

## 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

**EW Minium**



## **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

**Introduction to Java Programming, Comprehensive Version 2014-2015** Harry Hariom Choudhary, 2014-01-15 Made Java Skills Easy \_ \_\_\_\_\_ Introduction to Java Programming Comprehensive Version 8Th 10th Best Selling Edition Easy Standard Special Beginner s To Expert Edition for Students and IT Professional s 2014 This Java Book is One of worlds Best Java Book Author teaches concepts of problem solving and object oriented programming using a fundamentals first approach Beginning programmers learn critical problem solving techniques then move on to grasp the key concepts of object oriented GUI programming advanced GUI and Web programming using Java Regardless of major students will be able to grasp concepts of problem solving and programming thanks to Authors fundamentals first approach students learn critical problem solving skills and core constructs before object oriented programming Authors approach has been extended to application rich programming examples which go beyond the traditional math based problems found in most texts Students are introduced to topics like control statements methods and arrays before learning to create classes Later chapters introduce advanced topics including graphical user interface exception handling I O and data structures Small simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line by line explanations Increased data structures chapters make the Tenth Edition ideal for a full course on data structures BRIEF CONTENTS 1 Introduction to Computers Programs and Java 1 2 Elementary Programming 23 3 Selections 71 4 Loops 115 5 Methods 155 6 Single Dimensional Arrays 197 7 Multidimensional Arrays 235 8 Objects and Classes 263 9 Strings and Text I O 301 10 Thinking in Objects 343 11 Inheritance and Polymorphism 373 12 GUI Basics 405 13 Exception Handling 431 14 Abstract Classes and Interfaces 457 15 Graphics 497 16 Event Driven Programming 533 17 Creating Graphical User Interfaces 571 18 Applets and Multimedia 613 19 Binary I O 649 20 Recursion 677 APPENDIXES A Java Keywords 707 B The ASCII Character Set 710 C Operator Precedence Chart 712 D Java Modifiers 714 E Special Floating Point Values 716 F Number Systems 717 **Java Programming Exercises** Christian Ullenboom, 2024-09-04 Take the next step in raising your coding skills and dive into the intricacies of Java Standard Libraries You will continue to raise your coding skills and test your Java knowledge on tricky programming tasks with the help of the pirate Captain CiaoCiao

This is the second of two volumes which provide you with everything you need to excel in your Java journey including tricks that you should know in detail as a professional as well as intensive training for clean code and thoughtful design that carries even complex software Features 149 tasks with commented solutions on different levels For all paradigms object oriented imperative and functional Clean code reading foreign code and object oriented modeling With numerous best practices and extensively commented solutions to the tasks these books provide the perfect workout for professional software development with Java

*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

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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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