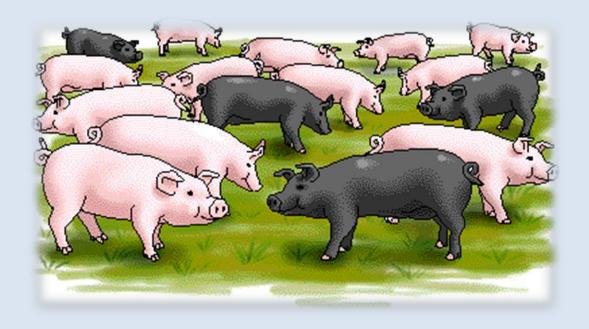
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Array Populating Elements



Objective: We are now starting the process of using arrays, where we can store multiple values into one object. This project is meant to introduce us to arrays and teach us how to declare an array, instantiate an array, and reference an element from within the array. With enhanced loops

Description: Generate an application that will populate an array using the following number patterns.

- 1. Populate an array with random values
- 2. Populate an array with odd values
- 3. Populate an array with even values
- 4. Populate an array with values that double at each index (can't start at 0)
- 5. Populate an array with values that increase by 10 at each index
- 6. Populate an array with values that increase by the power of 2 at each index (start at 0)
- 7. Populate an array with values that decrease by 5 at each index

After populating the array use an enhanced loop to display the elements within the array.

Be sure that there are separate loops for populating and displaying the elements within an array.

Documentation:

Flowcharts, Images, Information, Test Page

Flowchart: None

Images/Graphs: None

Information:

length = length of arrays

random = var. for random array

odd = var. for odd array

even = var. for even array

doubling = var. for doubling array

doublingelement = random int to start doubling

addingten = var. for adding ten array

power = var. for power (exponent) array

minusfive = var. for minus five array

Screenshots:

1: Screenshot of whole project. Each criterion is done accurately and separated into different sections.

SOURCE CODE

Array Populating

Link: <u>DisplayingMultipleElements.java</u>