

## Chapter 1

- 1.1 Because the computer can be programmed to do so many different tasks.
- 1.2 The Central Processing Unit (CPU), main memory, secondary storage devices, input devices, output devices.
- 1.3 Arithmetic and Logic Unit (ALU), and Control Unit
- 1.4 Fetch: The CPU's control unit fetches the program's next instruction from main memory.  
  
Decode: The control unit decodes the instruction, which is encoded in the form of a number. An electrical signal is generated.  
  
Execute: The signal is routed to the appropriate component of the computer, which causes a device to perform an operation.
- 1.5 A unique number assigned to each section of memory. The address is used to identify a location in memory.
- 1.6 Program instructions and data are stored in main memory while the program is operating. Main memory is volatile, and loses its contents when power is removed from the computer. Secondary storage holds data for long periods of time—even when there is no power to the computer.
- 1.7 It means that an operating system is capable of running multiple programs at once.
- 1.8 A key word has a special purpose, and is defined as part of a programming language. A programmer-defined symbol is a word or name defined by the programmer.
- 1.9 Operators perform operations on one or more operands. Punctuation symbols mark the beginning or ending of a statement, or separates items in a list.
- 1.10 A line is a single line as it appears in the body of a program. A statement is a complete instruction that causes the computer to perform an action.
- 1.11 Because their contents may be changed.

- 1.12    The original value is overwritten.
- 1.13    A compiler is a program that translates source code into an executable form.
- 1.14    Syntax errors are mistakes that the programmer has made that violate the rules of the programming language. These errors must be corrected before the compiler can translate the source code.
- 1.15    The Java compiler translates Java source code into byte code, which is an intermediate language. The Java Virtual Machine executes the byte code instructions.
- 1.16    The Java Virtual Machine (JVM) is a program that reads Java byte code instructions and executes them as they are read. In other words, it interprets byte code instructions. You can think of the JVM as a program that simulates a computer whose machine language is Java byte code.
- 1.17    The program's purpose, input, process, and output.
- 1.18    Before you create a program on the computer, it is often a good idea to imagine what the computer screen will look like while the program is running. If it helps, draw pictures of the screen, with sample input and output, at various points in the program.
- 1.19    A cross between human language and a programming language. Pseudocode is especially helpful when designing an algorithm. Although the computer can't understand pseudocode, programmers often find it helpful to write an algorithm in a language that's "almost" a programming language, but still very similar to natural language.
- 1.20    A compiler translates source code into an executable form.
- 1.21    A runtime error is an error that occurs while the program is running. These are usually logical errors, such as mathematical mistakes.
- 1.22    Syntax errors are found by the compiler.
- 1.23    You can provide sample data and predict what the output should be. If the program does not produce the correct output, a logical error is present in the program.
- 1.24    Data and the code that operates on the data.
- 1.25    The data contained in an object.
- 1.26    The procedures, or behaviors, that an object performs.
- 1.27    Encapsulation refers to the combining of data and code into a single object.
- 1.28    Data hiding refers to an object's ability to hide its data from code that is outside the object. Only the object's methods may then directly access and make changes to the object's data. An object typically hides its data, but allows outside code to access the methods that operate on the data.

**Chapter 2**

- 2.1 // A crazy mixed up program  
 public class Columbus  
 {  
     public static void main(String[] args)  
     {  
         System.out.println("In 1492 Columbus sailed the ocean blue.");  
     }  
 }
- 2.2 Columbus.java
- 2.3 public class Hello  
 {  
     public static void main(String[] args)  
     {  
         System.out.println("Hello World");  
     }  
 }
- 2.4 // Example  
 // August 22, 2013  
 public class MyName  
 {  
     public static void main(String[] args)  
     {  
         System.out.println("Herbert Dorfmann");  
     }  
 }
- 2.5 C
- 2.6 A
- 2.7 // Its a mad, mad program  
 public class Success  
 {  
     public static void main(String[] args)  
     {  
         System.out.print("Success\n");  
         System.out.print("Success ");  
         System.out.print("Success\n");  
         System.out.println("\nSuccess");  
     }  
 }
- 2.8 The works of Wolfgang  
 include the following  
 The Turkish March and Symphony No. 40 in G minor.

- 2.9    `// August 22, 2013`  
      `public class PersonalInfo`  
      `{`  
          `public static void main(String[] args)`  
          `{`  
              `System.out.println("Herbert Dorfmann");`  
              `System.out.println("123 Elm Street");`  
              `System.out.println("My Town, NC 21111");`  
              `System.out.println("919-555-1234");`  
          `}`  
      `}`
- 2.10    *Variables:*  
      `little`  
      `big`  
      *Literals:*  
      `2`  
      `2000`  
      `"The little number is "`  
      `"The big number is "`
- 2.11    The value is number
- 2.12    99bottles is illegal because it starts with a number.  
      r&d is illegal because the & character is illegal.
- 2.13    They are not the same because one begins with an uppercase S while the other begins with a lowercase s. Variable names are case-sensitive.
- 2.14    a) short  
      b) int  
      c) 22.1 because it is stored as a double.
- 2.15    6.31E17
- 2.16    Append the F suffix to the numeric literal, such as:  
      `number = 7.4F;`
- 2.17    true and false
- 2.18    a) char letter;  
      b) letter = 'A';  
      c) System.out.println(letter);
- 2.19    The code for 'C' is 67.  
      The code for 'F' is 70.  
      The code for 'W' is 87.
- 2.20    'B' is a character literal.
- 2.21    You cannot assign a string literal to a char variable. The statement should be:  
      `char letter = 'Z';`

