

Table of Contents

Preface	21
About the Authors.....	23
Acknowledgments	24
How This Book is Organized	24
Who Should Buy This Book?	24
Where to Find Answers to Review Questions and Exercises	24
How to Report Errata	25
Conventions Used in This Book	26
Section 1 Introductory Knowledge	29
Chapter 1 How a Computer Works	31
1.1 Introduction.....	31
1.2 What is Hardware?	31
1.3 What is Software?.....	32
1.4 How a Computer Executes (Runs) a Program	32
1.5 Compilers and Interpreters	32
1.6 What is Source Code?.....	33
1.7 Review Questions: True/False	33
1.8 Review Questions: Multiple Choice	34
Chapter 2 Java	37
2.1 What is Java?.....	37
2.2 What is the Difference Between a Script and a Program?.....	37
2.3 Why You Should Learn Java	37
2.4 How Java Works.....	38
Chapter 3 Software Packages to Install	39
3.1 Java Development Kit (JDK).....	39
3.2 How to Set Up JDK.....	39
3.3 NetBeans	39
3.4 How to Set Up NetBeans IDE.....	39
Review Questions in “Introductory Knowledge”	45
Section 2 Getting Started with Java	47
Chapter 4 Introduction to Basic Algorithmic Concepts	49
4.1 What is an Algorithm?	49
4.2 The Algorithm for Making a Cup of Tea.....	49
4.3 Properties of an Algorithm.....	49
4.4 Okay About Algorithms. But What is a Computer Program Anyway?	50
4.5 The Party of Three!.....	50
4.6 The Three Main Stages Involved in Creating an Algorithm	50
4.7 Flowcharts	51
Exercise 4.7-1 Finding the Average Value of Three Numbers.....	53

4.8	What are "Reserved Words"?	53
4.9	What is the Difference Between a Statement and a Command?	54
4.10	What is Structured Programming?	54
4.11	The Three Fundamental Control Structures	54
	Exercise 4.11-1 Understanding Control Structures Using Flowcharts	55
4.12	Your First Java Program	56
4.13	What is the Difference Between Syntax Errors and Logic Errors?	56
4.14	Commenting Your Code	56
4.15	User-Friendly Programs	57
4.16	Review Questions: True/False	58
4.17	Review Questions: Multiple Choice	59
Chapter 5 Variables and Constants		61
5.1	What is a Variable?	61
5.2	What is a Constant?	63
5.3	How Many Types of Variables and Constants Exist in Java?	65
5.4	Rules for Naming Variables in Java	66
5.5	Rules for Naming Constants in Java	66
5.6	What Does the Phrase "Declare a Variable" Mean?	67
5.7	How to Declare Variables in Java	67
5.8	How to Declare Constants in Java	68
5.9	Review Questions: True/False	69
5.10	Review Questions: Multiple Choice	69
5.11	Review Exercises	70
Chapter 6 Handling Input and Output		73
6.1	Which Statement Outputs Messages and Results on a User's Screen?	73
6.2	How to Output Special Characters	74
6.3	Which Statement Lets the User Enter Data?	76
6.4	Review Questions: True/False	78
6.5	Review Questions: Multiple Choice	78
Chapter 7 Operators		81
7.1	The Value Assignment Operator	81
7.2	Arithmetic Operators	83
7.3	What is the Precedence of Arithmetic Operators?	84
7.4	Compound Assignment Operators	85
	Exercise 7.4-1 Which Java Statements are Syntactically Correct?	86
	Exercise 7.4-2 Finding Variable Types	86
7.5	Incrementing/Decrementing Operators	86
7.6	String Operators	88
	Exercise 7.6-1 Concatenating Names	88
7.7	Review Questions: True/False	89
7.8	Review Questions: Multiple Choice	90
7.9	Review Exercises	91
Chapter 8 Trace Tables		93
8.1	What is a Trace Table?	93

