# Assessment, Logic Check for Error.java and GenCheeseShop.java 1

**1)Answer the following questions about Error.java**

**a. What happens if you add the following line to the program after the declaration of MAXCHEESE, where it is set to 10 (in line 7):**

**MAXCHEESE = 20;**

Then the program will list that we have a total of 20 different cheeses with different prices and names.

**b. What are the data types of the arrays names, prices and amounts?**

The array of names has a data type of Strings, the array of prices has a data type of double, and the array amountx has a data type of integer.

**c. How many entries get created for each of the arrays, names, prices and amounts?**

It depends on the value of MAXCHEESE, if MAXCHEESE = 20 then there will be 20 entries, if MAXCHEESE = 5, then there will only be 5 entries.

**d. State whether the following statements are valid or invalid: names[3] = 1; prices[3] = 1; amounts[3] = 1;**

names[3] = 1 is an invalid statement. prices[3] = 1 is an invalid statement because it is not a double; amounts[3] = 1 ;

**e. Give the output of the following statements:**

**System.out.println("Cheese " + 'A' + 10); =** A10

**System.out.println("Cheese " + (char)'A' + 10);** = A10

**System.out.println("Cheese " + (int)'A' + 10);** = 6510

**System.out.println("Cheese " + (char)('A' + 10));** = K

**System.out.println("Cheese " + (int)('A' + 10));** = 75

**f. Why is the initial value of i = 3?**

The initial value of i = 3 is due to the fact that the first three indexes are always occupied by the original first three cheeses.

**2) What parts did you copy from Lab 02 (A-F)?**

I didn’t really copy from lab two, I just looked at it to see what the next operation was next to get the answers right.

**3) What parts did you copy from fixed Error.java (A-F)?**

I only copied the Random Generator.

**4) How many loops did you use in GenCheeseShop.java?**

I use a total of 6 loops.

**5) What types of loops did you use in GenCheeseShop.java?**

I used for-loops.