

Pages 91-92 and Page 113 *Java Programming A Comprehensive Introduction*

Section 1: Define / Answer

How does a **for** loop with multiple loop control variables operate?

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  package javaapplication1;
8
9  /**
10 *
11 * @author student
12 */
13 public class JavaApplication1 {
14
15     /**
16      * @param args the command line arguments
17      */
18     public static void main(String[] args) {
19
20         for(int i=0, j=1, k=2 ; i<5 ; i++)
21             System.out.println("I : " + i + ",j : " + j + ", k : " + k);
22
23     }
24
25 }
26
```

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Explain the difference between a **for** loop and a **while** loop-

While loop is usually used when you need to repeat something until a given is true

For loop is usually used when you need to iterate a given number of times:

What is the basic difference between a **do-while** loop and **[or/while]** loops?

Do while would run the looping before the comparison while the while loop would run the comparison before looping

How do **break** statements work in relation to **for**, **while**, and **do-while** loops?

Break would exit the loop

Describe how an infinite **for** loop operates.

Once it operate, it would keep looping without stop

Data Structure: **data structure** is a particular way of organizing **data** in a computer so that it can be used efficiently.

Dynamic Memory- **ynamic** random-access **memory** (DRAM) is a type of random-access**memory** that stores each bit of data in a separate capacitor within an integrated circuit.

1. Static Memory- **Static** random-access **memory** (SRAM or **static** RAM) is a type of semiconductor **memory** that uses bistable latching circuitry to store each bit. The term **static** differentiates it from dynamic RAM (DRAM) which must be periodically refreshed.
1. ArrayList- An **ArrayList** is a dynamic data structure, **meaning** items can be added and removed from the list. A normal array in java is a static data structure, because you stuck with the initial size of your array. To set up an **ArrayList**, you first have to import the package from the java.util library:

Complete Array List Table

<u>Operation</u>	<u>Syntax</u>
Create or declare a list	<code>ArrayList <i>list</i> = new ArrayList();</code>
Add string or object in to the list	<code>list.add("any object");</code>
Access to the indexlocation	<code>list.get(indexlocation);</code>
Remove an indexlocation in the list	<code>list.remove(indexlocation);</code>
Remove an object or string in the list	<code>list.remove(object);</code>
Clear the list	<code>list.clear();</code>
Display the array size	<code>list.size();</code>
assign that indexlocation to an object	<code>list.set(index, "new object");</code>
Add that indexlocation to an object	<code>list.add(index, "new object");</code>

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<http://www.oracle.com/technetwork/java/javase/documentation/index-137868.html#format> (Detailed explanation of Java documentation)

http://www.tutorialspoint.com/java/java_documentation.htm

<http://www.liferay.com/community/wiki/-/wiki/Main/Javadoc+Guidelines#section-Javadoc+Guidelines-Class+Comments>

Internal Documentation- the notes on how and why various parts of code operate is included within the [source code](#) as comments. It is often combined with meaningful [variable](#) names with the intention of providing potential future programmers a means of understanding the workings of the code.

Internal documentation would be comments and remarks made by the programmer in the form of line comments and boiler plates.

External Documentation- External documentation would be things like flow charts, UML diagrams, requirements documents, design documents etc.

Java Doc Tags- is a [documentation generator](#) from [Oracle Corporation](#) for generating [API](#) documentation in [HTML](#) format from [Java](#) source code. The HTML format is used to add the convenience of being able to [hyperlink](#) related documents together.^[2]

Javadoc tags (Examples)

Tag	Description	Syntax
@author	Adds the author of a class.	@author name-text
{@code}	Displays text in code font without interpreting the text as HTML markup or nested javadoc tags.	{@code text}
{@docRoot}	Represents the relative path to the generated document's root directory from any generated page	{@docRoot}
@deprecated	Adds a comment indicating that this API should no longer be used.	@deprecated deprecated-text
@exception	Adds a Throws subheading to the generated documentation, with the class - name and description text.	@exception class-name description

<code>{@inheritDoc}</code>	Inherits a comment from the nearest inheritable class or implementable interface	Inherits a comment from the immediate superclass.
<code>{@link}</code>	Inserts an in-line link with visible text label that points to the documentation for the specified package, class or member name of a referenced class. T	<code>{@link package.class#member label}</code>
<code>{@linkplain}</code>	Identical to <code>{@link}</code> , except the link's label is displayed in plain text than code font.	<code>{@linkplain package.class#member label}</code>
<code>@param</code>	Adds a parameter with the specified parameter-name followed by the specified description to the "Parameters" section.	<code>@param parameter-name description</code>
<code>@return</code>	Adds a "Returns" section with the description text.	<code>@return description</code>
<code>@see</code>	Adds a "See Also" heading with a link or text entry that points to reference.	<code>@see reference</code>
<code>@serial</code>	Used in the doc comment for a default serializable field.	<code>@serial field-description include exclude</code>
<code>@serialData</code>	Documents the data written by the <code>writeObject()</code> or <code>writeExternal()</code> methods	<code>@serialData data-description</code>
<code>@serialField</code>	Documents an <code>ObjectStreamField</code> component.	<code>@serialField field-name field-type field-description</code>
<code>@since</code>	Adds a "Since" heading with the specified since-text to the generated documentation.	<code>@since release</code>
<code>@throws</code>	The <code>@throws</code> and <code>@exception</code> tags are synonyms.	<code>@throws class-name description</code>
<code>{@value}</code>	When <code>{@value}</code> is used in the doc comment of a static field, it displays the value of that constant:	<code>{@value package.class#field}</code>
<code>@version</code>	Adds a "Version" subheading with the specified version-text to the generated docs when the <code>-version</code> option is used.	<code>@version version-text</code>

Programming Assignment

Task 1- Create a multiplication table for numbers 1 – 9, and all the multiples up to 9.

Use a Nested **for** Loop to print the table.

Formatting is key for this assignment, your output should exactly match the output below.

Expected Output

Multiplication Table

1 2 3 4 5 6 7 8 9

1 | 1 2 3 4 5 6 7 8 9

2 | 2 4 6 8 10 12 14 16 18

CIS 36B – 2nd Class / Lab Assignment – 10 Points –

Student Name	kachilau	Student ID	10819338	Point Total
--------------	----------	------------	----------	-------------

3	3	6	9	12	15	18	21	24	27
---	---	---	---	----	----	----	----	----	----

4	4	8	12	16	20	24	28	32	36
---	---	---	----	----	----	----	----	----	----

5	5	10	15	20	25	30	35	40	45
---	---	----	----	----	----	----	----	----	----

1	6	12	18	24	30	36	42	48	54
---	---	----	----	----	----	----	----	----	----

Etc...

