# PROGRAM TRACE TABLE for IterativeCodeTrace.java

Example number used: 1 2 3 3 0

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Line# | Program Statement | Number | Max | count |  |  |
| 9 | Int number = input.nextInt(); |  |  |  |  |  |
| 10 | Int max = number; |  | Number |  |  |  |
| 11 | Int count = 1; |  |  | 1 |  |  |
| 13 | while(number != 0) | != 0 |  |  |  |  |
| 14 | Number = input.nextInt(); | 3 | 3 | 1 |  |  |
| 16-19 | If(number > max) {  Max = number;  Count = 1;  } | 3 | 3 | 1 |  |  |
| 20-22 | Else if (number == max){  Count++  } | 3 | 3 | 2 |  |  |
|  |  |  |  |  |  |  |

## OUTPUT:

| Line# | Program Output (please list this exactly as it appears on the screen) (NOT what is listed in the program source code) |
| --- | --- |
| **8** | System.out.print(“Enter numbers: “); ex numbers: 1 2 3 3 0 |
| **24-25** | The largest number is 3  The occurrence count of the largest number is 2 |
|  |  |

## Directions:

You should remove these directions before handing in this file for homework assignments, etc. Failure to do so will result in a loss of points.

You'll notice that there are a number of extra columns, labeled "Extra Column N" where N is a number. Feel free to use these columns to keep track of anything you want to. *DO* change the column label, so that it's clear what you're keeping track of. Any columns that you don't use, you should get rid of, by deleting them.