Objective: Make some simple program changes.

The examples in class were not very easy to use since a user had to guess at what to do to use the program. Change the program `findminArrays.cpp` to make it easier to use.

1. Add `cout` statements to prompt users for input. Remember, a `cout` statement can have the form:

   ```cpp
   cout << "some text string as appropriate" << endl;
   ```

   or

   ```cpp
   cout << "some text string" << variable1 << endl;
   ```

   or

   ```cpp
   cout << "some text" << variable1 << "more text" << variable2 << endl;
   ```

   Any mixture of variables and text string can be included, but you must place the "<<" symbols between them.

   Also modify the `cout` statement that displays the minimum value so that it also labels the number it prints. So if minimum were -5, rather than just displaying the number, the program should display:

   ```cpp
   minimum: -5
   ```

2. Make the `findminArrays.cpp` more useful by having the program ask the user how many numbers they intend to enter.

   a. Assume they will always enter fewer than 100, so you need to change the size of the array accordingly.

   b. You will need to introduce a new variable to store this size. This variable should be used in the for loops to determine how many times the loop executes.

   c. You need to correct the comments in the program so that they describe your new program.

   d. You need to add a line in the first set of comments to include your name as programmer, such as:

      ```cpp
      // Programmer: <your name>
      ```

   e. Add code to the program so that it also find the maximal value. You will need a new variable for this. You will also need to add new `if` statements, similar to those for minimum, to find the maximal value. You will also need to add a `cout` statement to display the maximal value. Similar to 1 above, include a label with the number.

3. After you have your program working, make sure your name is included as a comment, print it, and give it to your lab instructor.