Instructor Inputs

Solutions to Exercises

This session covers exercises of Chapter 5 and 6 of the book, Programming in Java – Activity Book.

Chapter 5

Exercise 1

The solution file, **ThreadOutput.java,** for this exercise is provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\Exercises\Chapter 05\Exercise 01\Solution**

Exercise 2

The solution file, **ThreadMove.java**, for this exercise is provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\Exercises\Chapter 05\Exercise 02\Solution**

Chapter 6

Exercise 1

The solution file, **SyncTable.java**, for this exercise is provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\Exercises\Chapter 06\Exercise 01\Solution**

Exercise 2

The solution file, **ExecutorDemo.java**, for this exercise is provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\Exercises\Chapter 06\Exercise 02\Solution**

Solutions to Additional Exercises

This session covers the additional exercises of Chapter 5 and 6 of the book, Programming in Java – Activity Book. The students need to book additional Machine Room sessions to perform these exercises.

Chapter 5

Exercise 1

The solution files, **Bubble.java** and **FloatingBubbles.java**, for this exercise are provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\AdditionalExercises\Chapter 05\Exercise 01\Solution**

Chapter 6

Exercise 1

The solution file, **PingPongGame.java**, for this exercise is provided at the following location in the TIRM CD:

■ **Datafiles For Faculty\AdditionalExercises\Chapter 06\Exercise 01\Solution**