Arrays - No Loops (Set #1)

BJP4 Self-Check 7.1: arrayDeclarationSyntax
BJP4 Self-Check 7.2: numbersElements
BJP4 Self-Check 7.3: dataArray
BJP4 Self-Check 7.5: numbersArray
BJP4 Self-Check 7.6: fillDataArray
BJP4 Self-Check 7.8: arrayDeclarationSyntax2
BJP4 Self-Check 7.9: declareArray

- sameFirstLast
- makePi
- rotateLeft3
- has23
- makeLast
- double23
- fix23
- biggerTwo
- swapEnds
- maxTriple
- makeTwo

Arrays - 1 Loop (Set #2)

BJP4 Self-Check 7.4: oddsArray
BJP4 Self-Check 7.10: max
BJP4 Self-Check 7.11: average
BJP4 Self-Check 7.12: traversal
BJP4 Self-Check 7.13: printElements
BJP4 Self-Check 7.14: arrayCodeTracing2
BJP4 Self-Check 7.15: printBackwards
BJP4 Self-Check 7.16a: countStrings
BJP4 Self-Check 7.16b: equalsStrings
BJP4 Self-Check 7.17: allLess
BJP4 Self-Check 7.21: swapPairs
BJP4 Self-Check 7.22: arrayCodeTracing3
BJP4 Self-Check 7.23: arrayCodeTracing4
BJP4 Self-Check 7.24: arrayMystery1
BJP4 Self-Check 7.25: arrayMystery2
BJP4 Self-Check 7.26: arrayMystery3
BJP4 Self-Check 7.27: arrayMystery4
BJP4 Self-Check 7.28: arrayMystery5
BJP4 Self-Check 7.29: averageLength

BJP4 Self-Check 7.30: isPalindrome

- mystery1
- mystery2
- findRange
- getPercentEven
- sorted
- hasMirrorTwice
- longestSortedSequence
- evenBeforeOdd
  - bigDiff
  - has22
  - more14
  - fizzArray
  - fizzArray2
  - no14
  - matchUp
  - modThree
  - fizzArray3
  - shiftLeft
  - fizzBuzz

Arrays - 2 Loops (Set #3)

- contains
- canBalance
- maxSpan
- seriesUp
- linearIn

2D Arrays (Set #4)

BJP4 Self-Check 7.31: arrayCodeTracing2d
BJP4 Self-Check 7.32: rectangularArray
BJP4 Self-Check 7.33: fiveByTenArray
BJP4 Self-Check 7.34: copyColumn
BJP4 Self-Check 7.35: arrayMystery2d

- array2dMystery2
- array2dMystery3
- array2dMystery4
- isUnique
- matrixSum

References

BJP4 Self-Check 7.7: arrayBugs
BJP4 Self-Check 7.18: arraySwap

BJP4 Self-Check 7.19: ReferenceMystery1
BJP4 Self-Check 7.20: ReferenceMystery2