Exercise 8.1-1	Creating a Trace Table.....	94
Exercise 8.1-2	Swapping Values of Variables.....	94
Exercise 8.1-3	Swapping Values of Variables – A Second Approach.....	97
Exercise 8.1-4	Creating a Trace Table.....	97
Exercise 8.1-5	Creating a Trace Table.....	98
8.2	Review Questions: True/False	99
8.3	Review Exercises	99
Chapter 9 Using NetBeans IDE		101
9.1	Creating a New Java Project.....	101
9.2	Writing and Executing a Java Program	103
9.3	What "Debugging" Means	106
9.4	Debugging Java Programs with NetBeans IDE	107
9.5	Review Exercises	114
Review Questions in "Getting Started with Java"		117
Section 3 Sequence Control Structures.....		119
Chapter 10 Introduction to Sequence Control Structures		121
10.1	What is the Sequence Control Structure?	121
Exercise 10.1-1	Calculating the Area of a Parallelogram.....	121
Exercise 10.1-2	Calculating the Area of a Circle.....	122
Exercise 10.1-3	Calculating Fuel Economy.....	123
Exercise 10.1-4	Where is the Car? Calculating Distance Traveled.....	123
Exercise 10.1-5	Kelvin to Fahrenheit.....	124
Exercise 10.1-6	Calculating Sales Tax	125
Exercise 10.1-7	Calculating a Sales Discount	126
Exercise 10.1-8	Calculating the Sales Tax Rate and Discount	126
10.2	Review Exercises	127
Chapter 11 Manipulating Numbers.....		129
11.1	Introduction.....	129
11.2	Useful Mathematical Methods (Functions)	129
Exercise 11.2-1	Calculating the Distance Between Two Points	134
Exercise 11.2-2	How Far Did the Car Travel?	135
11.3	Review Questions: True/False	136
11.4	Review Questions: Multiple Choice	137
11.5	Review Exercises	138
Chapter 12 Complex Mathematical Expressions		139
12.1	Writing Complex Mathematical Expressions	139
Exercise 12.1-1	Representing Mathematical Expressions in Java.....	139
Exercise 12.1-2	Writing a Mathematical Expression in Java	140
Exercise 12.1-3	Writing a Complex Mathematical Expression in Java.....	140
12.2	Review Exercises	142
Chapter 13 Exercises With a Quotient and a Remainder		145
13.1	Introduction.....	145
Exercise 13.1-1	Calculating the Quotient and Remainder of Integer Division.....	145
Exercise 13.1-2	Finding the Sum of Digits	146

Exercise 13.1-3	Displaying an Elapsed Time	151
Exercise 13.1-4	Reversing a Number	152
13.2	Review Exercises	153
Chapter 14 Manipulating Strings		155
14.1	Introduction.....	155
14.2	The Position of a Character in a String	155
14.3	Retrieving an Individual Character From a String	156
Exercise 14.3-1	Displaying a String Backwards.....	156
14.4	Useful String Methods.....	157
Exercise 14.4-1	Switching the Order of Names.....	161
Exercise 14.4-2	Creating a Login ID.....	162
Exercise 14.4-3	Creating a Random Word.....	163
14.5	Review Questions: True/False	164
14.6	Review Questions: Multiple Choice.....	165
14.7	Review Exercises	166
Review Questions in "Sequence Control Structures"		169
Section 4 Decision Control Structures		171
Chapter 15 Introduction to Decision Control Structures		173
15.1	What is a Decision Control Structure?	173
15.2	What is a Boolean Expression?	173
15.3	How to Write Boolean Expressions	173
Exercise 15.3-1	Filling in the Table.....	174
15.4	Logical Operators and Complex Boolean Expressions	175
15.5	What is the Order of Precedence of Logical Operators?	176
15.6	What is the Order of Precedence of Arithmetic, Comparison, and Logical Operators?.....	176
Exercise 15.6-1	Filling in the Truth Table.....	177
Exercise 15.6-2	Calculating the Results of Complex Boolean Expressions.....	178
Exercise 15.6-3	Converting English Sentences to Boolean Expressions.....	179
15.7	How to Negate Boolean Expressions.....	181
Exercise 15.7-1	Negating Boolean Expressions	181
15.8	Review Questions: True/False	182
15.9	Review Questions: Multiple Choice.....	183
15.10	Review Exercises	184
Chapter 16 The Single-Alternative Decision Structure.....		187
16.1	The Single-Alternative Decision Structure	187
Exercise 16.1-1	Trace Tables and Single-Alternative Decision Structures.....	188
Exercise 16.1-2	The Absolute Value of a Number	189
16.2	Review Questions: True/False	190
16.3	Review Questions: Multiple Choice.....	191
16.4	Review Exercises	192
Chapter 17 The Dual-Alternative Decision Structure.....		195
17.1	The Dual-Alternative Decision Structure	195
Exercise 17.1-1	Finding the Output Message	195