- |      |                               |       |
|------|-------------------------------|-------|
| 2.22 | Expression                    | Value |
|      | <code>6 + 3 * 5</code>        | 21    |
|      | <code>12 / 2 - 4</code>       | 2     |
|      | <code>9 + 14 * 2 - 6</code>   | 31    |
|      | <code>5 + 19 % 3 - 1</code>   | 5     |
|      | <code>(6 + 2) * 3</code>      | 24    |
|      | <code>14 / (11 - 4)</code>    | 2     |
|      | <code>9 + 12 * (8 - 3)</code> | 69    |
- 2.23 Integer division. The value 23.0 will be stored in `portion`.
- 2.24
- a) `x += 6;`
  - b) `amount -= 4;`
  - c) `y *= 4;`
  - d) `total /= 27;`
  - e) `x %= 7;`
- 2.25
- a) No
  - b) Because the result of `basePay + bonus` results in an `int` value, which cannot be stored in the short variable `totalPay`. You can fix the problem by declaring `totalPay` as an `int`, or casting the result of the expression to a `short`.
- 2.26 `a = (float)b;`
- 2.27 `String city = "San Francisco";`
- 2.28 `stringLength = city.length();`
- 2.29 `oneChar = city.charAt(0);`
- 2.30 `upperCity = city.toUpperCase();`
- 2.31 `lowerCity = city.toLowerCase();`
- 2.32 To write a single line comment you begin the comment with `//`. To write a multi-line comment you begin the comment with `/*` and end it with `*/`. To write a documentation comment you begin the comment with `/**` and end it with `*/`.
- 2.33 Documentation comments can be read and processed by a program named `javadoc`. The `javadoc` program can read Java source code files and generate attractively formatted HTML documentation files. If the source code files contain any documentation comments, the information in the comments becomes part of the HTML documentation.
- 2.34 A message dialog box is used to display a message to the user. An input dialog box is used to gather keyboard input from the user.
- 2.35
- a) `JOptionPane.showMessageDialog(null, "Greetings Earthling.");`
  - b) `str = JOptionPane.showInputDialog("Enter a number.");`
- 2.36
- ```
String str;
int age;
str = JOptionPane.showInputDialog("Enter your age.");
age = Integer.parseInt(str);
```
- 2.37 `import javax.swing.JOptionPane;`

## Chapter 3

```
3.1  if (y == 20)
      x = 0;

3.2  if (hours > 40)
      payRate *= 1.5;

3.3  if (sales >= 10000)
      commission = 0.2;

3.4  if (max)
      fees = 50;

3.5  if (x > 100)
      {
        y = 20;
        z = 40;
      }

3.6  if (a < 10)
      {
        b = 0;
        c = 1;
      }

3.7  if (myCharacter == 'D')
      System.out.println("Goodbye");

3.8  if (x > 100)
      y = 20;
      else
      y = 0;

3.9  if (y == 100)
      x = 1;
      else
      x = 0;

3.10 if (sales >= 50000.0)
      commission = 0.2;
      else
      commission = 0.1;

3.11 if (a < 10)
      {
        b = 0;
        c = 1;
      }
      else
      {
        b = -99;
        c = 0;
      }
}
```

3.12 1 1

3.13 If the customer purchases this many books . . . this many coupons are given.

|    |   |
|----|---|
| 1  | 1 |
| 2  | 1 |
| 3  | 2 |
| 4  | 2 |
| 5  | 3 |
| 10 | 3 |

```
3.14 if (amount1 > 10)
    {
        if (amount2 < 100)
        {
            if (amount1 > amount2)
                System.out.println(amount1);
            else
                System.out.println(amount2);
        }
    }
```

```
3.15 if (x > 0)
    {
        if (y < 20)
        {
            z = 1;
        }
        else
        {
            z = 0;
        }
    }
```

| 3.16 Logical Expression | Result (true or false) |
|-------------------------|------------------------|
| true && false           | false                  |
| true && true            | true                   |
| false && true           | false                  |
| false && false          | false                  |
| true    false           | true                   |
| true    true            | true                   |
| false    true           | true                   |
| false    false          | false                  |
| !true                   | false                  |
| !false                  | true                   |

3.17 T, F, T, T, T

```
3.18 if (speed >= 0 && speed <= 200)
    System.out.println("The number is valid");
```

- ```
3.19  if (speed < 0 || speed > 200)
        System.out.println("The number is not valid");

3.20  if (name.equals("Timothy"))
        System.out.println("Do I know you?");

3.21  if (name1.compareTo(name2) < 0)
        System.out.println(name1 + " " + name2);
    else
        System.out.println(name2 + " " + name1);

3.22  if (name.equalsIgnoreCase("Timothy"))
        System.out.println("Do I know you?");

3.23  a) z = x > y ? 1 : 20;
    b) population = temp > 45 ? base * 10 : base * 2;
    c) wages = hours > 40 ? wages * 1.5 : wages * 1;
    d) System.out.println(result >=0 ? "The result is positive" :
        "The result is negative");

3.24  // Here is the switch statement.
    switch(userNum)
    {
        case 1 : System.out.println("One");
                break;
        case 2 : System.out.println("Two");
                break;
        case 3 : System.out.println("Three");
                break;
        default: System.out.println("Error: invalid number.");
    }

3.25  switch(selection)
    {
        case 'A' : System.out.println("You selected A.");
                break;
        case 'B' : System.out.println("You selected B.");
                break;
        case 'C' : System.out.println("You selected C.");
                break;
        case 'D' : System.out.println("You selected D.");
                break;
        default : System.out.println("Not good with letters, eh?");
    }

3.26  Because it uses greater-than and less-than operators in the comparisons.

3.27  The case expressions must be a literal or a final variable, which must be of the
    char, byte, short, or int types. In this code, relational expressions are used.

3.28  That is serious.
```



- 3.29 `System.out.printf("%.2f", number);`
- 3.30 `System.out.printf("%10.1f", number);`
- 3.31 `System.out.printf("%08.1f", number);`
- 3.32 `System.out.printf("%,10d", number);`
- 3.33 `System.out.printf("%-,20.2f", number);`
- 3.34 `System.out.printf("%20s", name);`
- 3.35 `"00000.000"`
- 3.36 `"#.00"`
- 3.37 `"#,###,##0.00"` or `"0,000,000.00"`

## Chapter 4

- 4.1
  - a) 2
  - b) 2
  - c) 1
  - d) 8
- 4.2 0 times
- 4.3 This must be a trick question. The statement that prints “I love Java programming!” is not in the body of the loop. The only statement that is in the body of the loop is the one that prints “Hello World”. Because there is no code in the loop to change the contents of the count variable, the loop will execute infinitely, printing “Hello World”. So, “I love Java programming!” is never printed.
- 4.4
 

```
Scanner keyboard = new Scanner(System.in);
System.out.print("Enter a number in the range of 10 - 24: ");
number = keyboard.nextInt();
while (number < 10 || number > 24)
{
    System.out.println("That number is not in the range.");
    System.out.print("Enter a number in the range of 10 - 24: ");
    number = keyboard.nextInt();
}
```
- 4.5
 

```
String input;
Scanner keyboard = new Scanner(System.in);
System.out.print("Enter Y, y, N, or n: ");
input = keyboard.nextLine();
ch = input.charAt(0);
while (ch != 'Y' && ch != 'y' && ch != 'N' && ch != 'n')
{
    System.out.println("Try again.");
    System.out.print("Enter Y, y, N, or n: ");
    input = keyboard.nextLine();
    ch = input.charAt(0);
}
```

```
4.6 String str;
Scanner keyboard = new Scanner(System.in);
System.out.print("Enter Yes or No: ");
str = keyboard.nextLine();
while ((!str.equals("Yes")) && (!str.equals("No")))
{
    System.out.print("Please enter Yes or No: ");
    str = keyboard.nextLine();
}
```

