

<u>error</u>	<u>chapter</u>
Chapter 1, Exercise 1.11. The second for loop says: <pre>for (int count2 = 0; count2 < n; count2 = count2 * 2) // some sequence of O(1) steps</pre> Since count2 starts at 0, it will remain at 0 each time the multiplication is performed. Should start count2 at 1?	1
On page 49 we say that using == to compare strings is a mistake. However, in Java 5, the == operator has been overridden for strings so that it behaves like the .equals method and actually does a string comparison	2
In the analysis of the add() method of ArraySet class, the method contains() is called, which is O(N). So add() should be O(n) instead of O(1).	3
Figure 5.1 missing the association between Deck and Card	5
In Listing 6.3, PostfixEvaluator.java is implemented using LinkedStack. But the description and Figure 6.5 indicate that it is implemented using ArrayStack.	6
Exercise 7.2 references a front operation on the queue, but the implementation(s) from the chapter now use a first method	7
Figures 8.11 is incorrect. ArrayOrderedList extends ArrayList and implements OrderedListADT. ArrayList implements ListADT. Also in Fig 8.11, the Team class should not point to the ArrayOrderedList class. That class is used by TournamentMaker.	8
The Tournament maker program only correctly works for situations where there are a 2^n power of teams. If you were to input 10 teams, you'd have 5 first round games, but then have a problem when indicating which subsequent winner the game 5 winner would play (if 10 teams, the 5 th game's winner would have a bye in the second round, due to an odd number of teams left in the tourney).	8
The iterator methods for binary trees were not behaving correctly under all circumstances. These have been fixed in the supplementary code.	12-13
The BSTGUI program was not working correctly due to a change in the most recent version of Java. This has been fixed in the supplementary code.	12
Page 407, BinarySearchTreeList should extend LinkedBinarySearchTree	13

Errata: Lewis/Chase Java Software Structures

[illegible]