Exercise 17.1-2	Trace Tables and Dual-Alternative Decision Structures.....	196
Exercise 17.1-3	Who is the Greatest?	197
Exercise 17.1-4	Finding Odd and Even Numbers.....	199
Exercise 17.1-5	Weekly Wages	200
17.2	Review Questions: True/False	201
17.3	Review Questions: Multiple Choice	202
17.4	Review Exercises	203
Chapter 18 The Multiple-Alternative Decision Structure.....		207
18.1	The Multiple-Alternative Decision Structure.....	207
Exercise 18.1-1	Trace Tables and Multiple-Alternative Decision Structures.....	208
Exercise 18.1-2	Counting the Digits.....	210
18.2	Review Questions: True/False	211
18.3	Review Exercises	211
Chapter 19 The Case Decision Structure.....		215
19.1	The Case Decision Structure.....	215
Exercise 19.1-1	The Days of the Week.....	217
19.2	Review Questions: True/False	219
19.3	Review Exercises	220
Chapter 20 Nested Decision Control Structures		223
20.1	What are Nested Decision Control Structures?.....	223
Exercise 20.1-1	Trace Tables and Nested Decision Control Structures	224
Exercise 20.1-2	Positive, Negative or Zero?.....	226
20.2	A Mistake That You Will Probably Make!	227
20.3	Review Questions: True/False	231
20.4	Review Exercises	231
Chapter 21 Tips and Tricks with Decision Control Structures.....		235
21.1	Introduction.....	235
21.2	Choosing a Decision Control Structure	235
21.3	Streamlining the Decision Control Structure.....	236
Exercise 21.3-1	“Shrinking” the Algorithm	237
Exercise 21.3-2	“Shrinking” the Java program	237
Exercise 21.3-3	“Shrinking” the Algorithm	238
21.4	Logical Operators – to Use, or not to Use: That is the Question!	241
Exercise 21.4-1	Rewriting the Code.....	242
Exercise 21.4-2	Rewriting the Code.....	243
21.5	Merging Two or More Single-Alternative Decision Structures	244
Exercise 21.5-1	Merging the Decision Control Structures.....	245
Exercise 21.5-2	Merging the Decision Control Structures.....	246
21.6	Replacing Two Single-Alternative Decision Structures with a Dual-Alternative One	247
Exercise 21.6-1	“Merging” the Decision Control Structures	248
21.7	Put the Boolean Expressions Most Likely to be True First.....	250
Exercise 21.7-1	Rearranging the Boolean Expressions.....	250
21.8	Converting a Case Decision Structure to a Multiple-Alternative Decision Structure, and Vice Versa.....	252

