First create an instance of the Array\_Edit class, the default capacity is 100.

There is an overloaded constructor that will set the capacity at whatever the user wants it to be.

Next load the data into the array

Text

Description automatically generated

Then you can use all the functions to edit the array to your liking. The only function with a return is the Lookup\_integer function which will return the index of the integer you are looking for (will return -1 if not found)



The set\_integer function will take the index and new integer and set the integer at the index specified to the new integer. If it goes out of the size of the array, it will tell one to choose a valid index.



The add\_integer function will add a new specified integer to the end of the array. If it goes out of the capacity of the array, it will tell the user to choose a valid index.

Text

Description automatically generated

The remove\_integer function will remove the integer at specified index and then move the other integers in the array to fill in the gap. It will also check if it was a valid index. If not it will ask user to select a valid index.

Text

Description automatically generated