**Level 3 Array Exercises**

1. Change Array2a.java so that you have no global variables. Save as Array2d.

The following is a new file, call it ***Array3a.java***. Create a menu driven mainline that will run any procedure described below.

1. Create a procedure called ***NoDuplicates*** which will prompt the user to enter 7 unique integers. As the user enters the numbers, ask them to re-enter a number if it has been entered previously. Output the 7 unique numbers.
2. Create a procedure called ***RandomNoDuplicate***s which will output 10 unique integers all which fall within a specified range.
3. Create a procedure called ***EnterAndCount*** that will ask the user to enter 4 numbers (allowing no duplicates) from 1 and 100 that they want to look for and count. The program will then open a text file (the user should enter the filename) and count the number of times those numbers appear in the text file. Output each number and the number of asterisks (\*) equal to the number of times that number was found in the text file. Output the number which had the most asterisks associated with it.

e.g. 9: \*\*\*\*\*\*

22: \*\*

57:

77: \*\*\*

The most common number chosen was 9.

1. Five divers are to compete in a diving competition. Create a procedure called ***RandomOrder*** which will output the names of these 5 divers in a random diving order.
2. Create a procedure called ***ThreeRandomOrder***which will output 3 random orders with different divers going first and last each time. There are 5 divers.