# Basic Array of objects

**The goal for this exercise** is to make sure that you can create an array, that contains references to bunch of objects.

This exercise does NOT deal with arrays of simple/primitive values (such as an array of integers).

 Let’s say that we want to keep track of many Televisions. In order to do this, we’ll use two things:

1. A class that contains information about each Television, and
2. An array, which keeps track of our collection of televisions

 For this exercise, you should work with the TelevisionHandler and Television classes.

**What you need to do for this exercise:**

1. If you haven’t done so already, implement two constructors for your Television class:
	1. A default constructor that initializes the brand to “” (the empty string – NOT the null value), the price to zero, and the size to zero.
	2. A constructor which takes three arguments: the brand, the price, and the screen’s size, in that order. The constructor should copy these parameters into the appropriate data fields in the object. Note that these fields should only be set to valid values (e.g., no negative prices, or null for the brand, etc, etc) – if given an invalid value, the default value that the default constructor assigns should be used, instead.
2. Implement the PrintArrayOfTVs method in the TelevisionHandler class.
3. Create an array that can hold a bunch (at least 5) of references to Television objects, within the PrintArrayOfTVs method. This will probably look something like:
Television[] aBunchOfTVs = new Television [5];
4. Go through, and create a new Television object for each slot in the array. Your code should continue to work correctly even if you decide to change the size of the array (in the previous step) some time in the future. You’ll probably end up having a line like the following in your code (assuming that you’ve decided to create a constructor for your **Television** class (which you should do)).
aBunchOfTVs[0] = new Television(“Brand X”, 10, 42);

For each TV, you should give it the brand “Brand X”, the size should be 42, and the price should be 10 + the index in the array that the Television is being assigned to.
5. Go through (using a separate loop) and call the Print() method on each of your objects. An example of correct output is:

Brand:Brand X
Price:10
Size:42
Brand:Brand X
Price:11
Size:42
Brand:Brand X
Price:12
Size:42
Brand:Brand X
Price:13
Size:42
Brand:Brand X
Price:14
Size:42
6. The Basic\_Array\_Of\_Objects. RunExercise method is provided for you to test your implementation. You should supplement the provided code with any additional code that feel will help ensure the correctness of your implementation.