Array Length

We often want to know how many items an array contains. We can do this with the `.Length` property.

```
int[] plantHeights = { 3, 4, 6 };

// arrayLength will be 3
int arrayLength = plantHeights.Length
```

Using the `.Length` property will return the number of items in an array and zero if the array is empty.

☑Instructions

1.

Each playlist can only have eight songs, so we want to write a program that checks to make sure that there are the right amount of songs.

If there are eight songs in the playlist, have the console print out a message that lets the user know the playlist is complete, like “summerStrut Playlist is ready to go!”

Hint

We can use the `.Length` property in a conditional statement to check the length of the array:

```
// players has a length of 5
string[] players = { "Emily", "Kyle", "Todd", "Rachel", "Grayson" };

// Conditional statement checks if the length of the array equals 10
// Since the length of the array is less than 10, it will not print

if (players.Length == 10)
{
  Console.WriteLine("Ready to play!");
}
```

2.

If a user tries to add more than eight songs to a playlist, write them a message that their playlist will be rejected for being too long. You can write something like, “Too many songs!”

To check that it works, add another song to the array.

Hint

Use an `else if` to check a second condition

```
string[] players = { "Emily", "Kyle", "Todd", "Rachel", "Grayson" };

if (players.Length == 10)
{
  Console.WriteLine("Ready to play!");
}
else if (players.Length > 10)
{
 Console.WriteLine("Too many players!");
}
```

3.
If there are less than eight songs in the playlist, let the user know that they should add more songs. You can write something like, “Add some songs!”

To check that it works, delete songs from the playlist.

Hint

Use `else` to capture this behavior:

```
string[] players = { "Emily", "Kyle", "Todd", "Rachel", "Grayson" };

if (players.Length == 10)
{
  Console.WriteLine("Ready to play!");
}
else if (players.Length > 10)
{
  Console.WriteLine("Too many players!");
}
else
{
  Console.WriteLine("Not enough players!");
}
```