```

1  package javaapplication1;
2
3  public class Javaapplication5 {
4
5      public static void main(String[] args) {
6          System.out.print(" ");
7
8          for(int k = 1; k <= 9; k++) {
9              System.out.print(" " + k + " ");
10             }
11
12             System.out.println("");
13             System.out.println("-----");
14
15             for(int i = 1; i <= 9; i++) {
16                 System.out.print(i + "| ");
17
18                 for(int j = 1; j <= 9; j++) {
19                     if(j * i >= 10) {
20                         System.out.print(" " + j * i + "");
21                     } else {
22                         System.out.print(" " + j * i + " ");
23                     }
24                 }
25                 System.out.println("");
26             }
27         }
28     }
29

```

Javaapplication5 > main >

Output - JavaApplication1 (run) ⌘

```

run:
    1 2 3 4 5 6 7 8 9
-----
1| 1 2 3 4 5 6 7 8 9
2| 2 4 6 8 10 12 14 16 18
3| 3 6 9 12 15 18 21 24 27
4| 4 8 12 16 20 24 28 32 36
5| 5 10 15 20 25 30 35 40 45
6| 6 12 18 24 30 36 42 48 54
7| 7 14 21 28 35 42 49 56 63
8| 8 16 24 32 40 48 56 64 72
9| 9 18 27 36 45 54 63 72 81
BUILD SUCCESSFUL (total time: 0 seconds)

```


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There are 6 different programs + output required for this assignment.

Please Have 6 Different snippets photos with programs and outputs.

Hint** The programs should not be very long for each answer.

Use different loops to **print the odd / negative numbers 1 to 101**. All programs will print the same output in the same order.

- A. Using a **for** loop that increments the loop control variable by 2 each iteration
- B. Using a **for** loop whose loop control variable goes from 0 to 50.
- C. Using a **for** loop whose loop control variable goes from 100 down to 0.
- D. Using an infinite **for** loop with no conditional expression and exiting the loop with a **break** statement.
- E. Using a **while** loop.
- F. Using a **do-while** loop.

There should be 6 different Snippets photos. One photo for each program A – F.

-1




-3

-5

-7

...




-101

