Brett Moye

Ch. 3

Questions 1-25

P. 201-203

Questions

1. Concatenate

2. Stream

3. Input Stream Reader

4. Instantiation

5. throwsIOException

6. ActionListener

7. Label, TextField, Button

8. Event Handler, or method

9. Coding Conventions

10. Integer, character, floating point

11. a. 55

b. 28

c. 9.5

d. true

12. a. Integer division because the number must be rounded up to the nearest integer since you cannot provide a fraction of a bus.

b. Regular division because you would need a precise figure

c. Integer division because you would just need an integer.

d. Regular division

e. Modular division because you could determine how much the remainder was and use that to round down to the nearest number.

13. a. 6 by 2

b. 25<57

c. B by C

d. “result” by 4

e. true==true

f. 5\*3 and 7/2

14. e. Double answerE = 3answerb;

15. a.

b. 22=7\*3+(16-3)/13

c. 1=25%6-18+6\*3

d. 5.0=3.0/2.0+0.5+Math.pow(3.0,1.0)

16. a. double percent;

b. int years;

c. double pi;

d. int niles;

e. int students

17. Message boxes allow the programmer to enter messages, whereas input boxes allow users to input information

18. setText is actually the opposite of getText. getText is used to retrieve text from AWT or other string components that uses text, whereas the setText is used to assign the caption or String to an object

19. 2 and 3

- (int) 2.3\*3/2+3%2-3= 1

20. a. A>B (True values= A-7,8; B-3,4) (False Values= A-2,3; B-5,8)

b. A<B (True values= A-1,2; B-5,7) (False Values= A-8,9; B-1,2)

c. A==B (True Values= A-1,2;B-1,2) (False Values= A-1,2; B-3,4)

d. A!=B (True Values= A-1,2; B-6,7)(False Values= A-1,2;B-1,2)

e. A>=B (True Values=A-8,9; B-8,7)(False Values= A-1,2; B-3,4)

21. A cast operation can be used to increase the precision of a program by converting certain primitive data types to another data type.

22. a loss of precision means the program is using relatively more data than needed to run the program

23. It means that Java enforces a set of rules about how you use the objects you create, especially when using different types of data

24. A reference data type uses an address as its identifier that references the location of the data whereas a primitive data type is structured by Java to hold single data items.

25. Height