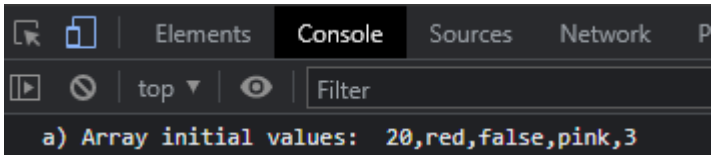
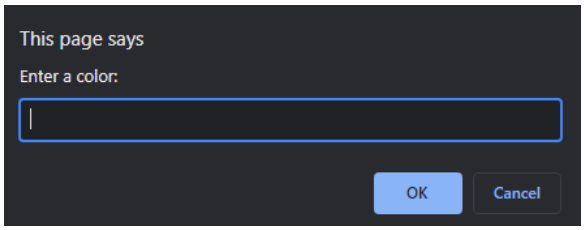
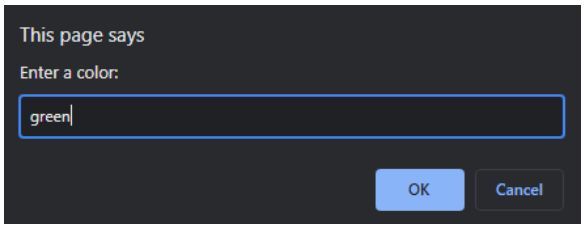
Week 2, activity 3: arrays

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



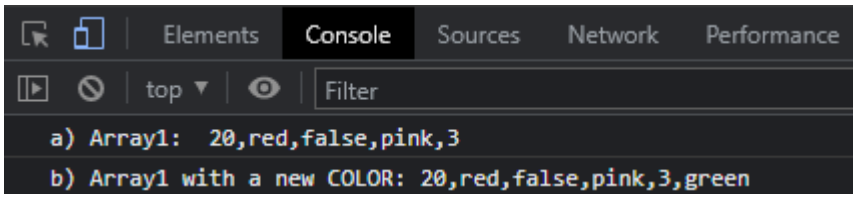
b) After it, the program will prompt a window asking the user to enter a color. This first color is added to the end of the *array1*.



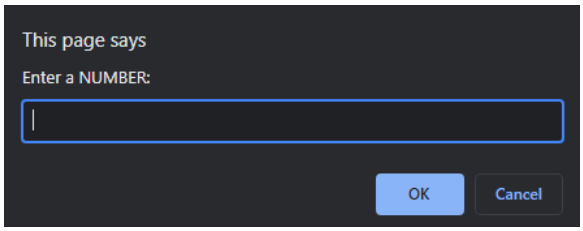


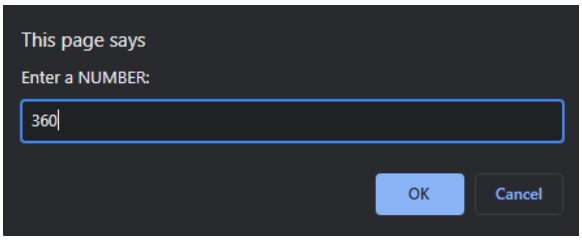
For example, if the user types *green*,

The resulting array should be display in the console as:



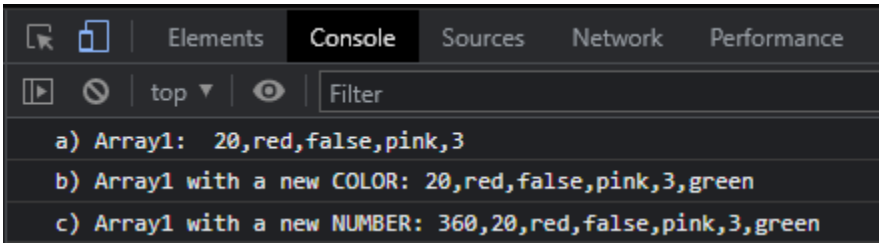
c) The program will ask the user to enter a number using a prompt window. This number will be added to the front of the array.



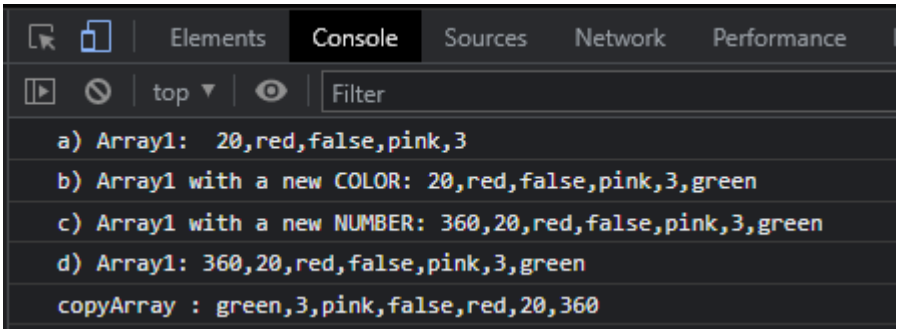


For example, user types 360 in the text field

The resulting array should be display in the console as:



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:



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