

## Execution Results of ICE 4

After testing this : cards.Insert(2, PlayingCard("Queen", "Hearts")); // inserts into the 3rd position

```
===== DEBUG =====
myArray: 0x7f1cf0
mySize: 4
[0]: Eight of Hearts (8)
[1]: Seven of Diamonds (7)
[2]: Eight of Hearts (8)
[3]: Five of Diamonds (5)

=====

After modification:

===== DEBUG =====
myArray: 0x7fd40
mySize: 5
[0]: Eight of Hearts (8)
[1]: Seven of Diamonds (7)
[2]: Queen of Hearts (10)
[3]: Eight of Hearts (8)
[4]: Five of Diamonds (5)

=====

-----
Process exited after 0.6227 seconds with return value 0
Press any key to continue . . .
```

cards.Remove(1); // removes 2nd position

```
===== DEBUG =====
myArray: 0x161cf0
mySize: 4
[0]: Eight of Hearts (8)
[1]: Seven of Diamonds (7)
[2]: Eight of Hearts (8)
[3]: Five of Diamonds (5)

=====

After modification:

===== DEBUG =====
myArray: 0x161cf0
mySize: 4
[0]: Eight of Hearts (8)
[1]: Queen of Hearts (10)
[2]: Eight of Hearts (8)
[3]: Five of Diamonds (5)

=====

-----
Process exited after 0.822 seconds with return value 0
Press any key to continue . . .
```

`cards.Insert(5, PlayingCard("Queen", "Hearts")); // causes exception`

```
As Initialized:
===== DEBUG =====
myArray: 0xab1cf0
mySize: 4
[0]: Eight of Hearts (8)
[1]: Seven of Diamonds (7)
[2]: Eight of Hearts (8)
[3]: Five of Diamonds (5)
=====

Index (5) is out of the valid range (0 to 4)

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Process exited after 0.5705 seconds with return value 0
Press any key to continue . . .
```

`cards.Remove(4); // causes exception`

```
As Initialized:
===== DEBUG =====
myArray: 0x801cf0
mySize: 4
[0]: Eight of Hearts (8)
[1]: Seven of Diamonds (7)
[2]: Eight of Hearts (8)
[3]: Five of Diamonds (5)
=====

Index (4) is out of the valid range (0 to 2)

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Process exited after 0.8384 seconds with return value 0
Press any key to continue . . .
```