

Java - Introduction to Programming

Exercise 1 SOLUTIONS

1. Enter 3 numbers from the user & make a function to print their average.
//Try to convert it into a function on your own.

```
import java.util.*;

public class Solutions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int a = sc.nextInt();
        int b = sc.nextInt();
        int c = sc.nextInt();

        int average = (a + b + c) / 3;
        System.out.println(average);
    }
}
```

2. Write a function to print the sum of all odd numbers from 1 to n.

```
import java.util.*;

public class Solutions {
    public static void printSum(int n) {
        int sum = 0;

        for(int i=1; i<=n; i++) {
            if(i % 2 != 0) {
                sum = sum + i;
            }
        }

        System.out.println(sum);
    }

    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int n = sc.nextInt();
    }
}
```

Introduction To Java Programming Exercise Solutions

AW Rasmussen



Introduction To Java Programming Exercise Solutions:

Introduction to Java Programming Y. Daniel Liang, 2009 Groundbreaking fundamentals first approach enables readers to understand the basics before being introduced to more challenging topics Liang offers one of the broadest ranges of carefully chosen examples reinforcing key concepts with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self test Now uses standard classes only Offers new chapters on data structures JSF for visual Web development and Web services includes a new standalone chapter on the full GUI library Uses UML diagrams in every example starting chapter 8 Includes additional notes with diagrams Comprehensive coverage of Java and programming make this a useful reference for IT professionals

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Big Java Cay S. Horstmann,2009-12-30 This book introduces programmers to objects at a gradual pace The syntax boxes are revised to show typical code examples rather than abstract notation This includes optional example modules using Alice and Greenfoot The examples feature annotations with dos and don ts along with cross references to more detailed explanations in the text New tables show a large number of typical and cautionary examples New programming and review problems are also presented that ensure a broad coverage of topics In addition Java 7 features are included to provide programmers with the most up to date information

Introduction to Java Programming with Sun One Studio 4 Y. Daniel Liang,2003 First on the market to cover Sun s new IDE Forte this special edition of a Liang s widely used Java book is a comprehensive introduction to Java programming with an expanded in depth treatment of object oriented programming The book is easy to read and well paced and is ideal for self study The book covers all subjects required in the Level I Java Certification Exam fundamentals of programming including primitive data types control statements methods and arrays object oriented programming graphics programming exception handling internalization multithreading multimedia I O networking and Java data structures

A Programmer's Guide to Java Certification Khalid Azim Mughal,Rolf W. Rasmussen,2003 Includes several mock exams and a version of the SCJP 1 4 Exam Simulator on accompanying CD ROM

ECEL2006-5th European Conference on e-Learning , **Complete Solutions Manual for Decker and Hirshfield's Programming. Java** Michael S. Tashbook,Paul A. Nagin,2000

Fundamentals of Computer Programming with C# Svetlin Nakov,Veselin Kolev,2013-09-01 The free book Fundamentals of Computer Programming with C is a comprehensive computer programming tutorial that teaches programming logical thinking data structures and algorithms problem solving and high quality code with lots of examples in C It starts with the first steps in programming and software development like variables data types conditional statements loops and arrays and continues with other basic topics like methods numeral systems strings and string processing exceptions classes and objects After the basics this fundamental programming book enters into more advanced programming topics like recursion data structures lists trees hash tables and graphs high quality code unit testing and refactoring object oriented principles inheritance abstraction encapsulation and polymorphism and their implementation the C language It also covers fundamental topics that each good developer should know like algorithm design complexity of algorithms and problem solving The book uses C language and Visual Studio to illustrate the programming concepts and explains some C NET specific technologies like lambda expressions extension methods and LINQ

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Introduction to Programming and Object-Oriented Design Using Java Jaime Niño, Frederick A. Hosch, 2008-02-04 The 3rd edition of Introduction to Programming and Object Oriented Design continues to provide students with an objects first introduction to programming and software design using Java Java is used as a vehicle for teaching problem modeling using fundamental software engineering principles and concepts The text has been updated to include more problems and exercises and additional relevant examples It also offers optional interactive exercises using the DrJava integrated development environment IDE The UML is employed very informally for denoting objects object relationships and system dynamics No specific previous programming experience is assumed and the text is appropriate for first year computer science majors The text could also carry over to a second course on data structures or software OO design

Introduction to Programming with C++ Y. Daniel Liang, 2010 This volume presents basic logic and fundamental programming techniques that are considered essential for new programmers to succeed Basic programming concepts are introduced on control statements loops functions and arrays before object oriented programming is discussed It demonstrates all the essential

subjects in C from fundamental programming techniques to object oriented programming from simple functions to STL from simple data types to classic structures The author provides games business applications and mathematical problems to accentuate and demonstrate the information presented in this text

Java Software Solutions Adrienne Bloss,N. Jane Ingram,2002-11

Beginning JavaServer Pages Vivek Chopra,Jon Eaves,Rupert Jones,Sing Li,John T. Bell,2005-02-08 JSP is one of the core technologies for server side Java applications and the 2.0 release which this book covers in detail makes JSP an even more powerful tool Walks Java programmers and Web developers through JSP fundamentals including JSP syntax and directives JSP Expression Language JSP Tag libraries JSTL and techniques for testing and debugging Shows how to use JSP in real world Web applications along with open source frameworks such as Struts WebWork and Turbine software design methodologies and developer tools like Ant junit and CVS as well as popular IDEs integrated development environments Each chapter has an exercise section with solutions on the companion Web site

Java Program Design James P. Cohoon,Jack Winfred Davidson,2004 The breadth of coverage and the arrangement of the chapters provide flexibility for the instructor For the student it allows advanced learners to go further in the language and it makes the book valuable as a reference source

21st Century Learning for 21st Century Skills Andrew Ravenscroft,Stefanie Lindstaedt,Carlos Delgado Kloos,Davinia Hernández-Leo,2012-09-18 This book constitutes the refereed proceedings of the 7th European Conference on Technology Enhanced Learning EC TEL 2012 held in Saarbrücken Germany in September 2012 The 26 revised full papers presented were carefully reviewed and selected from 130 submissions The book also includes 12 short papers 16 demonstration papers 11 poster papers and 1 invited paper Specifically the programme and organizing structure was formed through the themes mobile learning and context serious and educational games collaborative learning organisational and workplace learning learning analytics and retrieval personalised and adaptive learning learning environments academic learning and context and learning facilitation by semantic means

An Introduction to Computer Science Using Java Samuel N. Kamin,M. Dennis Mickunas,Edward M. Reingold,1998 Of exercises including new quick review exercises throughout the chapter

Java 1.5 Program Design James P. Cohoon,2004

Java Harvey M. Deitel,Paul J. Deitel,2002 Accompanying CD ROM contains Java 2 SDK standard edition 1.3.1 Java Media Framework API 2.1.1 Forte for Java release 2.0 Community ed Java Plug in HTML converter 1.3

Java Methods Maria Litvin,Gary Litvin,2001

An Introduction to Object-oriented Programming with Java C. Thomas Wu,1999 An introductory text for beginners with no background in programming this book teaches students how to write object oriented programs and is appropriate for any first programming course in Java It covers both Java applets and applications

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