ETR-193 Array Exercises

1. Build a VI that reverses the order of a vector (1D array) containing 100 random numbers. Array [0] becomes array [99], array [1] becomes array [98], etc.

2. Build a VI that generates an array containing 100 random numbers and displays a portion of the array, e.g., from index 10 to index 50. Use array subset.

3. Multiplying array elements. Input a 1D array which multiplies pairs or elements together. For example, if the array begins 2, 4, 3, 6, 7, 1 . . . , the output would be 8, 18, 7 . . .

4. Build a VI that simulates the roll of a die (possible values 1-6) and keep track of the number of times the die rolls each value.
   
   Input = # of times to roll the die
   
   Six outputs (one for each possible value) = # of times the die fell on each value
   
   (use shift register to keep track of values from one iteration of the loop to the next)