## Lab 2: Fun with arrays

Due: 9/5/12 11:59pm

### To do

For this lab, you are given code with a main method that **cannot be changed**. Your job is to code up the method bodies called in the main. Read and understand the provided code before starting.

#### This lab is an exercise in reading code, so don't skip that part!

- 1. The provided code is in a .txt file on blackboard<sup>1</sup>. Select the contents of this file and paste it into a new Java file in your programming environment (BlueJ, Eclipse, etc..). Compile and run the provided code to make sure you copied everything correctly. You will probably need to change the name of the pasted class to correspond to your java filename.
- 2. Read through the main method and understand the methods that must be written. Each of the methods that you must write are provided as stubs below the main. You should not change anything about the method signature (return types, explicit parameters, etc.). Just write new method bodies.
- 3. Since the provided method stubs compile and run, work on one subroutine at a time and test your program as you go. Get the printArray() method to work first!

## Hints

- 1. static means that the method calls receive no implicit parameter. All the information you have access to comes in as explicit parameters.
- 2. As called, with the second argument ", ", your printArray method should print out the values separated by commas. Print all values on one line (use System.out.print(...)). Do not print a comma after the last element.
- 3. The easiest way to implement countOdds is to use the modulo operator. Remember, modulo means "remainder after division". For example, a % 2 == 0 evaluates to true whenever a has an even value.
- 4. Make sure your findValue returns -1 if the requested value is not present in the array.

<sup>&</sup>lt;sup>1</sup>Blackboard won't let me upload plain .java files!

# Turn In

Put all project files in a directory called YourName\_1110\_Lab2, zip up that folder, and submit it by the end of the day on 9/5/12. Failure to follow this naming convention will result in lost points.