

## Arrays Activity

Create a class **ArrayFromInput** and write code similar to the example of populating arrays from input on page 4 of the assignment..

- It should have at least 3 arrays
  - There should be arrays of at least 2 different types (String and int, for example)
  - Each array should have a length of at least 3 elements.
- Populate the arrays by asking for user input.
- Print the arrays' contents in a table with headers.
  - See the last example in the assignment pdf

Submit **ArrayFromInput.java** to Canvas.