Cody Murrer

CIS Journals CH 14-26, 28-32

Chapter 14

Understand

In Chapter 14 I was able to transfer my knowledge of swing and put it into using javafx to create scenes and panes to produce an interface.

Didn’t Understand

In Chapter 14 I understood all the material.

Chapter 15

Understand

In Chapter 15 I learned how to do event handlers and events to produce actions within my programs like using buttons to move panes and how to handle lambda expressions

Didn’t Understand

In Chapter 15 I understood the materials.

Chapter 16

Understand

In chapter 16 I learned how to use things such as radio buttons text areas and other UI items to put on the javafx panes

Didn’t Understand

In chapter 16 I understood the materials.

Chapter 17

Understand

In chapter 17 I understood most of the concepts and how to read and write to a file using i/o buffered readers and file writers. As well as how to store data within text files.

Didn’t Understand

In chapter 17 I understood all the things being read.

Chapters 18

Understand

In chapter 18 I was able to understand what a recursive method was as well as how to implement them into java programs.

Didn’t Understand

In Chapter 18 what I didn’t understand was how to implement recursion into sorts like the selection sort and I went to <https://www.geeksforgeeks.org/recursive-selection-sort/> .

Chapter 19

Understand

In Chapter 19 I understood the benefits of using generic methods as well as how to define them in things like arrays for sorting.

Didn’t Understand

In Chapter 19 I understood just about all of it.

Chapter 20

Understand

In Chapter 20 I learned how to create and implement things like stacks queues and lists as well as how to use the iterator API and when it is appropriate to use a linked list or an array list.

Didn’t Understand

In Chapter 20 what I didn’t understand was the distinguishing between a vector and array list and I went to <https://www.geeksforgeeks.org/vector-vs-arraylist-java/> to help me out.

Chapter 21

Understand

In Chapter 21 I learned how to compare the performance of sets and lists as well as how to use sets and lists to count certain words within a source file

Didn’t Understand

In Chapter 21 what I didn’t understand was the true purpose of a set and this helped me figure out other applications a set could be used in <https://www.geeksforgeeks.org/set-in-java/>.

Chapter 22

Understand

In Chapter 22 I learned how to analyze different algorithm efficiencies to produce things such as sorts searches and problem solving.

Didn’t Understand

In Chapter 22 what I didn’t understand was how to tell what the Big O notation really is so went to <https://www.youtube.com/watch?v=V6mKVRU1evU> for a better understanding.

Chapter 23

Understand

In Chapter 23 I learned how to implement different sorts like insertion, bubble, merge, quick, and heaps into programs to quickly sort data.

Didn’t Understand

In Chapter 23 I understood the material.

Chapter 24

Understand

In chapter 24 I learned how to make collections out of lists in an interface as well as how to implement and design a priority queue

Didn’t Understand

In Chapter 24 what I found hard to understand was using a heap to implement a priority queue I went to <http://pages.cs.wisc.edu/~vernon/cs367/notes/11.PRIORITY-Q.html> for a better understanding.

Chapter 25

Understand

In Chapter 25 I learned how to traverse elements through binary trees as well as how to display trees graphically and how to insert into a tree and search for something within a tree.

Didn’t Understand

In Chapter 25 I didn’t get how represent trees using linked data structures so I went to <https://www.geeksforgeeks.org/given-linked-list-representation-of-complete-tree-convert-it-to-linked-representation/> to see how using a linked list would look like when doing it.

Chapter 26

Understand

In Chapter 26 I understood how to insert elements into AVL trees as well as how to rebalance them and delete elements from the tree as well.

Didn’t Understand

In Chapter 26 I understood all the materials

Chapter 28

Understand

In Chapter 28 I learned how to use graphing terms from calculus in a coding perspective like vertices, edges, simple graphs, weighted/unweighted graphs, and directed/undirected graphs.

Didn’t Understand

In Chapter 28 I understood all the materials

Chapter 29

Understand

In Chapter 29 I learned how to represent weighted edges using things like adjacency matrices and adjacency lists as well as how to use the Weighted Graph class API.

Didn’t Understand

In Chapter 29 what I had trouble with was implementing an algorithm to find the single source shortest path so I went to <https://www.techiedelight.com/single-source-shortest-paths-dijkstras-algorithm/> for a more in-depth explanation.

Chapter 30

Understand

In Chapter 30 I learned how to use the different operations for the different types of streams like using primitive data and process it with streams like IntStream, LongStream, and DoubleStream

Didn’t Understand

In Chapter 30 I understood the materials.

Chapter 31

Understand

In Chapter 31 I learned how to style javaFX nodes using CSS and how to move rotate and scale nodes within a pane as well as how to implement a split pane into my javafx interface

Didn’t Understand

In Chapter 31 what I didn’t understand was how to link an FXML file as a controller, so I went to <https://www.youtube.com/watch?v=K7BOH-Ll8_g> to get a better understanding

Chapter 32

Understand

In Chapter 32 I learned how to implement multithreading into java programs and how to manipulate threads with API such as suspend, sleep, and yield I also learned how to avoid deadlocks from occurring between threads

Didn’t Understand

In Chapter 32 I understood all the content within the chapter.