

Java - Introduction to Programming

Exercise 1 SOLUTIONS

1. Enter 3 numbers from the user & make a function to print their average.
//Try to convert it into a function on your own.

```
import java.util.*;

public class Solutions {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int a = sc.nextInt();
        int b = sc.nextInt();
        int c = sc.nextInt();

        int average = (a + b + c) / 3;
        System.out.println(average);
    }
}
```

2. Write a function to print the sum of all odd numbers from 1 to n.

```
import java.util.*;

public class Solutions {
    public static void printSum(int n) {
        int sum = 0;

        for(int i=1; i<=n; i++) {
            if(i % 2 != 0) {
                sum = sum + i;
            }
        }

        System.out.println(sum);
    }

    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        int n = sc.nextInt();
    }
}
```

Introduction To Java Programming Exercise Solutions

James P. Cohoon



Introduction To Java Programming Exercise Solutions:

Introduction to Java Programming Y. Daniel Liang, 2009 Groundbreaking fundamentals first approach enables readers to understand the basics before being introduced to more challenging topics Liang offers one of the broadest ranges of carefully chosen examples reinforcing key concepts with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self test Now uses standard classes only Offers new chapters on data structures JSF for visual Web development and Web services includes a new standalone chapter on the full GUI library Uses UML diagrams in every example starting chapter 8 Includes additional notes with diagrams

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Java Programming Exercises Christian Ullenboom, 2024-09-04 Take the next step in raising your coding skills and dive into the intricacies of Java Standard Libraries You will continue to raise your coding skills and test your Java knowledge on tricky programming tasks with the help of the pirate Captain CiaoCiao This is

the second of two volumes which provide you with everything you need to excel in your Java journey including tricks that you should know in detail as a professional as well as intensive training for clean code and thoughtful design that carries even complex software Features 149 tasks with commented solutions on different levels For all paradigms object oriented imperative and functional Clean code reading foreign code and object oriented modeling With numerous best practices and extensively commented solutions to the tasks these books provide the perfect workout for professional software development with Java

Big Java Cay S. Horstmann,2009-12-30 This book introduces programmers to objects at a gradual pace The syntax boxes are revised to show typical code examples rather than abstract notation This includes optional example modules using Alice and Greenfoot The examples feature annotations with dos and don ts along with cross references to more detailed explanations in the text New tables show a large number of typical and cautionary examples New programming and review problems are also presented that ensure a broad coverage of topics In addition Java 7 features are included to provide programmers with the most up to date information

[Introduction to Java Programming with Sun One Studio 4](#) Y. Daniel Liang,2003 First on the market to cover Sun s new IDE Forte this special edition of a Liang s widely used Java book is a comprehensive introduction to Java programming with an expanded in depth treatment of object oriented programming The book is easy to read and well paced and is ideal for self study The book covers all subjects required in the Level I Java Certification Exam fundamentals of programming including primitive data types control statements methods and arrays object oriented programming graphics programming exception handling internalization multithreading multimedia I O networking and Java data structures

Intro to Java Programming, Comprehensive Version, Global Edition Y Daniel Liang,2015-02-27 This text is intended for a 1 2 or 3 semester CS1 course sequence Daniel Liang teaches concepts of problem solving and object oriented programming using a fundamentals first approach Beginning programmers learn critical problem solving techniques then move on to grasp the key concepts of object oriented GUI programming advanced GUI and Web programming using Java Teaching and Learning Experience To provide a better teaching and learning experience for both instructors and students this program offers Fundamentals First Approach Basic programming concepts are introduced on control statements loops functions and arrays before object oriented programming is discussed Problem Driven Motivation The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects A Superior Pedagogical Design that Fosters Student Interest Key concepts are reinforced with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self tests The Most Extensive Instructor and Student Support Package Available

A Programmer's Guide to Java Certification Khalid Azim Mughal,Rolf W. Rasmussen,2003 Includes several mock exams and a version of the SCJP 1 4 Exam Simulator on accompanying CD ROM

Fundamentals of Computer Programming with C# Svetlin Nakov,Veselin Kolev,2013-09-01 The free book Fundamentals of Computer

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JSP is one of the core technologies for server side Java applications and the 2.0 release which this book covers in detail makes JSP an even more powerful tool. Walks Java programmers and Web developers through JSP fundamentals including JSP syntax and directives, JSP Expression Language, JSP Tag libraries, JSTL and techniques for testing and debugging. Shows how to use JSP in real world Web applications along with open source frameworks such as Struts, WebWork and Turbine software design methodologies and developer tools like Ant, JUnit and CVS as well as popular IDEs, integrated development environments. Each chapter has an exercise section with solutions on the companion Web site.

21st Century Learning for 21st Century Skills Andrew Ravenscroft, Stefanie Lindstaedt, Carlos Delgado Kloos, Davinia Hernández-Leo, 2012-09-18. This book constitutes the refereed proceedings of the 7th European Conference on Technology Enhanced Learning (EC TEL 2012) held in Saarbrücken, Germany in September 2012. The 26 revised full papers presented were carefully reviewed and selected from 130 submissions. The book also includes 12 short papers, 16 demonstration papers, 11 poster papers and 1 invited paper. Specifically, the programme and organizing structure was formed through the themes: mobile learning and context, serious and educational games, collaborative learning, organisational and workplace learning, learning analytics and retrieval, personalised and adaptive learning, learning environments, academic learning and context and learning facilitation by semantic means.

Java Program Design James P. Cohoon, Jack Winfred Davidson, 2004. The breadth of coverage and the arrangement of the chapters provide flexibility for the instructor. For the student it allows advanced learners to go further in the language and it makes the book valuable as a reference source.

An Introduction to Computer Science Using Java Samuel N. Kamin, M. Dennis Mickunas, Edward M. Reingold, 1998. Of exercises including new quick review exercises throughout the chapter.

Java Harvey M. Deitel, Paul J. Deitel, 2002. Accompanying CD-ROM contains Java 2 SDK standard edition 1.3.1, Java Media Framework API 2.1.1, Forte for Java release 2.0, Community ed Java Plug-in, HTML converter 1.3.

Java 1.5 Program Design James P. Cohoon, 2004.

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