UNIVERSITY OF AKRON
COLLEGE OF APPLIED SCIENCE & TECHNOLOGY

BUSINESS &
INFORMATION
TECHNOLOGY
DEPARTMENT

COMPUTER
INFORMATION
SYSTEM

JAVA II PROGRAMMING
FALL 2015

Date Assigned: __December 1, 2015__

LABORATORY ASSIGNMENT # 3

Purpose: The purpose of this laboratory is to familiarize the student with the concepts of Graphical; User Interfaces in Java

Procedures Learned: Generics and Collections in Java

LAB EXERCISES

1. **(10 points). [Generics]**

   Do Programming Challenge 6 at the end of chapter 18 (page 1165).

2. **(10 points). [Collections – Sets]**

   Do Programming Challenge 2 at the end of chapter 19 (page 1235).

3. **(10 points). [Collections – Maps]**

   Do Programming Challenge 4 at the end of chapter 19 (page 1235).

4. **(10 points). [Collections – Stream API]**

   Do Programming Challenge 8 at the end of chapter 19 (page 1236).

For grading submit either:
Additional 5 points for neatness in doing flowcharts and pseudocode. Preferably do flowcharts in Visio. They may be done in MS Word.
All the answers typed out on a word processor. *Submit all the exercises together.* If not submitted together, I may not grade them except what is submitted the first time.
Everything must be properly labeled.
Normally lab assignments are due one week after being assigned.

1. File naming convention for homework assignments:
        YourLastName_YourFirstName_360_Lab#.
If these conventions are not followed the submitted assignment will not be graded (meaning it will be a grade of zero).
2. Submit your projects in the dropbox in Springboard.