4.7 Initialization, test, and update.

```
4.8 a) count = 1
    b) count <= 50
    c) count++
    d) for (int count = 1; count <= 50; count++)
        System.out.println("I love to program");
```

```
4.9 a) 0
      2
      4
      6
      8
      10
    b) -5
      -4
      -3
      -2
      -1
      0
      1
      2
      3
      4
    c) 5
      8
      11
      14
      17
```

```
4.10 // This is how Chloe Ashlyn would write the loop.
      for (int i = 1; i <= 10; i++)
          System.out.println("Chloe Ashlyn");
```

```
4.11 for (int i = 1; i <= 49; i += 2)
      System.out.println(i);
```

```
4.12 for (int i = 0; i <= 100; i += 5)
      System.out.println(i);
```

- 4.13 `Scanner keyboard = new Scanner(System.in);`  
`int number = 0, total = 0;`  
`for (int i = 1; i <= 7; i++)`  
`{`  
`System.out.print("Enter a number: ");`  
`number = keyboard.nextInt();`  
`total += number;`  
`}`
- 4.14 The variable `x` is the loop control variable and `y` is the accumulator.
- 4.15 You should be careful to choose a value that cannot be mistaken as a valid input value.
- 4.16 Data is read from an input file, and data is written to an output file.
- 4.17 `import java.io.*;`
- 4.18 `PrintWriter`
- 4.19 `// This is how Kathryn would write the code.`  
`PrintWriter outputFile = new PrintWriter("MyName.txt");`  
`outputFile.println("Kathryn");`  
`outputFile.close();`
- 4.20 `File and Scanner`
- 4.21 `File file = new File("MyName.txt");`  
`Scanner inputFile = new Scanner(file);`  
`if (inputFile.hasNext())`  
`{`  
`String str = inputFile.nextLine();`  
`System.out.println(str);`  
`}`  
`inputFile.close();`
- 4.22 You create an instance of the `FileWriter` class to open the file. You pass the name of the file (a string) as the constructor's first argument, and the boolean value `true` as the second argument. Then, when you create an instance of the `PrintWriter` class, you pass a reference to the `FileWriter` object as an argument to the `PrintWriter` constructor. The file will not be erased if it already exists and new data will be written to the end of the file.
- 4.23 `throws IOException`
- 4.24 It assigns the variable `x` a random integer in the range `-2,147,483,648` to `+2,147,483,647`.
- 4.25 It assigns the variable `x` a random integer in the range `0` through `99`.
- 4.26 It assigns the variable `x` a random integer in the range `1` through `9`.
- 4.27 It assigns the variable `x` a random number in the range `0.0` to `1.0`.

## Chapter 5

- 5.1 A value-returning method returns a value back to the code that called it, and a void method does not.
- 5.2 Method call
- 5.3 Method header
- 5.4 If the user enters 5 the program will display *Able was I*. If the user enters 10 the program will display *I saw Elba*. If the user enters 100 the program will display *I saw Elba*.
- 5.5 

```
// This is how Mary Catherine Jones would write it.
public static void myName()
{
    System.out.println("Mary Catherine Jones");
}
```
- 5.6 An argument is a value that is passed into a method. A parameter is a special variable that holds the value being passed into the method.
- 5.7 b and c will cause a compiler error because the values being sent as arguments (a double and a long) cannot be automatically converted to an int.
- 5.8 Only d is written correctly.
- 5.9 Only a copy of an argument's value is passed into a parameter variable. A method's parameter variables are separate and distinct from the arguments that are listed inside the parentheses of a method call. If a parameter variable is changed inside a method, it has no effect on the original argument.
- 5.10 

```
99 1.5
99 1.5
0 0.0
99 1.5
```
- 5.11 double
- 5.12 

```
public static int days(int years, int months, int weeks)
```
- 5.13 

```
public static double distance(double rate, double time)
```
- 5.14 

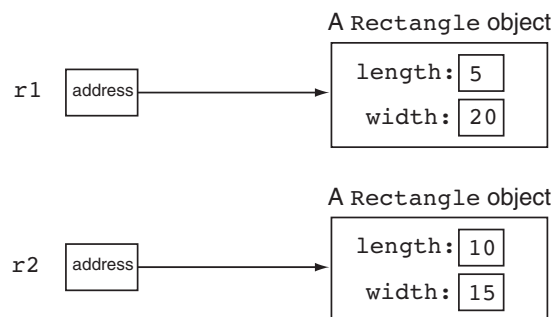
```
public static long lightYears(long miles)
```

## Chapter 6

- 6.1 To store data
- 6.2 Operations that the object can perform
- 6.3 It serves a purpose similar to that of the blueprint for a house. The blueprint itself is not a house, but rather a detailed description of a house. When we use the blueprint to build an actual house, we could say that we are building an instance of the house described by the blueprint. A class is not an object, but a description of an object. When a program is running, it can use the class to create, in memory, as

many objects of a specific type as needed. Each object that is created from a class is called an instance of the class.

- 6.4 In the Java API
- 6.5 The new operator creates an object in memory, and returns that object's memory address.
- 6.6 It holds an object's memory address.
- 6.7 In order to fly a kite, you need a spool of string attached to it. When the kite is airborne, you use the spool of string to hold on to the kite and control it. This is similar to the relationship between an object and the variable that references the object. Think of the object as the kite, and the reference variable as the spool of string.
- 6.8 Classes are the blueprints.
- 6.9 The kite represents an object.
- 6.10 The memory address of the object.
- 6.11 A String object.
- 6.12
  - a) Car
  - b) make and yearModel
  - c) setMake, setYearModel, getMake, and getYearModel
  - d) make and yearModel
  - e) setMake, setYearModel, getMake, and getYearModel
- 6.13 `limo.setMake("Cadillac");`
- 6.14 Creates an instance of an object in memory.
- 6.15 An accessor is a method that gets a value from a class's field but does not change it. A mutator is a method that stores a value in a field or in some other way changes the value of a field.
- 6.16 When the value of an item is dependent on other data and that item is not updated when the other data is changed, it is said that the item has become stale.
- 6.17



- 6.18 It has the same name as the class.
- 6.19 It has no return type, not even void.

