Programming Assignment 8-5

An array allows you to match objects of a particular type with integer indices. For instance, the array ["Harry", "Jim", "Sally"] matches 0 with "Harry", 1 with "Jim", and 2 with "Sally".

Create a class MyTable that will allow you to match objects of String type with a *character* index (where, for this lab, we will just use the characters 'a' – 'z'). Your class should be able to be used like this:

```
MyTable t = new MyTable();
t.add('a', "Andrew");
t.add('b', "Billy");
t.add('c', "Charlie");
String s = t.get('b');
System.out.println(s);
//output
Billy
```

Implement MyTable by creating an inner class Entry whose constructor has the following signature:

```
Entry(char c, String s)
```

As an instance variable in MyTable, store an array with the following intialization:

Entry[] entries = new Entry[26];

Each of the 26 Entry instances corresponds to one of the lower case characters of the alphabet – 'a' through 'z'.

The add method will compute the position in the entries array that corresponds to the character passed in, and will create an Entry object to place into that position.

```
For example, if a call add('b', "Billy")
```

is made, the add method will compute that 'b' corresponds to position 1 in the entries array. It will then create a new Entry instance, passing in the pair ('b',"Billy"), and place that new Entry instance in position 1 of the entries array.

```
Entry and MyTable should also each implement a toString method public String toString()
```

The toString method in Entry should join the contents of its character and String variables with an arrow, as in the following:

```
a->Andrew
```

The toString method of MyTable should adjoin the output of repeated calls to the toString method of the objects stored in the Entry[] array.

Here is an example of how it should look: If the following appears in the main method:

```
MyTable t = new MyTable();
t.add('a', "Andrew");
t.add('b', "Billy");
t.add('w', "Willie");
System.out.println(t);
```

then the output should look like this:

```
a->Andrew
b->Billy
w->Willie
```

See the source code directory for this exercise to see shells of the classes you will be creating.