

# Programming Exercise 11.4

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## A Fixed Size Array

**Purpose.** Explore the various code elements of arrays in Java by marking up and changing an existing program. It also further reinforces how console input works -- the subject of a previous chapter -- in order to help you master this programming technique.

**Requirements.** Rewrite the `AvgFile2.java` program from chapter 11, renaming it `FixedSizeArray.java`. Modify it so that the program:

1. ...averages 4 integer scores instead of 8.
2. ...uses the keyboard (`cin`) for its input instead of a file (`fin`).
3. ...has *prompts* to guide the user input.

Compile and run the program. Submit the source file to the class website for credit.

**Program I/O.** Input: 4 numbers from the console keyboard. Output: The average of the 4 numbers and a count of how many of them are greater than the average.

**Example.** Your program's console I/O should look something like this, with user input in [blue](#):

```
Enter a number: 64
Enter a number: 94
Enter a number: 94
Enter a number: 94
The average of 4 numbers is 86.5
3 scores are greater than the average.
```