- 6.20 a) `ClassAct`  
b) `ClassAct myact = new ClassAct(25);`
- 6.21 Overloaded methods must have different parameter lists. Their return types do not matter.
- 6.22 A method's signature consists of the method's name and the data types of the method's parameters, in the order that they appear.
- 6.23 This is the second version of the method.  
This is the first version of the method.
- 6.24 Only one.
- 6.25 The problem domain is the set of real-world objects, parties, and major events related to a problem.
- 6.26 Someone who has an adequate understanding of the problem. If you adequately understand the nature of the problem you are trying to solve, you can write a description of the problem domain yourself. If you do not thoroughly understand the nature of the problem, you should have an expert write the description for you.
- 6.27 Identify all the nouns (including pronouns and noun phrases) in the problem domain description. Each of these is a potential class. Then, refine the list to include only the classes that are relevant to the problem.
- 6.28 A class's responsibilities are the things that the class is responsible for knowing and the actions that the class is responsible for doing.
- 6.29 It is often helpful to ask the questions "In the context of this problem, what must the class know? What must the class do?"
- 6.30 No. Often responsibilities are discovered through brainstorming.

## Chapter 7

- 7.1 a) `int[] employeeNumbers = new int[100];`  
b) `double[] payRates = new double[25];`  
c) `float[] miles = new float[14];`  
d) `char[] letters = new char[1000];`
- 7.2 An array's size declarator must be a non-negative integer expression. The first statement is incorrect because the size declarator is negative. The second statement is incorrect because the size declarator is a floating-point number.
- 7.3 0 through 3
- 7.4 The size declarator specifies the number of elements in the array. A subscript identifies a specific element in the array.
- 7.5 The subscript is outside the range of valid subscripts for the array.
- 7.6 When the statement executes, it crashes the program and displays a runtime error message.

- 7.7    1  
       2  
       3  
       4  
       5
- 7.8    `double[] array = { 1.7, 6.4, 8.9, 3.1, 9.2 };`  
       There are five elements in the array.
- 7.9    `result = numbers1[0] * numbers2[3];`
- 7.10   `for (int i = 0; i < array.length; i++)`  
       `array[i] = -1;`
- 7.11   `// Assume keyboard references a Scanner object.`  
       `int size;`  
       `System.out.print("Enter the size of the array: ");`  
       `size = keyboard.nextInt();`  
       `values = new double[size];`
- 7.12   `for (int i = 0; i < a.length; i++)`  
       `b[i] = a[i];`
- 7.13   `myMethod(numbers);`
- 7.14   `public static void zero(int[] array)`  
       `{`  
           `for (int i = 0; i < array.length; i++)`  
           `array[i] = 0;`  
       `}`
- 7.15   a) `String[] planets = { "Mercury", "Venus", "Earth", "Mars" };`  
       b) `for (int i = 0; i < planets.length; i++)`  
           `System.out.println(planets[i]);`  
       c) `for (int i = 0; i < planets.length; i++)`  
           `System.out.println(planets[i].charAt(0));`
- 7.16   `Rectangle[] rectArray = new Rectangle[5];`  
       `for (int i = 0; i <= rectArray.length; i++)`  
       `{`  
           `// Initialize each rectangle with the values`  
           `// i and i+1 for length and width.`  
           `rectArray[i] = new Rectangle(i, i+1);`  
       `}`
- 7.17   `final int RACKS = 50;`  
       `final int SHELVES = 10;`  
       `final int VIDEOS = 25;`  
       `// Create an array to hold video numbers.`  
       `int videoNumbers[][][] = new int[RACKS][SHELVES][VIDEOS];`
- 7.18   The selection sort first looks for the smallest value in the array. When it finds it, it moves it to element 0.

- 7.19 Only once.
- 7.20 The sequential search steps through each element of the array, starting at element 0, looking for the search value. The binary search requires that the array be sorted in ascending order. It starts by looking at the middle element. If it is not the search value, and is greater than the search value, then the lower half of the array is searched next. If the middle element is not the search value, and is less than the search value, the upper half of the array is searched next. This same technique is repeated on the half of the array being searched until the element is either found or there are no more elements to search.
- 7.21 10,000 comparisons
- 7.22 Move the items that are frequently searched for to the beginning of the array.
- 7.23 `import java.util.ArrayList;`
- 7.24 `ArrayList frogs = new ArrayList();`
- 7.25 `ArrayList<String> lizards = new ArrayList<String>();`
- 7.26 You use the add method.
- 7.27 The ArrayList class has a remove method that removes an item at a specific index. You pass the index as an argument to the method.
- 7.28 The ArrayList class has a get method that retrieves an item at a specific index. You pass the index as an argument to the method.
- 7.29 Inserting means adding an item at a specific index. The ArrayList class has an overloaded version of the add method that allows you to add an item at a specific index.
- 7.30 The ArrayList class has a size method that returns the number of items stored in the ArrayList.
- 7.31 An ArrayList's size is the number of items stored in the ArrayList object. An ArrayList's capacity is the number of items the ArrayList object can hold without having to increase its size.

## Chapter 8

- 8.1 Each instance of a class has its own copy of the class's instance fields. A static field does not belong to any instance of the class, and there is only one copy of a static field in memory, regardless of the number of instances of the class.
- 8.2 It isn't necessary for an instance of the class to be created in order to execute the method.
- 8.3 They cannot directly refer to non-static members of the class. This means that any method called from a static method must also be static. It also means that if the method uses any of the class's fields, they must be static as well.



- 8.4 The this variable will reference the stock2 object.
- 8.5
- a) Flower
  - b) The ordinal value for Rose is 0. The ordinal value for DAISY is 1. The ordinal value for PETUNIA is 2.
  - c) Flower.Rose, Flower.DAISY, Flower.PETUNIA
  - d) Flower flora = Flower.PETUNIA;
- 8.6 HOBBIT ELF DRAGON
- 8.7 Z is not greater than X.

