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| TwoDimRaggedArrayUtility |
|  |
| * +getAverage(data: double[][]): double * +getColumnTotal(data: double[][], col: int): double * + getHighestInArray(data: double[][]) : double * + getHighestInColumn(data: double[][], col: int): double * +getHighestInColumnIndex(data: double[][], col: int): int * +getHighestInRow(data: double[][], row: int): double * + getHighestInRowIndex(data: double[][], row: int): int * +getLowestInArray(data: double[][]) : double * +getLowestInColumn(data: double[][], col: int): double * + getLowestInColumnIndex(data: double[][], col: int): int * + getLowestInRow (data: double[][], row: int): double * +getLowestInRowIndex(data: double[][], row: int): int * +getTotalRow(data: double[][], row: int): double * +readFile(file: File): double[][] * + writeToFile(data: double[][], outputFile: File): void |

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| HolidayBonus |
|  |
| * +calculateHolidayBonus(data:double[][], high: double, low:double, double: other):double[] * +calculateTotalHolidayBonus(data:double[][], high: double, low:double, double: other):double |

Learning Experiiment

This project was a way to practice arrays, logic, using files. I feel like I was already more confident on arrays so it was more a practice on file and a test of logic more than everything else. Some parts took more time to figure out but it was nothing that was not seen. That project is definitely easier than project 4. I understand because we are throughout the end of the semester and the finals are coming so it is known that our brains are more focused at the end of the line that anything else.