CSCI-101 Programming 1
Week of Oct 16 - Lab 9b

INSTRUCTIONS

Inside your **Lab9** class add the following:

I. Add a method named **searchForWord** that has 2 parameters; the first is an array of Strings named **array**, and the second is a String named **word**. The method returns **true** if **word** is in **array**; otherwise returns **false**.

II. Add a method named **addWord** that has 2 parameters; the first is an array of Strings named **array**, and the second is a String named **word**. The method returns an array whose length is one more than **array** and contains all of the elements in **array** as well as **word.**

III. Add a method named **deleteWord** that has 2 parameters; the first is an array of Strings named **array**, and the second is a String named **word**. If **word** is in **array**, then the method returns an array whose length is one less than the length of **array** and that contains all of the words in **array** *except* the first instances of **word** found in **array.** If **word** is not in **array**, then the method returns **array**.

IV. Add a method named **printWords** that takes an array of Strings as an argument and prints the Strings in the array to the screen, with 5 strings (if 5 or more remaining) on the same line separated by spaces.

V. Modify **main** so that the following happens:

A. When the user presses 1, the program asks the user to enter a word, reads the word from the keyboard, and using the method **searchForWord** to print to the screen "present" if the word entered by the user is in **wordStore**; otherwise prints to the screen "not present".

B. When the user presses 2, the program asks the user to enter a word, reads the word from the keyboard, and using the method **addWord** to add the word entered by the user to **wordStore**.

C. When the user presses 3, the program asks the user to enter a word, reads the word from the keyboard and using the method **deleteWord** to delete the first instance of the word entered by the user from **wordStore**.

D. When the user presses 6, the program prints the Strings in **wordStore** to the screen using the method **printWords**.