## Chapter 9

- 9.1 `little = Character.toLowerCase(big);`
- 9.2
- ```
if (Character.isDigit(ch))
    System.out.println("digit");
else
    System.out.println("Not a digit");
```
- 9.3 A
- 9.4
- ```
String input;
char ch;
Scanner keyboard = new Scanner(System.in);
System.out.print("Do you want to repeat the " +
    "program or quit? (R/Q)");
input = keyboard.nextLine();
ch = input.charAt(0);
ch = Character.toUpperCase(ch);
while (ch != 'R' && ch != 'Q')
{
    System.out.print("Do you want to repeat the " +
        "program or quit? (R/Q)");
    input = keyboard.nextLine();
    ch = input.charAt(0);
    ch = Character.toUpperCase(ch);
}
```
- 9.5 \$
- 9.6
- ```
int total = 0;
for (int i = 0; i < str.length(); i++)
{
    if (Character.isUpperCase(str.charAt(i)))
        total++;
}
```

```
9.7 public static boolean endsWithGer(String str)
    {
        boolean status;

        if (str.endsWith("ger"))
            status = true;
        else
            status = false;
        return status;
    }
```

```
9.8 public static boolean endsWithGer(String str)
    {
        boolean status;
        String strUpper = str.toUpperCase();

        if (strUpper.endsWith("GER"))
            status = true;
        else
            status = false;
        return status;
    }
```

9.9 You would use the substring method.

9.10 The indexOf method searches for a character or substring, starting at the beginning of a string. The lastIndexOf method searches for a character or substring, starting at the end of a string. This means that the indexOf method returns the index of the first occurrence of a character or substring, and the lastIndexOf method returns the index of the last occurrence of a character or substring.

9.11 The substring method returns a reference to a substring. The getChars method stores a substring in a char array.

9.12 The concat method.

9.13 The toCharArray method returns all of the characters in the calling object as a char array.

9.14 The fellow student is wrong. The replace method will return a reference to a String which is a copy of str1, in which all of the o characters have been replaced with u characters. The original string in str1 will not be changed, however. The code will produce the following output:

```
To be, or not to be
Tu be, ur nut tu be
```

9.15 WilliamtheConqueror

```
9.16 str = String.valueOf(number);
```

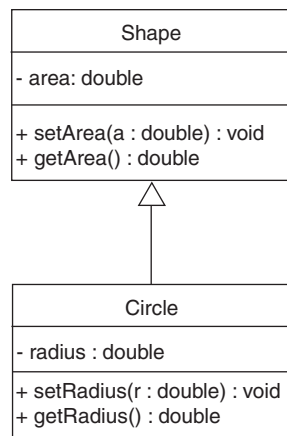
9.17 Once you create a String object, you cannot change the object's value.

9.18 It would be more efficient to use StringBuilder objects because they are not immutable. Making a change to a StringBuilder object does not cause a new object to be created.

- 9.19 `StringBuilder city = new StringBuilder("Asheville");`
- 9.20 The `append` method.
- 9.21 The `insert` method.
- 9.22 The `deleteCharAt` method.
- 9.23 The `setCharAt` method.
- 9.24 While the `String` class's `replace` method replaces the occurrences of one character with another character, the `StringBuilder` class's `replace` method replaces a specified substring with a string.
- 9.25 The tokens are “apples”, “pears”, and “bananas”. The delimiter is the space character.
- 9.26 4 will be stored in `x`.  
       “one” will be stored in `stuff`.
- 9.27 a) `String str = "/home/rjones/mydata.txt"`  
       `StringTokenizer strtok = new StringTokenizer(str, "/.");`  
       b) `String str = "/home/rjones/mydata.txt"`  
       `String strtok[] = str.split("[/.]");`
- 9.28 `String str = "dog$cat@bird%squirrel"`  
       `String[] tokens = str.split("[$@%]");`
- 9.29 `str = Integer.toString(i);`
- 9.30 The `toBinaryString`, `toHexString`, and `toOctalString` methods are static members of the `Integer` and `Long` wrapper classes.
- 9.31 These variables hold the minimum and maximum values for a particular data type.

## Chapter 10

- 10.1 `Vehicle` is the superclass and `Truck` is the subclass.
- 10.2 a) `Shape` is the superclass, `Circle` is the subclass.  
       b)



- c) `setArea, getArea, setRadius, getradius`
- d) `area`
- e) `c.setRadius(10.0);` legal  
`s.setRadius(10.0);` illegal  
`System.out.println(c.getArea());` legal  
`System.out.println(s.getArea());` legal
- 10.3 The superclass constructor (class A) will execute first, then the subclass constructor (class B) will execute.
- 10.4 You are on the ground.  
You are in the sky.
- 10.5 The ground is green  
The sky is blue
- 10.6 When the superclass method is inadequate for the subclass's purpose.
- 10.7 A subclass may call an overridden superclass method by prefixing its name with the `super` key word and a dot (`.`).
- 10.8 It overrides the superclass method.
- 10.9 It overloads the superclass method.
- 10.10 You declare the method with the `final` modifier.
- 10.11 Protected members of class may be accessed by methods in a subclass, and by methods in the same package as the class.
- 10.12 Private members may be accessed only by methods in the same class. A protected member of a class may be directly accessed by methods of the same class or methods of a subclass. In addition, protected members may be accessed by methods of any class that are in the same package as the protected member's class.
- 10.13 Because any other class that inherits from the class, or is in the same package, has unrestricted access to the protected member.
- 10.14 Private members may be accessed only by methods in the same class. Any method in the same package as the class may directly access the class's members that have package access.
- 10.15 When you accidentally leave out the access specifier, the member will have package access.
- 10.16 `ClassD` still inherits from `Object`, because all classes ultimately inherit from `Object`.
- 10.17 Because those methods are members of the `Object` class.
- 10.18 a) Legal, because a `Cube` is a `Rectangle`.  
b) `System.out.println(r.getLength());` Legal  
`System.out.println(r.getWidth());` Legal  
`System.out.println(r.getHeight());` Illegal  
`System.out.println(r.getSurfaceArea());` Illegal  
c) Illegal, because a `Rectangle` is not a `Cube`. The `Cube` class has capabilities beyond those of the `Rectangle` class, so a `Cube` variable cannot reference a `Rectangle` object.