Exercise 21.8-1	Converting the Java program	252
Exercise 21.8-2	Converting the Java program	254
Exercise 21.8-3	Converting the Java program	255
21.9	Converting a Multiple-Alternative Decision Structure to Nested Decision Control Structures, and Vice Versa.....	255
Exercise 21.9-1	Converting the Java program	256
Exercise 21.9-2	Converting the Java program	258
21.10	Converting a Case Decision Structure to Nested Decision Control Structures, and Vice Versa	259
Exercise 21.10-1	Converting the Java program	259
Exercise 21.10-2	Converting the Java program	261
21.11	What is Code Indentation and Why is it so Important?	261
21.12	Using the “From Inner to Outer” Method in Decision Control Structures	263
21.13	Review Questions: True/False	264
21.14	Review Questions: Multiple Choice.....	265
21.15	Review Exercises	269
Chapter 22 Flowcharts with Decision Control Structures		277
22.1	Introduction.....	277
22.2	Converting Java programs to Flowcharts.....	277
Exercise 22.2-1	Designing the Flowchart.....	278
Exercise 22.2-2	Designing the Flowchart.....	279
Exercise 22.2-3	Designing the Flowchart.....	280
Exercise 22.2-4	Designing the Flowchart.....	281
22.3	Converting Flowcharts to Java programs.....	282
Exercise 22.3-1	Writing the Java program.....	283
Exercise 22.3-2	Writing the Java program.....	284
Exercise 22.3-3	Writing the Java program.....	285
Exercise 22.3-4	Writing the Java program.....	287
Exercise 22.3-5	Writing the Java program.....	289
22.4	Review Exercises	290
Chapter 23 More Exercises with Decision Control Structures		297
23.1	Simple Exercises with Decision Control Structures.....	297
Exercise 23.1-1	Both Odds or Both Evens?.....	297
Exercise 23.1-2	Validating Data Input and Finding if a Number is Exactly Divisible by both 5 and 8?.....	297
Exercise 23.1-3	Is it an Integer?.....	300
Exercise 23.1-4	Converting Gallons to Liters, and Vice Versa.....	301
Exercise 23.1-5	Converting Gallons to Liters, and Vice Versa (with Data Validation)	302
Exercise 23.1-6	Where is the Tollkeeper?.....	304
Exercise 23.1-7	The Most Scientific Calculator Ever!	305
23.2	Decision Control Structures in Solving Mathematical Problems	306
Exercise 23.2-1	Finding the Value of y.....	306
Exercise 23.2-2	Finding the Values of y	307
Exercise 23.2-3	Validating Data Input and Finding the Values of y.....	308
Exercise 23.2-4	Solving the Linear Equation $ax + b = 0$	309
Exercise 23.2-5	Solving the Quadratic Equation $ax^2 + bx + c = 0$	311
23.3	Finding Minimum and Maximum Values with Decision Control Structures	313

Exercise 23.3-1	Finding the Name of the Heaviest Person	314
23.4	Exercises with Series of Consecutive Ranges of Values	316
Exercise 23.4-1	Calculating the Discount.....	316
Exercise 23.4-2	Validating Data Input and Calculating the Discount	318
Exercise 23.4-3	Sending a Parcel.....	320
Exercise 23.4-4	Finding the Values of y	322
Exercise 23.4-5	Progressive Rates and Electricity Consumption.....	324
Exercise 23.4-6	Progressive Rates, Electricity Consumption, Taxes, Data Validation and Code Optimization, All in One!.....	326
Exercise 23.4-7	Progressive Rates and Text Messaging Services.....	328
23.5	Exercises of a General Nature with Decision Control Structures	329
Exercise 23.5-1	Finding a Leap Year	329
Exercise 23.5-2	Displaying the Days of the Month	330
Exercise 23.5-3	Is the Number a Palindrome?.....	332
Exercise 23.5-4	Checking for Proper Capitalization and Punctuation	334
23.6	Review Exercises	335
	Review Questions in “Decision Control Structures”.....	341
	Section 5 Loop Control Structures	343
	Chapter 24 Introduction to Loop Control Structures	345
24.1	What is a Loop Control Structure?.....	345
24.2	From Sequence Control to Loop Control Structures.....	345
24.3	Review Questions: True/False	347
	Chapter 25 The Pre-Test Loop Structure	349
25.1	The Pre-Test Loop Structure	349
Exercise 25.1-1	Designing the Flowchart and Counting the Total Number of Iterations.....	350
Exercise 25.1-2	Counting the Total Number of Iterations.....	351
Exercise 25.1-3	Designing the Flowchart and Counting the Total Number of Iterations.....	352
Exercise 25.1-4	Counting the Total Number of Iterations.....	353
Exercise 25.1-5	Finding the Sum of 10 Numbers	353
Exercise 25.1-6	Finding the Product of 20 Numbers.....	355
Exercise 25.1-7	Finding the Product of N Numbers.....	355
Exercise 25.1-8	Finding the Sum of Odd Numbers.....	356
Exercise 25.1-9	Finding the Sum of an Unknown Quantity of Numbers.....	357
25.2	Review Questions: True/False	359
25.3	Review Questions: Multiple Choice	360
25.4	Review Exercises	361
	Chapter 26 The Post-Test Loop Structure.....	365
26.1	The Post-Test Loop Structure	365
Exercise 26.1-1	Designing the Flowchart and Counting the Total Number of Iterations.....	366
Exercise 26.1-2	Counting the Total Number of Iterations.....	367
Exercise 26.1-3	Designing the Flowchart and Counting the Total Number of Iterations.....	368
Exercise 26.1-4	Counting the Total Number of Iterations.....	369

