1. Answer following questions about Error.java
   1. If after declaring MAXCHEESE as 10, then by then following this statement with MAXCHEESE = 20 would not change anything. The amount will throw a error because MAXCHEESE is already initialized as 10 as a final variable amount.
   2. The data types of these arrays are set to **doubles as well as integers and strings.**
   3. Each set is depending on whatever MAXCHEESE is initialized to. There are 10 **Error.java**
   4. Line 1 would not work because this array is initialized as a string and is not allowed to take integers. As for the other two, these arrays are valid statements because they are all different arrays with their own indices
   5. Give the follow output of the statements
      1. Cheese A10
      2. Cheese A10
      3. Cheese 75
      4. Cheese K
      5. Cheese 75
   6. The initial value of i being set to 3 is due to there already being names[0,1,2] meaning that the first 3 indices are already being used. So, to compensate for this we need to start from 3 so that we can continue after the 3 index.
2. From Lab 2, I used the final part where the code needed to check if the user was eligible for a discount based on the subtotal.
3. From **Error.java** I used the entirety of the code to transfer it over into **GenCheeseShop.java** this was because it was simpler to reuse this code to make this new code to work rather than to rewrite everything.
4. I used a total of 19 loops to make **GenCheeseShop.java** work.
5. The types of loops that I used were mainly for loops and if-else loops.

For both **GenCheeseShop** and **Error** I was working with RyanBenitez as my collaborator.