- 10.19 Abstract methods are used to ensure that a subclass implements the method.
- 10.20 Override the abstract method.
- 10.21 An abstract class serves as a superclass for other classes. It represents the generic or abstract form of all the classes that inherit from it.
- 10.22 An abstract class cannot be instantiated. It must serve as a superclass.
- 10.23 To specify behavior for other classes.
- 10.24 It cannot be instantiated.
- 10.25 An interface only specifies methods; it does not define them. In addition, all members of an interface are public.
- 10.26 As `final` and `static`.
- 10.27 `public class Customer implements Relatable`
- 10.28 `public class Employee implements Payable, Listable`

## Chapter 11

- 11.1 An exception is an object that is generated as the result of an error or an unexpected event.
- 11.2 To throw an exception means to generate an exception object.
- 11.3 Unless an exception is detected by the application and dealt with, it causes the application to halt.
- 11.4 The `Throwable` class.
- 11.5 Classes that extend the `Error` class are for exceptions that are thrown when a critical error occurs, such as an internal error in the Java Virtual Machine or running out of memory. An application should not try to handle these exceptions. Exception classes that extend the `Exception` class are general exceptions that an application can handle.
- 11.6 A try block is one or more statements that are executed and can potentially throw an exception. A catch block is code that appears immediately after a catch clause, and is executed in response to a particular exception.
- 11.7 The program will resume with the code that appears after the entire try/catch construct.
- 11.8 Each exception object has a method named `getMessage` that can be used to retrieve the error message for the exception.
- 11.9 When an exception is thrown by code in the try block, the JVM begins searching the try statement for a catch clause that can handle it. It searches the catch clauses from top to bottom and passes control of the program to the first catch clause with a parameter that is compatible with the exception.
- 11.10 Statements in the finally block are always executed after the try block has executed and after any catch blocks have executed if an exception was thrown. The finally block executes whether an exception is thrown or not.

- 11.11 A call stack is an internal list of all the methods that are currently executing. A stack trace is a list of all the methods in the call stack.
- 11.12 Because method B does not handle the exception, control is passed back to method A. Method A doesn't handle the exception either, so control is passed back to method main. Because main doesn't handle the exception, the program is halted and the default exception handler handles the exception.
- 11.13 Unchecked exceptions are those that are extended from the `Error` class or the `RuntimeException` class. A program should not attempt to handle unchecked exceptions. All the remaining exceptions are checked exceptions. Either a checked exception must be handled by the program, or applicable `throws` clauses must be used with all of the methods that can potentially throw the checked exception.
- 11.14 When code in the method can potentially throw a checked exception, but does not handle the exception.
- 11.15 The `throw` statement causes an exception object to be created and thrown.
- 11.16 The argument contains a custom error message that can be retrieved from the exception object's `getMessage` method. If you do not pass a message to the constructor, the exception will have a null message.
- 11.17 The `throw` statement causes an exception to be thrown. The `throws` clause informs the compiler that a method throws one or more exceptions.
- 11.18 No. If the method throws an unchecked exception, it does not have to have a `throws` clause.
- 11.19 You can create a checked exception by extending its class from `Exception`. You can create an unchecked exception by extending its class from `Error`.
- 11.20 All of the data stored in a text file is formatted as text. Numeric data is converted to text when it is stored in a text file. You can view the data stored in a text file by opening it with a text editor, such as Notepad. In a binary file, data is not formatted as text. Subsequently, you cannot view a binary file's contents with a text editor.
- 11.21 To write data to a binary file you use the `FileOutputStream` and `DataOutputStream` classes. To read data from a file you use the `FileInputStream` and `DataInputStream` classes.
- 11.22 With sequential access, when a file is opened for input, its read position is at the very beginning of the file. This means that the first time data is read from the file, the data will be read from its beginning. As the reading continues, the file's read position advances sequentially through the file's contents. In random file access, a program may immediately jump to any location in the file without first reading the preceding bytes.
- 11.23 `RandomAccessFile`
- 11.24 The two modes are "r" for reading, and "rw" for reading and writing. When a file is opened with "r" as the mode, the program can only read from the file. When a file is opened with "rw" as the mode, the program can read from the file and write to it.

- 11.25 The class must implement the `Serializable` interface. You can then use the `ObjectOutputStream` class's `writeObject` method to serialize objects of the class.

## Chapter 12

- 12.1 A frame is a basic window that has a border around it, a title bar, and a set of buttons for minimizing, maximizing, and closing the window. In a Swing application, you create a frame from the `JFrame` class.
- 12.2 With the `setSize` method.
- 12.3 With the `setVisible` method.
- 12.4 A content pane is a container that is part of every `JFrame` object. You cannot see the content pane and it does not have a border, but any component that is added to a `JFrame` must be added to its content pane.
- 12.5 Panels cannot be displayed by themselves.
- 12.6 It is an object that responds to events.
- 12.7 The class must implement the `ActionListener` interface, and it must have a method named `actionPerformed`. The method is executed when the user clicks the button.
- 12.8 With the `addActionListener` method.
- 12.9 You use the `setBackground` method to set the color of a component, and the `setForeground` method to set the color of text displayed on a component.
- 12.10 By calling the container's `setLayout` method and passing a reference to a layout manager object as the argument.
- 12.11 `BorderLayout`
- 12.12 `FlowLayout`
- 12.13 `GridLayout`
- 12.14 Only one, in both cases.
- 12.15 By placing the component in a panel, then adding the panel to the region. The layout manager resizes the panel, not the component inside the panel.
- 12.16 By calling the `pack` method.
- 12.17 `BorderLayout` is the default layout manager for a `JFrame` object's content pane. `FlowLayout` is the default layout manager for a `JPanel` object.
- 12.18 Radio buttons
- 12.19 Check boxes
- 12.20 A `ButtonGroup` object can contain radio buttons. It creates a mutually exclusive relationship between the radio buttons that it contains.
- 12.21 Radio buttons.

- 12.22 An action event.
- 12.23 An item event.
- 12.24 You use the `isSelected` method to determine whether a `JRadioButton` component is selected. The method returns a boolean value. If the check box is selected, the method returns `true`. Otherwise, it returns `false`.
- 12.25 You use the `isSelected` method to determine whether a `JCheckBox` component is selected. The method returns a boolean value. If the check box is selected, the method returns `true`. Otherwise, it returns `false`.
- 12.26 `setBorder`
- 12.27 You should use the `BorderFactory` class to create them for you. The `BorderFactory` class has static methods that return various types of borders.

