# Project 1 Drawings

## First Parts

This example is provided to assist you in understanding the drawings requirement in Project 1 as well as to provide a template by which you can easily organize your work.

You may **NOT** use the provided sample data file for this assignment.

Any submission using this data file will receive a grade of 0 for the entire project.

### Sample File

**WordRec Blueprint**

| token | string |
|-------|--------|
| count | int    |

```
Hockey Golf
Football Basketball
Football
Baseball Shotput Football
```

**Final Result of Processing the Data**: Filled Five element Array

| 0 | 1 | 2 | 3 | 4 | | wordCount |
|---|---|---|---|---|---|---|
| Baseball | Basketball | Football | Golf | Hockey | | 5 |
| 1 | 1 | 3 | 1 | 1 | | |

*Note, Alphabetical

**Array, Initially**

| 0 | 1 | 2 | 3 | 4 | | wordCount |
|---|---|---|---|---|---|---|
|   |   |   |   |   | | 0 |
|   |   |   |   |   | | |

**Filling the Array**

*Hockey* is read in first. Search returns 0, equals `wordCount`. This is Case 1.
Place *Hockey* (count=1) at end of array, in index `wordcount`, and increment `wordCount`

| 0 | 1 | 2 | 3 | 4 | | wordcount |
|---|---|---|---|---|---|---|
| Hockey |   |   |   |   | | ~~0~~ 1 |
| 1 |   |   |   |   | | |

Next token is *Golf.* Search returns 0, and *Golf* != *Hockey*. This is Case 3.
　　　Everything to the right of Index 0 must be moved over (working right to left) to make room for *Golf*
Move *Hockey* to clear Index 0; Place *Golf* in index 0 and increment `wordCount`

| 0 | 1 | 2 | 3 | 4 | | Wordcount |
|---|---|---|---|---|---|---|
| Golf | Hockey |   |   |   | | ~~1~~ 2 |
| 1 | 1 |   |   |   | | |