## DEAKIN UNIVERSITY

## OBJECT ORIENTED DEVELOPMENT

OnTrack Submission

## C# Essentials: Arrays and Lists

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Outcome	Weight
Evaluate Code	♦♦♦◊◊
Principles	$\diamond \diamond \diamond \diamond \diamond \diamond$
Build Programs	$\diamond \diamond \diamond \diamond \diamond \diamond$
Design	$\Diamond \Diamond \Diamond \Diamond \Diamond$
Justify	$\diamond \diamond \diamond \diamond \diamond$

This task has a large number of subtasks all related to arrays and lists, with several problems to work through, with their use. This includes a number of pieces of code to evaluate and also to write up using correct conventions. Additionally, there are multiple programs to solve and code, resulting in a significant amount of programming to be completed. The task contains designed pieces of code and my video has further diagrams and descriptions. Between the submitted csharp files and video, evidence is provided against each of the criteria of the task.

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```
using System;
   using System.Collections.Generic;
   using System.Linq;
  namespace Task_3._1P
5
   {
6
      class Program
         static void Main(string[] args)
         {
10
             11
             // PART 1: STEP 1
12
             13
             // declares an array of type double with 10 elements
14
             double[] myArray = new double[10];
15
16
             // assigning the first element of the array
17
             myArray[0] = 1.0;
18
19
             // assigning the second element of the array
20
             myArray[1] = 1.1;
22
             // assigning the third element of the array
23
             myArray[2] = 1.2;
24
25
             // assigning the fourth element of the array
26
             myArray[3] = 1.3;
27
28
             // assigning the fifth element of the array
29
             myArray[4] = 1.4;
30
31
             // assigning the sixth element of the array
32
             myArray[5] = 1.5;
34
             // assigning the seventh element of the array
35
             myArray[6] = 1.6;
36
37
             // assigning the eighth element of the array
38
             myArray[7] = 1.7;
39
40
             // assigning the ninth element of the array
41
             myArray[8] = 1.8;
42
43
             // assigning the tenth element of the array
44
             myArray[9] = 1.9;
45
46
             47
             // PART 1: STEP 2
48
             49
             Console.WriteLine("The element at index 0 in the array is " +
50

    myArray[0]);
             Console.WriteLine("The element at index 1 in the array is " +
51
                myArray[1]);
```

```
Console.WriteLine("The element at index 2 in the array is " +
52
               myArray[2]);
            Console.WriteLine("The element at index 3 in the array is " +
53
               myArray[3]);
            Console.WriteLine("The element at index 4 in the array is " +
54
             \rightarrow myArray[4]);
            Console.WriteLine("The element at index 5 in the array is " +
55
               myArray[5]);
            Console.WriteLine("The element at index 6 in the array is " +
56

    myArray[6]);
            Console.WriteLine("The element at index 7 in the array is " +
57
               myArray[7]);
            Console.WriteLine("The element at index 8 in the array is " +
58
               myArray[8]);
            Console.WriteLine("The element at index 9 in the array is " +
59
               myArray[9]);
60
            61
            // PART 2: STEP 1
62
            // ***********************
63
            int[] myIntArray = new int[10];
65
            for (int i = 0; i < myIntArray.Length; i++)</pre>
66
67
               myIntArray[i] = i;
68
            }
69
70
            // PART 2: STEP 2
72
            73
            for (int i = 0; i < myIntArray.Length; i++)</pre>
74
75
               Console.WriteLine("The element at position {0} is {1}",
                  i, myIntArray[i]);
77
            }
78
79
            80
            // PART 3
            82
            int[] studentArray = { 87, 68, 94, 100, 83, 78, 85, 91, 76, 87 };
83
            int total = 0;
84
85
            for (int i = 0; i < studentArray.Length; i++)</pre>
86
            {
87
               total += studentArray[i];
            }
89
90
            Console.WriteLine("The total marks for the studen is " + total);
91
            Console.WriteLine("This consists of " + studentArray.Length + " marks");
92
            Console.WriteLine("Therefore the average mark is "
               + (total / studentArray.Length));
94
95
            96
```

```
// PART 4
97
              98
              String[] studentNames = new String[6];
99
              for (int i = 0; i < studentNames.Length; i++)</pre>
101
102
                  Console.Write("Student {0} name: ", i + 1);
103
                  studentNames[i] = Console.ReadLine();
104
              }
105
106
              for (int i = 0; i < studentNames.Length; i++)</pre>
107
108
                  Console.WriteLine("Student {0}: {1}", i + 1, studentNames[i]);
109
110
111
              112
              // PART 5
113
              114
              double[] values = new double[10];
115
              double currentLargest, currentSmallest;
116
              for (int i = 0; i < values.Length; i++)</pre>
118
              {
119
                  Console.Write("Enter a double for position {0}: ", i);
120
                  String input = Console.ReadLine();
121
                  // Note - no error checking. Expects valid input only
                  values[i] = Convert.ToDouble(input);
123
              }
124
125
              currentLargest = values[0];
126
127
              for (int i = 0; i < values.Length; i++)</pre>
128
              {
                  if (values[i] > currentLargest)
130
                     currentLargest = values[i];
131
                  Console.WriteLine(values[i]);
132
              }
133
              Console.WriteLine("The largest value is " + currentLargest);
135
136
              currentSmallest = values[0];
137
138
              for (int i = 0; i < values.Length; i++)</pre>
139
140
                  if (values[i] < currentSmallest)</pre>
                     currentSmallest = values[i];
142
              }
143
144
              Console.WriteLine("The smallest value is " + currentSmallest);
145
              147
              // PART 6
148
149
```