```
1
2 package javaapplication1;
3
4   import java.util.Scanner;
5
6 public class JavaApplication1 {
7
8      public static void main(String[] args) {
9         |
10        //A
11        for(int count = 1; count <= 101; count+=2) {
12            System.out.println(count * -1);
13        }
14    }
15
16 }
17
```

```
1
2  package javaapplication1;
3
4  import java.util.Scanner;
5
6  import javax.swing.JOptionPane;
7
8  public class JavaApplication1 {
9
10     public static void main(String[] args) {
11
12         //B
13         for(int count = 0; count <= 50; count++) {
14             System.out.println(-1 - (count * 2));
15         }
16     }
17
18 }
19
```

```
1
2 package javaapplication1;
3
4 import java.util.Scanner;
5
6 public class JavaApplication1 {
7
8     public static void main(String[] args) {
9
10         //C
11         int j = 100;
12         for(int count = 100; count >= 0; count-=1) {
13
14             if(count == 0) {
15                 System.out.println((count + j + 1) * -1);
16             }
17
18             if(count % 2 != 0) {
19                 System.out.println(count - j);
20             }
21         }
22     }
23
24 }
25
```

```
1
2 package javaapplication1;
3
4 import java.util.Scanner;
5
6 public class JavaApplication1 {
7
8     public static void main(String[] args) {
9
10         //D
11         int count = 1;
12         for(;;) {
13             if(count % 2 != 0) {
14                 System.out.println(count * -1);
15             }
16
17             if(count > 101){
18                 break;
19             }
20             count++;
21         }
22     }
23 }
24
25
26
```

```
1
2 package javaapplication1;
3
4   import java.util.Scanner;
5
6 public class JavaApplication1 {
7
8      public static void main(String[] args) {
9
10         //E
11         int count = 1;
12         while(count <= 101) {
13             if(count % 2 != 0) {
14                 System.out.println(count * -1);
15             }
16             count++;
17         }
18     }
19
20 }
21
```

```
5  import java.util.Scanner;
6
7  import javax.swing.JOptionPane;
8
9  public class JavaApplication1 {
10
11      public static void main(String[] args) {
12          //F
13          int count = 1;
14          do {
15              if(count % 2 != 0) {
16                  System.out.println(count * -1);
17              }count++;
18          } while(count <= 101);
19
20      }
21
22  }
23
```

Task 3-

Write a program that creates an integer ArrayList called **data** and then uses a **for** loop to a new **String** that displays the contents of the **data** array surrounded by braces and separated by commas. For example, if the **data** array is of length 4 and contains values 3,4,15, then the **String** should be "{3,4,1,5}" should be created and printed.

```
1
2 package javaapplication1;
3
4 import java.util.*;
5
6 public class JavaApplication7 {
7
8     public static void main(String[] args) {
9         ArrayList<String> list = new ArrayList();
10        list.add("3");
11        list.add("4");
12        list.add("1");
13        list.add("5");
14        /*
15        String sample = "{" + list.get(0) + ", " + list.get(1) + ", "
16            + list.get(2) + ", " + list.get(3) + "}";
17        */
18        String sample = "";
19        for(int i = 0; i < 4; i++) {
20            if(i == 0) {
21                sample = sample + "{";
22            }
23
24            sample = sample + list.get(i);
25
26            if(i < 3) {
27                sample = sample + ",";
28            }
29            if(i == 3) {
30                sample = sample + "}";
31            }
32        }
33    }
34 }
```



```
32     }  
33     System.out.println(sample);  
34 }  
35 }  
36
```

JavaApplication7 > main > for (int i = 0; i < 4; i++) > if (i == 0) >

Output - JavaApplication1 (run) ✖

run:
{3,4,1,5}
BUILD SUCCESSFUL (total time: 0 seconds)
|