|  |  |
| --- | --- |
| MAX | 199 |
| MIN | 110 |
| age | 61 |
| name | Danielle |

1. Complete the table at the first breakpoint at line #28 (you may need to select the appropriate tab (Autos or Locals)

Press the 'Step Into' icon (or press F11)

1. Which value(s) was/were updated?

Age was updated using the the gener.Next method, which returns a random positive integer that is in between the passed values. In this case, MIN and MAX. That random number is then used by the getAge function, which simply subtracts 100 from the value to be set as our age.

1. What is/are the new value(s)?

age = 61

Press the 'Continue' icon to get to the next breakpoint at line #30

1. What value(s) was/were updated?

Name was updated using the logic living in support.cs. This function takes a string value and reverses that string. In our lab file, the function is passed the gener.Next method, which return a random integer that is less than the specified value, in this case, the names array’s length. In other words, the getName function is given the value from a random index from the names array, reverses it, and sets that value to name

1. What is/are the new value(s)?

name = “Danielle”

Press the 'Continue' icon to get to the next breakpoint at line #60

1. What is the value of (char) ndx?

(char)ndx is going to correspond to the lower case alphabet, as the for loop iterates over ndx = 97 through ndx <= 122. Ndx is going to be a integer that is iterated until the loop completes, and (char)ndx is going to return each value in the alphabet’s lower case.

1. What is the value of ndx?

ndx will iterate from 97 to 122.