Assignment 6 - Arrays and Loop

Please make sure that proper internal documentation procedure is followed and ensure that your program is user friendly. For example, if the user enters a wrong number, they will be notified and be given another chance. Please create the following programs.

1. Create a RandomStats application that asks a user to enter a number. It should then generate that many random numbers between 0 and 9 and then displays the number of occurrences of each number. Application output should look similar to:.

```
Enter a number: 500

Number  Occurrences
0       56
1       47
2       49
3       49
4       55
5       49
6       59
7       36
8       42
9       58


1. Assign New Set of Integers
2. Exit
```

2. Using arrays, create a program that asks for a set of 5 to 15 grades until -99 (also known as a sentinel number) is entered. If the user enters 15 grades, it will automatically go into the menu as listed below. However if the user enters -99 before entering 15 values, the program will trim any empty spaces and resize it accordingly. User is also not able to enter less than 5 values. It will have a running menu that will display options in regards to the values in the array:

    1. Number of values in the array
    2. List the values in the array (ensure there are no blank elements)
    3. Average
    4. Delete a specific value (resized afterwards)
    5. Clear all the values in the array
    6. Change a specific value

3. Create a program that keeps track of grocery list. It will first ask how many items the user would like to purchase. Then the program will ask the user to enter the name of the items. It will be saved to an array. It should then have the option for the user to view, add, change, and delete the items as well.

4. Create a program that manages a class list of names. The array will have an initial size of ONE (1). Have a menu that allows the user to ADD, DELETE, and RESET the array.

Submission:

TBA