter a positive number or 0 to exit: 13
Enter a positive number or 0 to exit: 2
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 1
Enter a positive number or 0 to exit: 0
```

3. Write a program that allows the user to enter in a series of names and store these names in an array called names (max 10 names). Keep prompting the user for names until they enter the value "zzz", which should be stored as the last value in the array. Once this is done, display the names back to the user, but do not display the last entry (zzz).

```
☐ C\DMIT_New\_CPSC1012\Lessons\07_Arrays\Worksheet06b-3\bin\Debug\Worksheet06b-3.exe

Enter a name or zzz to quit: Allan
Enter a name or zzz to quit: Bob
Enter a name or zzz to quit: Sally
Enter a name or zzz to quit: Ziggy
Enter a name or zzz to quit: zzz
Allan
Bob
Sally
Ziggy
```

4. Create a program that will allow the user to enter a list of names into an array called names (max 10 names). Keep prompting the user for names until they enter the value "zzz", which should not be stored in the array. Once the user has finished entering names, allow the user to search for names in the list. Prompt the user for a name to search for, and if the name is in the list then display the index at which it was found. Allow the user to keep searching for names until they enter "done" for the search term.

```
Enter a name or zzz to quit: Bob
Enter a name or zzz to quit: Allan
Enter a name or zzz to quit: Sally
Enter a name or zzz to quit: Fred
Enter a name or zzz to quit: George
Enter a name or zzz to quit: Sally
The name to search for or done to exit: Sally
The name, Sally, was found at index 2
Enter the name to search for or done to exit: henry
The name, henry, was not found in the array
Enter the name to search for or done to exit: done
```