Seminar 2 Homework. Arrays & Loops

ECE 318 Programming Principles for Engineers

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Overview

- The purpose of this seminar is for you to:
  - Go first through the slides on topic 2_1 (Arrays & Loops) and understand the concepts
  - Subsequently, try to develop a simple program in Java as described in the next slide
  - Attend the seminar to ask questions related to how you should implement the specified program.

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Task (Arrays and Loops - Swap):

<u>Exercise:</u>

- Create a program with the name ArraySwap.java that will:
  - Create an integer array with **random numbers**
    - Tip1: you could potentially use the Math.Random() – so you have to import the right library (check the slides)
    - Tip2: you could do it using a loop (your choice)
  - Swap **any two elements** of an integer array.
    - Tip: you would have to create a special, generic method for it (e.g., Swap(int x, int y))
  - Multiply each element with the value of the element it was swapped with
    - Tip: you could possibly implement this in the Swap() or in the main()
  - Print the String of a random element in an array
    - Tip1: you should have a random number generated for the index which is always an integer and the random number should have as a maximum the length of your array.
    - Tip2: print using toString()

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