 Array Lab #1

Choose a scenario that bests interests you……

***Scenario 1***

Create a runner program (has a main menu) that:

1. Prompts the user for the number of current salespeople at the company
2. Creates an array of the correct size based on the number of salespeople
3. Create a “for loop” that will prompt and allow the user to enter the total sales for each salesperson. This step should enter the sales into an element of the array.
4. After the loop that enters the sales, print out the total sales for the company and the average sales per salesperson.
5. **If you find this too pedestrian**……also list the salesperson and amount that sold the most and the salesperson and amount who sold the least.

***Scenario 2***

Design an array that will hold a collection of objects that you find interesting. (Songs, movies, CD’s, coins, stamps) It could be anything that you collect or find interesting.

1. Create the class for the item that will be entered into the array. You don’t need to write the whole class but think of:
   1. Private instance variables and the constructor
2. Write the runner file that creates the array of the correct type and size
3. Using a “for loop”, populate the array with items from the class
4. Using a loop, print out the contents of the array

***Scenario 3***

Explain how a programmer might get around the concept that arrays once declared and instantiated are rigid regarding size.

1. Create a runner file that instantiates an array of a certain size
2. Populate the array with data using a “for loop”
3. Formulate a strategy on how you would allow the client to keep adding entries to the array even after it was filled with data.
4. Code the strategy and then test to see if it is effective