

ACS-1904 W2024

Lab 1: Watering Schedule

- 1) Developed a Java class called *WateringSchedule.java* that will be used to control the watering schedule of plants in a greenhouse.

Two parallel arrays are used to keep a record of all the plants in the greenhouse along with their ID numbers. The arrays look like this:

```
int[ ] id = new int[7];
```

```
String[ ] plantName = {"Beans", "Peppers", "Cacti", "Kelp",  
"Garlick", "Peas", "Thyme"};
```

There's another array called:

```
String[ ] sundayWatering = new String[id.length];
```

This array will be used to store the names of all of the plants that should be watered on Sunday.

Plants with ID numbers ending in 1 are watered on Monday, ID numbers ending in 2 on Tuesday, etc.. Until we get to plants with ID numbers ending in either 7, 8 or 9 which are watered on Sunday.

Your Java class must carry out each of the following tasks.

- a) Using a static method, load the id array with 4-digit numbers, that is random numbers between 1001 and 9999. Ensure that the randomly generated ID number does not end in a 0.
- b) Add all of the Sunday plants to the `sundayWatering[]` array according to the criteria described above. You can use a static method to do this if you wish but it is not required.
- c) Print the list of plants and their ID numbers, see the sample output below. Again, use a static method if you wish but it is not a requirement.
- d) Print the list of Sunday plants, this time you must accomplish this task using a static method. Note that you are to print only the names of the plants, not their ID number.

Sample output:

```
*** Rincewind's Greenhouse ***
```

```
7287. Beans  
8909. Peppers  
9044. Cacti  
5108. Kelp  
6103. Garlick  
7808. Peas  
9299. Thyme
```

```
*****  
Sunday Watering List  
*****
```

```
Beans  
Peppers  
Kelp  
Peas  
Thyme
```

```
end of processing
```

When you are satisfied that your program works properly submit
WateringSchedule.java by attaching it and uploading it.

Don't forget to include your name and student ID number in a comment block at the top of
the Class file.