CSCI-101 Programming I

Lab 6a

INSTRUCTIONS

Log into cs.bridgewater.edu. Change your working directory to your **labs** directory in your repository and make a directory named **lab6**. Change your working directory to **lab6**.

Inside the **lab6** directory create a file named **Lab6a.java**.

Inside the **Lab6a.java** file write a program that does the following:

1. Write a method named **printArray** that takes an array of ints as an argument and prints the values in the array to the screen.

2. Write a method named **printArray** that takes an array of Strings as an argument and prints the values in the array to the screen.

3. Write a method named **printArray** that takes an array of doubles as an argument and prints the values in the array to the screen.

4. Write a method named **printArray** that takes an array of chars as an argument and prints the values in the array to the screen.

In main() do the following.

5. Allocate an array named **array1** that can hold 5 integers. Ask the user to enter on the keyboard 5 integers separated by spaces. Read the values in and store them in the array.

6. Print the values in **array1** by calling **printArray**.

7. Print to the screen **"Count: "** followed by the number of elements in **array1** that have the value **7**.

8. Allocate an array named **array2** that can hold 5 Strings. Ask the user to enter on the keyboard 5 words separated by spaces. Read the values in and store them in the array.

9. Print the values in **array2** by calling **printArray**.

10. Print to the screen **"Count: "** followed by the number of elements in b that have the value **"Joe"**.

11. Allocate an array named **array3** that can hold 5 doubles. Ask the user to enter on the keyboard 5 decimal numbers separated by spaces. Read the values in and store them in the array.

12. Print the values in **array3** by calling **printArray**.

13. Print to the screen **"Count: "** followed by the number of elements in **array3** that have the value **2.5**.

14. Allocate an array named **array4** that can hold 5 characters. Ask the user to enter on the keyboard 5 characters separated by spaces. Read the values in and store them in the array.

15. Print the values in **array4** by calling **printArray**.

16. Print to the screen **"Count: "** followed by the number of elements in **array4** that have the letter **'a'**.