## Chapter 13

- 13.1 You call its `setEditable` method and pass `false` as the parameter. To store text in the text field, use the `setText` method.
- 13.2 The index of the first item is 0. The index of the twelfth item would be 11.
- 13.3 You use the `getSelectedValue` method to retrieve the selected item, and the `getSelectedIndex` method to get the index of the selected item.
- 13.4 First, set the number of visible rows for the list component. Next, create a scroll pane object and add the list component to it.
- 13.5 You use the `getSelectedItem` method to retrieve the selected item, and the `getSelectedIndex` method to get the index of the selected item.
- 13.6 An uneditable combo box combines a button with a list and allows the user to select only items from its list. An editable combo box combines a text field and a list. In addition to selecting items from the list, the user may also type input into the text field. The default type of combo box is uneditable.
- 13.7 To display an image, you first create an instance of the `ImageIcon` class, which can read the contents of an image file. Next, you display the image in a label by passing the `ImageIcon` object as an argument to the `JLabel` constructor. You can create a `JLabel` with both an image and text by creating the `JLabel` in the usual way, with the text passed to the constructor. Then, you can use the `setIcon` method to display an image.
- 13.8 To display an image, you first create an instance of the `ImageIcon` class, which can read the contents of an image file. Next, you display the image in a button by passing the `ImageIcon` object as an argument to the `JButton` constructor. To create a button with an image and text, pass a `String` and an `ImageIcon` object to the constructor.
- 13.9 `setIcon`



- 13.10 A mnemonic is a key on the keyboard that you press in combination with the `Alt` key to quickly access a component such as a button. These are sometimes referred to as short-cut keys, or hot keys. You assign an access key to a component through the component's `setMnemonic` method.
- 13.11 A tool tip is text that is displayed in a small box when the user holds the mouse cursor over a component. The box usually gives a short description of what the component does. You assign a tool tip to a component with the `setToolTipText` method.
- 13.12
- a) **Menu bar.** At the top of the window, just below the title bar, is a menu bar. The menu bar lists the names of one or more menus.
  - b) **Menu item.** A menu item can be selected by the user. When a menu item is selected, some type of action is usually performed.
  - c) **Check box menu item.** A check box menu item appears with a small box beside it. The item may be selected or deselected. When it is selected, a check mark appears in the box. When it is deselected, the box appears empty. Check box menu items are normally used to turn an option on or off. The user toggles the state of a check box menu item each time he or she selects it.
  - d) **Radio button menu item.** A radio button menu item may be selected or deselected. A small circle appears beside it that is filled in when the item is selected and appears empty when the item is deselected. Like a check box menu item, a radio button menu item can be used to turn an option on or off. When a set of radio button menu items are grouped with a `ButtonGroup` object, only one of them can be selected at a time. When the user selects a radio button menu item, the one that was previously selected is deselected.
  - e) **Submenu.** A menu within a menu is called a submenu. Some of the commands on a menu are actually the names of submenus. You can tell when a command is the name of a submenu because a small right arrow appears to its right. Activating the name of a submenu causes the submenu to appear.
  - f) **Separator bar.** A separator bar is a horizontal bar used to separate groups of items on a menu. Separator bars are used only as a visual aid and cannot be selected by the user.
- 13.13 The `JMenuItem` class. You pass a string, which is displayed on the menu item.
- 13.14 The `JRadioButtonMenuItem` class. You pass a string to the constructor, which is displayed on the menu item. To cause it to be initially selected, you pass `true` as an optional second argument to the constructor.
- 13.15 You add them to a `ButtonGroup`.
- 13.16 The `JCheckBoxMenuItem` class. You pass a string to the constructor, which is displayed on the menu item. To cause it to be initially selected, you pass `true` as an optional second argument to the constructor.
- 13.17 The `JMenu` class. You pass a string to the constructor, which is displayed on the menu.
- 13.18 The `JMenuBar` class.
- 13.19 With the `JFrame` object's `setJMenuBar` method.

- 13.20 Action events.
- 13.21 With the `setPreferredSize` method.
- 13.22 The first argument to the `Dimension` class constructor is the component's width, and the second argument is the component's height.
- 13.23 One constructor accepts the size of the text area, in rows and columns. Another constructor accepts the string that is to be displayed initially in the text area, as well as the size of the text area in rows and columns.
- 13.24 With the `getText` method.
- 13.25 `JTextArea` components do not automatically display scroll bars. To display scroll bars on a `JTextArea` component, you must add it to the scroll pane.
- 13.26 Line wrapping causes text to automatically wrap to the next line when a line is filled. There are two different styles of line wrapping: word wrapping and character wrapping. When *word wrapping* is performed, the line breaks always occur between words, never in the middle of a word. When character wrapping is performed, lines are broken between characters. You use the `JTextArea` class's `setLineWrap` method to turn line wrapping on. The method accepts a boolean argument. If you pass `true`, then line wrapping is turned on. If you pass `false`, line wrapping is turned off. You specify the style of line wrapping that you prefer with the `JTextArea` class's `setWrapStyleWord` method. This method accepts a boolean argument. If you pass `true`, then the text area will perform word wrapping. If you pass `false`, the text area will perform character wrapping.
- 13.27 A `Font` object.
- 13.28 The first argument is the name of a font. The second argument is an `int` that represents the style of the text. The third argument is the size of the text in points.
- 13.29 It generates a change event.
- 13.30
  - a) `setMajorTickSpacing`
  - b) `setMinorTickSpacing`
  - c) `setPaintTicks`
  - d) `setPaintLabels`

## Chapter 14

- 14.1 When a user accesses a Web page with his or her browser, any applet associated with the Web page is transmitted to the user's system. The applet is then executed on the user's system.
- 14.2 To prevent malicious code from attacking or spying on unsuspecting users.
- 14.3 `<html>` marks the beginning and `</html>` marks the end.
- 14.4 `<head></head>`
- 14.5 You would use: `<title>My Web Page</title>`  
This would go in the document head section.

