

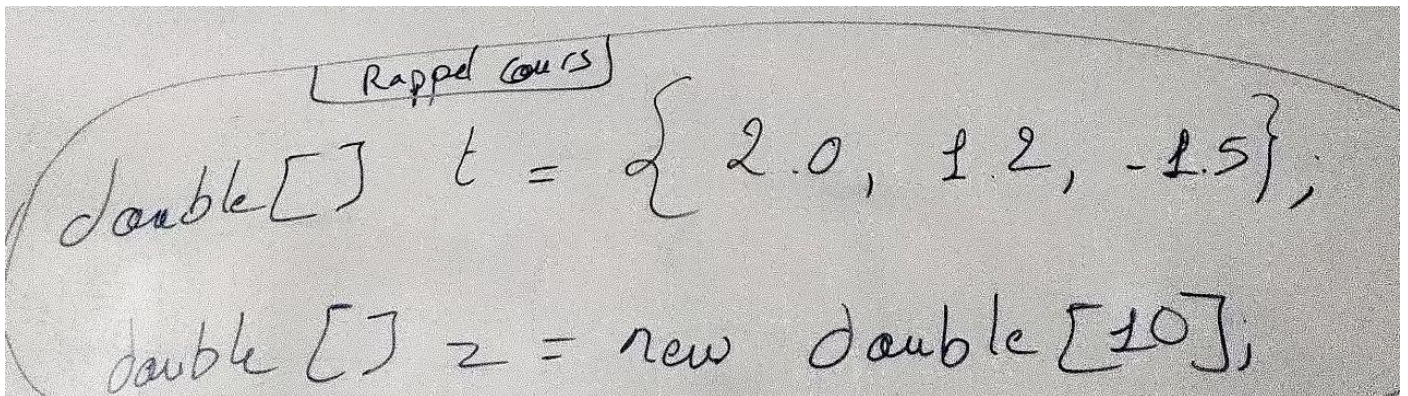
Correction TD6 – Groupe 1

Memo for the exams:

After speaking with Benoît, I think that you may have some arrays to handle in the CC.

So, review them and review all your TDs between TD1 and TD6.

2 ways to create a table in Java:



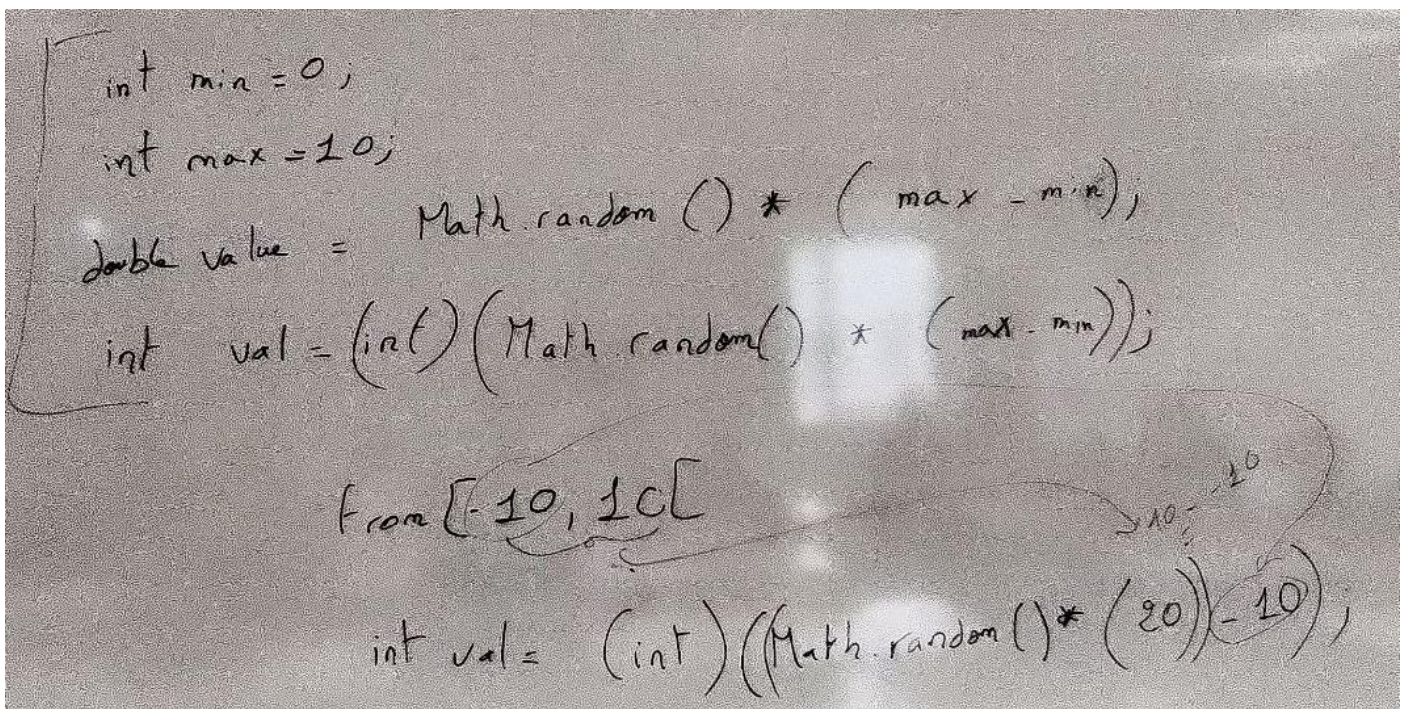
Handwritten Java code for creating arrays:

```
Rappel cours  
double[] t = { 2.0, 1.2, -1.5};  
double[] z = new double[10];
```

The first line helps create an array t and it fills it with 3 values.

The second line initializes an array z and it knows that it can receive up until 10 doubles. We can fill those later by using for example the scanner and asking the user to give us 10 doubles.

How to use Random in Java:



Handwritten Java code for using Random:

```
int min = 0;  
int max = 10;  
double value = Math.random() * (max - min);  
int val = (int)(Math.random() * (max - min));
```

From [-10, 10]

```
int val = (int)(Math.random() * (20)) - 10;
```

Exercise 1:

```
int antoine (double[] cheeseburger){  
    int counter = 0;  
    for (int i = 0; i < cheeseburger.length; i++) {  
        if (cheeseburger[i] < 0) {  
            counter++;  
        }  
    }  
    return counter;  
}
```

Exercise 2:

```
char randChar () {  
    int min = 0;  
    int max = 26;  
    char c;  
    c = (char) (Math.random() * 26 + 'A');  
    return c;  
}
```

max - min
26 - 0
↓ ⊕

Exercise 3:

```
String repeat (String s, int N) {  
    String result = "";  
    if (N <= 0) {  
        return result;  
    } else {  
        int i = 1;  
        while (i <= N) {  
            result += s;  
            i++;  
        }  
        return result;  
    }  
}
```

=

```
int i = 0;  
while (i < N) {  
    result += s;  
    i++;  
}
```