Frenzied, Unique, Wild!

Analyse the code in both/either the Main class file and the Hopper class and answer the following questions.

1. What is the identifier of the global variable in the Main class?

2. What is the datatype of this identifier?

3. What range of numbers is it possible for the generateTargetDistance helper function to generate in the Main class file?

4. The `initialiseHoppers()` helper function initialises the `Hopper` array. What value does the `distance` property of each `Hopper` object store once this code is executed?

5. What is the datatype of `hoppers[i]`?

6. What 3 things happen when a `Hopper` hops?

7. The `sortHoppers()` helper function will sort `hoppers` using the **Selection Sort** algorithm. Code this helper function.

8. Check that your solution to step 7 is correct by designing the `displayPodium()` helper function.