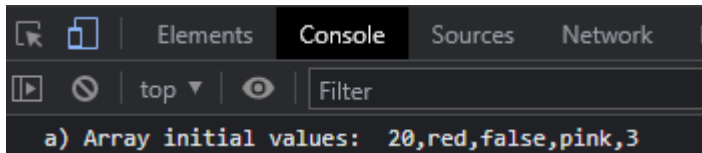
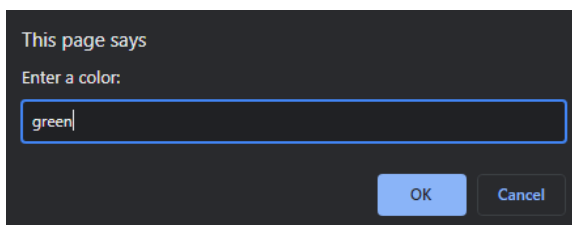
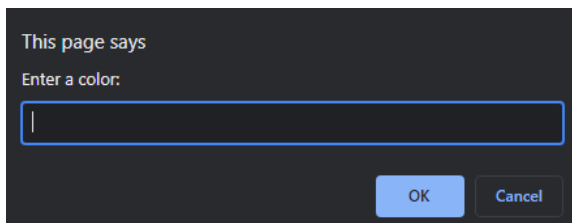


## Week 2, activity 3: arrays

- a) Create a mixed array, name it *array1*, using an array initializer with five values. Display the initializer array in the console as:

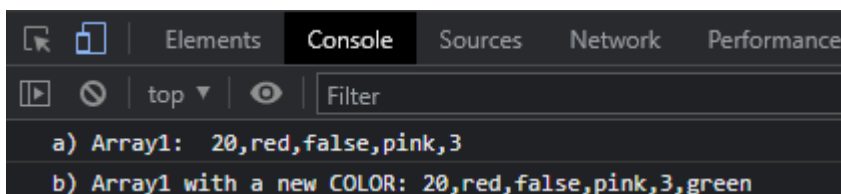


- b) After it, the program will prompt a window asking the user to enter a color. This first color is added to the end of the *array1*.

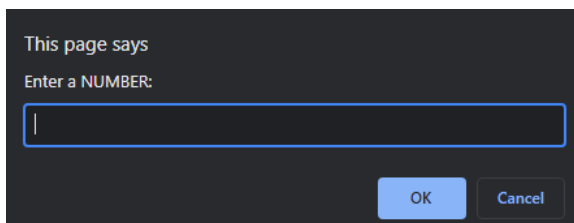


For example, if the user types *green*,

The resulting array should be display in the console as:



- c) The program will ask the user to enter a number using a prompt window. This number will be added to the front of the array.



This page says

Enter a NUMBER:

OK Cancel

For example, user types 360 in the text field

The resulting array should be display in the console as:

```
Elements Console Sources Network Performance
top Filter
a) Array1: 20,red,false,pink,3
b) Array1 with a new COLOR: 20,red,false,pink,3,green
c) Array1 with a new NUMBER: 360,20,red,false,pink,3,green
```

- d) Create a copy of the *array1* and name it as *copyArray*. Reverse the elements in *copyArray* and display *array1* and *copyArray* in the console as:

```
Elements Console Sources Network Performance
top Filter
a) Array1: 20,red,false,pink,3
b) Array1 with a new COLOR: 20,red,false,pink,3,green
c) Array1 with a new NUMBER: 360,20,red,false,pink,3,green
d) Array1: 360,20,red,false,pink,3,green
copyArray : green,3,pink,false,red,20,360
```

- e) Replace the fourth value of *copyArray* with the second value of *array1*. Display *copyArray* as:

```
Elements Console Sources Network Performance
top Filter
a) Array1: 20,red,false,pink,3
b) Array1 with a new COLOR: 20,red,false,pink,3,green
c) Array1 with a new NUMBER: 360,20,red,false,pink,3,green
d) Array1: 360,20,red,false,pink,3,green
copyArray : green,3,pink,false,red,20,360
e) Updated copyArray array: green,3,pink,20,red,20,360
```