```
int[,] myMultiArray = new int[3, 4] { { 1, 2, 3, 4 }, { 1, 1, 1, 1 }, {
150
                \rightarrow 2, 2, 2, 2 } };
151
                for (int i = 0; i < myMultiArray.GetLength(0); i++)</pre>
153
                    for (int j = 0; j < myMultiArray.GetLength(1); j++)</pre>
154
155
                        Console.Write(myMultiArray[i, j] + "\t");
156
157
                    Console.WriteLine();
                }
159
160
                List<String> myStudentList = new List<string>();
161
162
                Random randomValue = new Random();
163
                int randomNumber = randomValue.Next(1, 12);
165
                Console.WriteLine("You now need to add all " + randomNumber
166
                    + " students to your class list");
167
168
                for (int i = 0; i < randomNumber; i++)</pre>
170
                    Console.Write("Please enter the name of Student " + (i + 1) + ": ");
171
                    myStudentList.Add(Console.ReadLine());
172
                    Console.WriteLine();
173
                }
175
                176
                // PART 7
177
                178
                int FuncOne(int[] values)
179
180
                    if (values.Length <= 10)</pre>
                    {
182
                        return GetOddProduct(values);
183
                    }
184
                    else
185
186
                        return NumberOfEvens(values);
187
                    }
188
                }
189
190
                int GetOddProduct(int[] values)
191
                {
192
                    int oddProduct = 1;
                    for (int i = 0; i < values.Length; i++)</pre>
194
195
                        if (values[i] % 2 == 1)
196
                            oddProduct *= values[i];
197
198
                    return oddProduct;
199
                }
200
201
```

```
int NumberOfEvens(int[] values)
202
203
                   int numberOfEvens = 0;
204
                   for (int i = 0; i < values.Length; i++)</pre>
205
                   {
206
                       if (values[i] % 2 == 0)
207
                           numberOfEvens++;
208
209
                   return numberOfEvens;
                }
211
212
213
                int[] numArray = { 1, 2, 3, 4, 5, 6, 7, 8, 9 };
214
                // Expect 9 elements, odd product = 1*3*5*7*9=945
216
                Console.WriteLine("Result from FuncOne for array of {0} elements: {1}",
                   numArray.Length, FuncOne(numArray));
218
219
                int[] numArray2 = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 };
220
221
                // Expect 12 elements, number of evens = 2,4,6,8,10,12 = 6
                Console.WriteLine("Result from FuncOne for array of {0} elements: {1}",
223
                   numArray2.Length, FuncOne(numArray2));
224
225
                226
                // PART 8
                228
                void FuncTwo(List<double> values) // list is passed in by reference,
229
                   so we can modify it
                {
230
                   double sum = values.Sum();
231
                   double average = sum / values.Count;
232
                   for (int i = 0; i < values.Count; i++)</pre>
234
                   {
                       values[i] -= average;
235
236
                   return;
237
                }
239
               List<double> myList = new List<double>() { 1.0, 2.0, 3.0, 4.0, 5.0 };
240
241
                for (int i = 0; i < myList.Count; i++)</pre>
242
243
                   Console.Write(myList[i] + "\t");
244
                }
245
                Console.WriteLine();
246
247
                FuncTwo(myList);
248
249
                for (int i = 0; i < myList.Count; i++)</pre>
251
                   Console.Write(myList[i] + "\t");
252
                }
253
```

```
Console.WriteLine();
254
255
              256
              // PART 9
              // ***********************
258
              int[] FuncThree(int[,] values)
259
260
                  List<int> result = new List<int>();
261
                  for (int j = 0; j < values.GetLength(1); j++)</pre>
262
                  {
263
                     for (int i = 0; i < values.GetLength(0); i++)</pre>
264
265
                         if (values[i, j] % 3 == 0)
266
                             result.Add(values[i, j]);
267
                     }
268
                  }
                  return result.ToArray();
270
              }
271
272
              int[,] myMulti = { { 1, 2, 3, 4, 5 },
273
                               { 6, 7, 8, 9, 10 },
                               {11, 12, 13, 14, 15 };
275
276
              int[] mySingle = FuncThree(myMulti);
277
278
              for (int i = 0; i < mySingle.Length; i++)</pre>
280
                  // Expected result 6, 12, 3, 9, 15
281
                  Console.WriteLine(mySingle[i]);
282
              }
283
284
              285
              // PART 10
              // ***********************
287
              int[,] FuncFour(int[] values)
288
289
                  int[,] result = new int[values.Length, 10];
290
                  for (int i = 0; i < values.Length; i++)</pre>
                  {
292
                     for (int j = 1; j \le 10; j++)
293
294
                         result[i, j - 1] = values[i] * j;
295
296
297
                  return result;
              }
299
300
              int[] intArray = { 1, 2, 3, 4, 4, 5, 6, 7, 8, 9, 10 };
301
              int[,] result = FuncFour(intArray);
302
              Console.WriteLine(" t|1\t2\t3\t4\t5\t6\t7\t8\t9\t10");
304
              Console.WriteLine("-----
305
```

```
for (int i = 0; i < result.GetLength(0); i++)</pre>
306
307
                      Console.Write(intArray[i] + "\t|");
308
                      for (int j = 0; j < 10; j++)
                      {
310
                          Console.Write(result[i, j] + "\t");
311
312
                      Console.WriteLine();
313
314
                 Console.WriteLine();
315
             }
316
         }
317
    }
318
```