**Jose Aguilar’s Submitted Suggestions and Corrections for**

***Introduction to Java: Programming and Data Structures***

**By Y. Daniel Liang**

In this document, I include all the suggestions and corrections pertaining to *Introduction to Java: Programming and Data Structures* (12th edition, comprehensive version) that I found and submitted to Dr. Y. Daniel Liang, the textbook’s author.

I began studying this text on January 2020, the same month and year that I began learning Java and computer programming. Prior to this I had zero knowledge of programming. I was careful with what I submitted as “corrections.” I carefully used terms such as “corrections” and “errors” in the communication between myself and the textbook’s author. I often referred to submissions as “findings” and “issues” to be presented to somebody more knowledgeable than me for analysis and possible correction. Some of my findings are simple grammar mistakes and rather pedantic. However, there are a lot of findings that are crucial for the overall understanding of the text.

The main reason why I embarked on this project is because doing so helped me stay focused while studying. I challenged myself to find as many issues with the textbook as I could, and viewed it as a sort of game, akin to finding Easter eggs in a video game or cameos/references in a movie. I closely analyzed the text for errors, similar to how gamers explore every nook and cranny in a video game landscape looking for hidden trinkets and trophies and to how cinema fanatics closely analyze every frame searching for a cameo or reference to another movie.

Another reason why I started this project is to improve a text that has taught me a lot and offers the possibility of an exciting career change. It is amazing to me how it is technically possible (if a bit difficult) to simply buy a textbook or two, study them well, and begin applying for programming jobs. This would be exponentially more difficult without the help of carefully constructed texts such as Dr. Liang’s *Introduction to Java*. My contributions are my way of paying it forward to beginner students.

Another reason for this project is to build my portfolio. I have read various snippets of advice online that encourage beginner programmers to contribute to open-source projects and to then use those contributions as examples of the programmer’s ability and willingness to contribute. I hope that this project showcases both my ability and willingness to contribute to the best of my ability.