Exercises for Week 2 (from Chapter 2)

Introductory Programming 2025

Unless otherwise stated, all exercises can be solved by adding your code to the Main.java files under the naive_ticket_machine and better_ticket_machine folders.

Exercises

Please do the following listed exercises, they can be found in the BlueJ book. When solving these exercises open the folder **naive_ticket_machine** provided on LearnIT.

2.2, 2.3, 2.8, 2.9, 2.11, 2.37, 2.38, 2.41, 2.42, 2.79

Challenges

(This means that this exercise might not be solved quickly. We do not expect everyone to be able to solve this at the moment. If you do, great. If you don't, then don't worry. Things will become clearer as you read on. We, however, encourage you to try to solve as many problems as possible)

To do the exercises listed below you will need to open the folder **better_ticket_machine**.

2.48, 2.60, 2.61

The last one's should be completed on paper.

2.69, 2.70, 2.72