- 14.6 `<body></body>`
- 14.7 `<h1>Student Roster</h1>`
- 14.8 `<center><b>My Resume</b></center>`
- 14.9 `<b><i>Hello World</i></b>`
- 14.10 The `<br />` tag causes a line break. The `<p />` tag causes a paragraph break. The `<hr />` tag displays a horizontal rule.
- 14.11 `<a href="http://java.sun.com">Click Here</a>`
- 14.12 JApplet
- 14.13 `init`
- 14.14 Because the browser creates an instance of the class automatically.
- 14.15 `<applet code="MyApplet.class" width=400 height=200>`
- 14.16 Applet
- 14.17 You simply add them to the Frame or Applet object. These classes have an add method.
- 14.18 You should override the paint method.
- 14.19 You override the paintComponent method.
- 14.20 These methods are automatically called when the component is first displayed and are called again any time the component needs to be redisplayed.
- 14.21 The superclass's paint or paintComponent method should be called.
- 14.22 Call the repaint method.
- 14.23 A rectangle.
- 14.24 The first array contains the X coordinates for each vertex, and the second array contains the Y coordinates for each vertex.
- 14.25
- |                          |                            |
|--------------------------|----------------------------|
| a) <code>drawLine</code> | f) <code>drawRect</code>   |
| b) <code>fillRect</code> | g) <code>drawOval</code>   |
| c) <code>fillOval</code> | h) <code>drawArc</code>    |
| d) <code>fillArc</code>  | i) <code>drawString</code> |
| e) <code>setColor</code> | j) <code>setFont</code>    |
- 14.26 A mouse press event indicates that the mouse button was pressed. A mouse click event indicates that the mouse button was pressed, and then released.
- 14.27 To handle a mouse click event: `MouseListener`  
 To handle a mouse press event: `MouseListener`  
 To handle a mouse dragged event: `MouseMotionListener`  
 To handle a mouse release event: `MouseListener`  
 To handle a mouse move event: `MouseMotionListener`

- 14.28 They accept `MouseEvent` objects. The `getX` and `getY` methods return the mouse's *X* and *Y* coordinates.
- 14.29 No, they cannot be left out. Empty definitions can be written, or an adapter class can be used.
- 14.30 An adapter class implements an interface and provides empty definitions for all of the required methods. When you extend a class from an adapter class, it inherits the empty methods. In your subclass, you can override the methods you want and forget about the others.
- 14.31 Action events
- 14.32 In milliseconds.
- 14.33 By calling its `start` method.
- 14.34 By calling its `stop` method.
- 14.35 The `play` method.
- 14.36 The `Applet` class's `play` method loads a sound file, plays it one time, and then releases it for garbage collection. If you need to load a sound file to be played multiple times, you should use an `AudioClip` object. An `AudioClip` object loads a sound file and retains it in memory. It provides methods for playing, looping, and stopping the audio play.
- 14.37 The `play` method plays the sound file. The `loop` method plays the sound file repeatedly. The `stop` method stops the sound file from playing.
- 14.38 The `getDocumentBase` method returns a `URL` object containing the location of the HTML file that invoked the applet. The `getCodeBase` method returns a `URL` object containing the location of the applet's `.class` file.

## Chapter 15

- 15.1 A recursive algorithm requires multiple method calls. Each method call requires several actions to be performed by the JVM. These actions include allocating memory for parameters and local variables, and storing the address of the program location where control returns after the method terminates. All of these actions are known as overhead. In an iterative algorithm, which uses a loop, such overhead is unnecessary.
- 15.2 A case in which the problem can be solved without recursion.
- 15.3 Cases in which the problem is solved using recursion.
- 15.4 When it reaches the base case.
- 15.5 In direct recursion, a recursive method calls itself. In indirect recursion, method A calls method B, which in turn calls method A.

## Chapter 16

- 16.1 Traditional text and binary files are not practical when a large amount of data must be stored and manipulated. Many businesses keep hundreds of thousands, or even millions, of data items in files. When a text or binary file contains this much data, simple operations such as searching, inserting, and deleting become cumbersome and inefficient.
- 16.2 The DBMS handles the actual reading, writing, and searching of data. The Java application programmer needs only to know how to communicate with the DBMS.
- 16.3 JDBC, or Java Database Connectivity
- 16.4 SQL, or Structured Query Language
- 16.5 A string listing the protocol that should be used to access a database, the name of the database, and potentially other items
- 16.6 `jdbc:derby:InventoryDB`
- 16.7 `DriverManager.getConnection`
- 16.8 The data that is stored in a table is organized into rows and columns. A row is a complete set of information about a single item. The data that is stored in a row is divided into columns. Each column is an individual piece of information about the item.
- 16.9 A primary key is a column that holds a unique value for each row, and can be used to identify specific rows.
- 16.10
  - `int`
  - `int`
  - `float`
  - `String`
  - `String`
  - `String`
  - `double`
- 16.11 A `ResultSet` is an object that contains the results of an SQL statement.
- 16.12
  - a) The table is `Account`.
  - b) The column is `Id`.
- 16.13
  - a) `SELECT * FROM Inventory`
  - b) `SELECT ProductID FROM Inventory`
  - c) `SELECT ProductID, QtyOnHand FROM Inventory`
  - d) `SELECT ProductID FROM Inventory`  
`WHERE Cost < 17.00`
  - e) `SELECT * FROM Inventory`  
`WHERE ProductID LIKE '%ZZ'`
- 16.14 The `LIKE` operator can be used in a search criterion to search for a string that contains a pattern of characters.

- 16.15 The % symbol represents any sequence of 0 or more characters. The underscore character ( \_ ) represents only a single character.
- 16.16 You use the ORDER BY clause.
- 16.17 

```
Connection conn = DriverManager.getConnection(DB_URL);
Statement stmt = conn.createStatement();
ResultSet result = stmt.executeQuery(sql);
stmt.close();
conn.close();
```
- 16.18 You create a Statement object (Statement is an interface in java.sql), and you pass a string containing the SELECT statement to the Statement object's executeQuery method.
- 16.19 The cursor initially points before the first row. To move it forward you call the ResultSet object's next method.
- 16.20 You call the ResultSet object's getString method, passing 3 as an argument.
- 16.21 

```
INSERT INTO Coffee
    (Description, ProdNum, Price)
VALUES
    ('Eastern Blend', '30-001', 18.95)
```
- 16.22 

```
INSERT INTO Coffee
    (Description, ProdNum, Price)
VALUES
    ('Honduran Dark', '22-001', 8.65)
```
- 16.23 

```
UPDATE Coffee
SET Price = 4.95
WHERE Description Like '%Decaf%'
```
- 16.24 

```
DELETE FROM Coffee WHERE Description LIKE '%Decaf%'
```
- 16.25 

```
CREATE TABLE Book
( Publisher CHAR(25),
  Author, CHAR(25),
  Pages INTEGER,
  Isbn CHAR(10) )
```
- 16.26 

```
DROP TABLE Book
```