

Exercises for Chapter 3 (Week 2)

Introductory Programming 2020

This time you will have to look into the source code to solve the exercises, however, for you to test and play around with your results, there will still be a main for you to do things in.

Exercises

Please do the following listed exercises, they can be found in the BlueJ book. When solving these exercises open the folder chapter03 provided on LearnIT. These exercises are related to the **NumberDisplay** (hence you have to look into that class and maybe instantiate an object).

3.10, 3.11, 3.12, 3.26

The following exercises can be solved on paper.

3.4, 3.13, 3.14

To solve these exercises you will need to play around with the **ClockDisplay**.

3.27, 3.31, 3.32, 3.33

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)

These exercises are also related to the clock display.

3.38, 3.39, 3.40 3.41