

Unit I & T - I.T 5 - Demonstrate the use of an array in a program.

Take screenshots of:

- An array in a program;

```
SoldierList SoldierList()
1 package com.codeclan.frostgravewarbandmanager;
2
3
4 import ...
5
6
7 public class SoldierList {
8
9     public ArrayList<Soldier> roster;
10
11     public SoldierList() {
12         roster = new ArrayList<Soldier>();
13         roster.add(new Soldier("Archer", 50));
14         roster.add(new Soldier("Knight", 100));
15         roster.add(new Soldier("Infantryman", 50));
16         roster.add(new Soldier("Thief", 20));
17         roster.add(new Soldier("Man-at-Arms", 80));
18         roster.add(new Soldier("Thug", 20));
19         roster.add(new Soldier("Treasure Hunter", 80));
20         roster.add(new Soldier("Barbarian", 100));
21     }
22 }
23
```

- A function that uses the array;

```
@Override
public Dialog onCreateDialog(Bundle savedInstanceState) {

    soldierList = new SoldierList();
    roster = soldierList.getRoster();

    selectedSoldiers = new ArrayList<>();

    String[] primitiveSoldiers = new String[8];
    int count = 0;
    for (Soldier soldier : roster){
        primitiveSoldiers[count] = soldier.getDetails();
        count++;
    }

    AlertDialog.Builder builder = new AlertDialog.Builder(getActivity());

    builder.setTitle("")

        .setMultiChoiceItems(primitiveSoldiers, null, (dialog, i, isChecked) -> {
            if (isChecked) {
                Soldier recruitedSoldier = roster.get(i);
                selectedSoldiers.add(recruitedSoldier);
            } else if (selectedSoldiers.contains(recruitedSoldier)) {
                selectedSoldiers.remove(i);
            }
        })
        .setPositiveButton("OK", (dialog, id) -> {
            Log.d("check", selectedSoldiers.toString());
            rListener.onDialogPositiveClick(RecruitDialogFragment.this, selectedSoldiers);
        })
        .setNegativeButton("Cancel", (dialog, id) -> {
            dialog.dismiss();
        });

    return builder.create();
}
```

- The result of the function running;

