

## 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

**D Keegan**



## **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

Comprehensive coverage of Java and programming make this a useful reference for IT professionals Introduction to Java Programming, Comprehensive Version 2014-2015 Harry Hariom Choudhary, 2014-01-15 Made Java Skills Easy \_

Introduction to Java Programming Comprehensive Version 8Th 10th Best Selling Edition Easy Standard Special Beginner s To Expert Edition for Students and IT Professional s 2014 This Java Book is One of worlds Best Java Book Author 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 Regardless of major students will be able to grasp concepts of problem solving and programming thanks to Authors fundamentals first approach students learn critical problem solving skills and core constructs before object oriented programming Authors approach has been extended to application rich programming examples which go beyond the traditional math based problems found in most texts Students are introduced to topics like control statements methods and arrays before learning to create classes Later chapters introduce advanced topics including graphical user interface exception handling I O and data structures Small simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line by line explanations Increased data structures chapters make the Tenth Edition ideal for a full course on data structures

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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

Programming with C is a comprehensive computer programming tutorial that teaches programming logical thinking data structures and algorithms problem solving and high quality code with lots of examples in C It starts with the first steps in programming and software development like variables data types conditional statements loops and arrays and continues with other basic topics like methods numeral systems strings and string processing exceptions classes and objects After the basics this fundamental programming book enters into more advanced programming topics like recursion data structures lists trees hash tables and graphs high quality code unit testing and refactoring object oriented principles inheritance abstraction encapsulation and polymorphism and their implementation the C language It also covers fundamental topics that each good developer should know like algorithm design complexity of algorithms and problem solving The book uses C language and Visual Studio to illustrate the programming concepts and explains some C NET specific technologies like lambda expressions extension methods and LINQ The book is written by a team of developers lead by Svetlin Nakov who has 20 years practical software development experience It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C language in the meantime It is a great start for anyone who wants to become a skillful software engineer The books does not teach technologies like databases mobile and web development but shows the true way to master the basics of programming regardless of the languages technologies and tools It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry The book is accompanied by free video lessons presentation slides and mind maps as well as hundreds of exercises and live examples Download the free C programming book videos presentations and other resources from <http://introprogramming.info> Title Fundamentals of Computer Programming with C The Bulgarian C Programming Book ISBN 9789544007737 ISBN 13 978 954 400 773 7 9789544007737 ISBN 10 954 400 773 3 9544007733 Author Svetlin Nakov programming concepts programming fundamentals compiler Visual Studio NET NET Framework data types variables expressions statements console conditional statements control flow logic loops arrays numeral systems methods strings text processing StringBuilder exceptions exception handling stack trace streams files text files linear data structures list linked list stack queue tree balanced tree graph depth first search DFS breadth first search BFS dictionaries hash tables associative arrays sets algorithms sorting algorithm searching algorithms recursion combinatorial algorithms algorithm complexity OOP object oriented programming classes objects constructors fields properties static members abstraction interfaces encapsulation inheritance virtual methods polymorphism cohesion coupling enumerations generics namespaces UML design patterns extension methods anonymous types lambda expressions LINQ code quality high quality code high quality classes high quality methods code formatting self documenting code code refactoring problem solving problem solving methodology 9789544007737 9544007733 [Introduction to Java Programming](#) Y. Daniel Liang,2012-02-15 An audience centered approach to public speaking Public Speaking An Audience Centered Approach brings theory and practice together Its

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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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