

Exercise Ten



10.1 Copy `c:\course\ex9_4.java` and rename it as `ex10_1.java`. Remove all the processing.

Create an Integer array called `numbers`, make it an empty array with 10 'slots'

Using a 'For' loop, loop through the `numbers` array populating it with the current value of the loop. Create a second loop using a for-each loop, output the `numbers` array ...

0
1
2
3
4
5
6
7
8
9



Exercise Ten

10.2 Copy ex10_1 and rename it ex10_2.java. Create a new char array called alphabet and create it with 26 blank 'slots'. Populate the array with a for loop of the values of the alphabet, remembering that 'A' is 65, create a second loop outputting the contents of alphabet ...

ABCDEFGHIJKLMNOPQRSTUVWXYZ

10.3 Copy ex10_2 and rename it ex10_3.java. Clear any processing from the main method. Create an int array called cube, make it 3 x 3 empty slots.

Populate the cube array using two loops, one within the other, the outer loop will provide the 'X' co-ordinate and the inner loop the 'Y', together they will provide the values as follows ...

Index	0	1	2
0	1	2	3
1	4	5	6
2	7	8	9

Exercise Ten



10.3 continued ...

Index	0	1	2
0	1	2	3
1	4	5	6
2	7	8	9

Create a second set of loops which prints the contents of the cube array ...

123

456

789

Exercise Ten



10.4 Create a new class called `ex10_4` (or copy another module and rename it). Pass the following argument to the main method ...

This is one argument

Output the value found.

This is one argument

10.5 Copy `ex10_4` and rename it as `ex10_5.java`. The previous exercise should have worked correctly, however if no argument had been passed to the class then an error would have occurred, similarly if more than argument had been passed it would have been ignored.

In this class remedy the above by testing the number of arguments passed, if they are less than or greater than 1, display appropriate error messages.

No arguments have been passed

Too many arguments have been passed

Exercise Ten



10.6 Copy ex10_3 and rename it as ex10_6.java. Amend the existing code so that the second 'print' loops are removed, replace this with an output of a value based on specific two co-ordinates, Test it works with the following ...

```
[1][1]
```

```
5
```

10.7 Copy ex10_6 and rename it as ex10_7.java. Amend the above code so that two parameters passed to it are used as the co-ordinates for the slots.

10.8 Copy ex10_7 and rename it as ex10_8.java.
Add additional tests within the processing ...

- a. There are no less than 2 arguments passed
- b. There are no greater than 2 arguments passed
- c. Both arguments are numeric
- d. Both arguments are between 0 and 2 only