

Lesson 71: Resizing Arrays & Scrabble (W23D3)

Balboa High School

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Do Now

- 1 Create a new project called L71.
- 2 Import `ArrayResizer.java` from [here](#).
- 3 Over the next 10min, work with a partner to learn as much as possible about how the class works. Try making changes and see how the code breaks!

Students will write a *SCRABBLE*[®] scorer and learn how to resize Java arrays.

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- 3 What would happen if the call to `growArr()` were commented out in the `addElt()` method? What's the exception?
- 4 If `ARR_GROWTH_INCREMENT` were changed to 1, what would be the effect? How about moving the value up to 100?

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- 3 What would happen if the call to `growArr()` were commented out in the `addElt()` method? What's the exception?
- 4 If `ARR_GROWTH_INCREMENT` were changed to 1, what would be the effect? How about moving the value up to 100?
- 5 What is the process by which one grows an array after it's initially declared to have a particular size?

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for(int i = 0 ; i < small.length ; i++) {  
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- 3 Point small to the larger array, dereferencing the original, smaller array:

```
small = bigger;  
// small is now { 3, 6, 9, 0, 0 }
```

Array Resizing Exercise

- Create class ArrResizePractice
- Include this snippet in main():

```
int[] lows = { 5, 35, 10, 19, 27 }; //low temps  
int avg;
```

```
//write for() loop that computes average of temps,  
//rounds it off, and stores it in avg
```

```
//resize lows to hold one additional elt
```

```
//store avg in last slot of lows
```

- As per the comments, complete the main()

- Work on PS #12, §6: *SCRABBLE*[®].
- Finish up to — and including — §7.2 (finishing for HW, if necessary), which will be where we start next class.
- Required reading available [here](#).

Finish up to §7.2 (inclusive) of PS #12.