

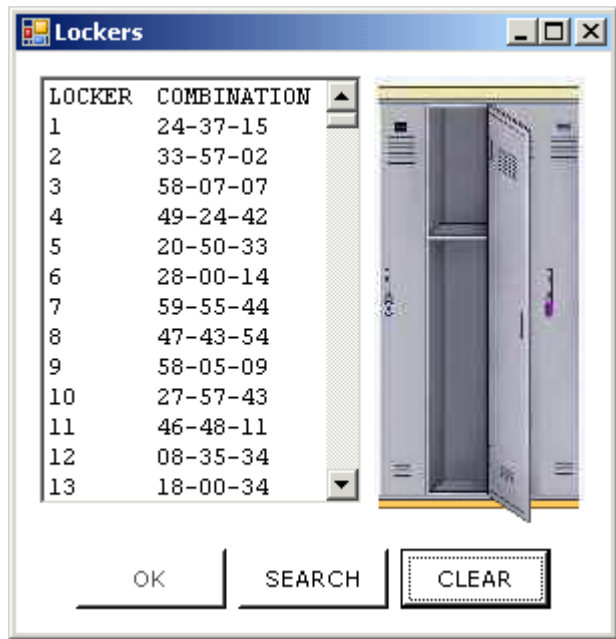
## INTRODUCTION TO ARRAYS: PROGRAMMING EXERCISES

1. Modify the **Word Guess** program so that you have ten (10) secret words stored in an array and when the program starts one of the 10 words is randomly generated when the program starts.
2. Create a **My iPod** application that stores five images of album covers in an array and then outputs the first album cover when the program loads. When the user clicks the forward button, the next album cover should be displayed. When the user clicks the back button, the previous album cover should be displayed. When the user is at the last album cover and clicks forward, the first album cover should be displayed. When the user is at the first album and clicks back, the last album cover should be displayed. Your program output should look something like this:

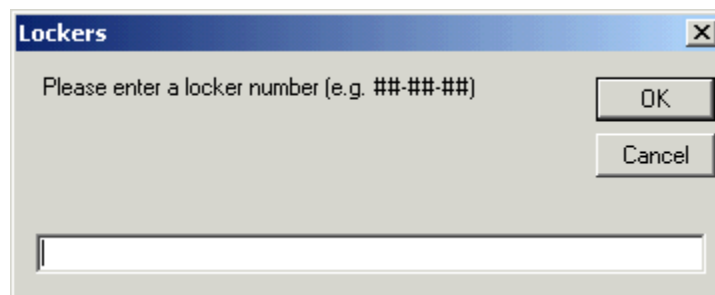


Save the program in a folder called **My iPod** in your UNIT 5 folder.

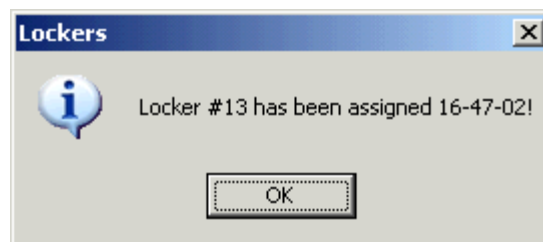
3. Create a **Locker** program that randomly generates 1000 locker combinations and stores them in an array. The locker combination should take the following format 00-00-00 where each number is a number between 0 and 59. When the user clicks the **OK** button the locker numbers and combinations should be outputted as follows:



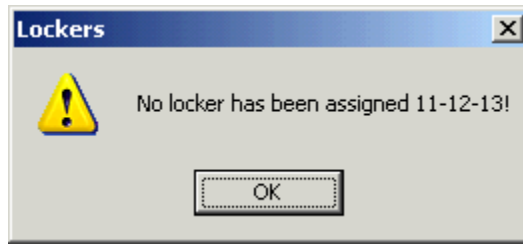
When the user clicks the **SEARCH** button, an **InputBox** should be displayed prompting the user to enter a locker combination:



When the user enters a combination and clicks OK, the program should search through the array of lockers and output the following message if a locker has been assigned the combination that the user entered:



If a locker has not been assigned the combination that the user entered, the following message should be outputted:



Save the program in a folder called **Lockers** in your UNIT 5 folder.