Unit 3 – Worksheet 06 More on ArrayLists Name:_____

1. Consider the following Code:

```
ArrayList<Integer> myNumbers = new ArrayList();
int size=5;
for(int i=0 ; i<size ; i++)
    myNumbers.add(2*i+1);
for(int i=0 ; i<myNumbers.size() ; i++)
    System.out.println(myNumbers.get(i));
```

1a. How many numbers are in the myNumbers ArrayList?

1b. What numbers are in the ArrayList?

1c. Re-write the second for-loop so that it performs the same task but uses an enhanced for-loop instead.

1d. How could you adjust the code so that the first 10 even numbers (not including zero) were printed?

2. Look back at Unit 3 Worksheet 05 problem #13. Read your answer. Create a class named **myArrayListClass**. Use your idea, or come up with another idea, to create a class that utilizes ArrayLists. Be creative and make the program do something for the user. Be sure that your program contains the following (at the very minimum):

- At least one ArrayList //1
- Interacts with the user - in other words, the user edits the ArrayList //2
- Utilizes the .add( ) method //3
- Utilizes the .remove( ) method //4
- Utilizes the .set( ) method //5
- Utilizes the .get( ) method //6
- Utilizes the .size( ) method //7
- Uses a for-loop to traverse the list checking for elements //8
- Uses a for-loop to print the entire ArrayList //9
- COMMENT IN YOUR PROGRAM - Label where each of the above occurs

3. Read and understand the Battlepoint.java class. Then, create a class called **Battlepoint**. Copy and paste over ALL of the code in your Battlepoint class. Be sure to edit the package name to fit your package. Run the code. Please note that special permission was granted to share this code with you. The code was taken from a copyrighted book (noted in the code) so please use it appropriately. Study the Battlepoint.java program and make sure you understand how it all works. It is a great review of this entire unit. Can you make changes to the code to make the game better?