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15) There is less chance of a loss of data due to space.

16) New instance of a class

17) A set of classes

18) Part of java.lang, which is auto imported.

19) A method that can be used by all instances of that class.

20) Application = standalone
Applet = web-based via HTML

EXERCISES

1) In the System class, using out.println method. Prints out * string followed by a \n char.

2) Here we go!12345
Test this if you are not sure.Another.
All done.

3) The string isn't closed in the first line.

4) 50 plus 25 is 5025

5) He thrusts his fists
against the post
and still insists
he sees the "ghost"

6)

1) 5
2) 5.0
3) 3
4) 3.0
5) 3.4
6) 1.33 ....
7) 0
8) 0.625
9) 0.625
10) 0.0
11) 3
12) 3.0
13) 0.0
14) 2
15) error
16) 17
17) 0

7)

$a^{1} - b^{2} = c^{3} d$

$a^{1} - b + c^{2} - d^{3}$

$a^{3} + b / c^{1} / d^{2}$

$a^{3} + b^{1} / c^{2} * d$

$a^{1} / b^{2} * c^{3} * d$

$a^{1} \% b / c^{2} * d^{3}$

$a^{1} \% b^{2} \% c^{3} \% d$

$a^{2} - (b^{1} - c)^{3} - d$

$a^{3} = ((b^{1} - c)^{2} - d)$

$(a^{2} = (b^{1} - c))^{3} - d$

$a^{2} \% (b \% c)^{3} * d^{4} * e$

$a^{3} + (b^{1} - c)^{2} * d^{4} - e$

$(a^{1} + b)^{2} * c^{4} + d^{3} * e$

$(a^{1} + b)^{3} * (c^{2} / d)^{4} \% e$

8) Quest for the Holy Grail quest for the holy grail.

9) num3 = Math.sqrt (num1 + num2);

10) Math.abs (total);

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11) Import all classes from awt package

12)

a) 0→19
b) 1→8
c) 10→44
d) -50→49

13) Random rand = new Random();

rand.nextInt(11);
rand.nextInt(501);
rand.nextInt(10) + 1;
rand.nextInt(500) + 1;
rand.nextInt(26) + 25;
rand.nextInt(26) -10;

14) DecimalFormat df = new DecimalFormat(".###")
System.out.println(df.format(result));

15) Applets are through the web

16) page.drawLine(20,30,50,60);

17) page.drawRect(10,15, 35, 70);

18) page.drawOval(30,30, 40, 40);

19) coordinates are upper left.