Exercise 26.1-5	Finding the Product of N Numbers.....	370
Exercise 26.1-6	Finding the Product of an Unknown Quantity of Numbers.....	371
26.2	Review Questions: True/False.....	373
26.3	Review Questions: Multiple Choice.....	373
26.4	Review Exercises.....	374
Chapter 27	Counted Loop Structures.....	379
27.1	Counted Loop Structures.....	379
Exercise 27.1-1	Designing the Flowchart and Creating the Trace Table.....	382
Exercise 27.1-2	Creating the Trace Table.....	384
Exercise 27.1-3	Counting the Total Number of Iterations.....	385
Exercise 27.1-4	Finding the Sum of 10 Numbers.....	385
Exercise 27.1-5	Finding the Square Roots from 0 to N.....	386
27.2	Rules that Apply to Counted Loop Structures.....	387
Exercise 27.2-1	Counting the Total Number of Iterations.....	387
Exercise 27.2-2	Counting the Total Number of Iterations.....	388
Exercise 27.2-3	Counting the Total Number of Iterations.....	389
Exercise 27.2-4	Counting the Total Number of Iterations.....	390
Exercise 27.2-5	Finding the Average Value of N Numbers.....	390
27.3	Review Questions: True/False.....	391
27.4	Review Questions: Multiple Choice.....	392
27.5	Review Exercises.....	395
Chapter 28	Nested Loop Control Structures.....	399
28.1	What is a Nested Loop?.....	399
Exercise 28.1-1	Say "Hello Zeus". Designing the Flowchart and Creating the Trace Table.....	400
Exercise 28.1-2	Creating the Trace Table.....	401
28.2	Rules that Apply to Nested Loops.....	403
Exercise 28.2-1	Breaking the First Rule.....	403
Exercise 28.2-2	Counting the Total Number of Iterations.....	404
28.3	Review Questions: True/False.....	405
28.4	Review Questions: Multiple Choice.....	405
28.5	Review Exercises.....	407
Chapter 29	Tips and Tricks with Loop Control Structures.....	411
29.1	Introduction.....	411
29.2	Choosing a Loop Control Structure.....	411
29.3	The "Ultimate" Rule.....	411
29.4	Breaking Out of a Loop.....	415
29.5	Cleaning Out Your Loops.....	418
Exercise 29.5-1	Cleaning Out the Loop.....	418
Exercise 29.5-2	Cleaning Out the Loop.....	419
29.6	Endless Loops and How to Avoid Them.....	420
29.7	Converting from a Counted Loop Structure to a Pre-Test Loop Structure.....	421
Exercise 29.7-1	Converting the Java program.....	422
Exercise 29.7-2	Converting the Java program.....	423
29.8	Converting from a Pre-Test Loop Structure to a Counted Loop Structure.....	424
Exercise 29.8-1	Converting the Java program.....	425

Exercise 29.8-2	Converting the Java program	426
Exercise 29.8-3	Converting the Java program	428
Exercise 29.8-4	Converting the Java program	429
Exercise 29.8-5	Converting the Java program	430
29.9	Converting from a Post-Test Loop Structure to a Pre-Test Loop Structure	432
Exercise 29.9-1	Converting the Java program	432
Exercise 29.9-2	Converting the Java program	434
Exercise 29.9-3	Converting the Java program	435
29.10	Converting from a Pre-Test Loop Structure to a Post-Test Loop Structure	436
Exercise 29.10-1	Converting the Java program	436
Exercise 29.10-2	Converting the Java program	437
Exercise 29.10-3	Converting the Java program	438
29.11	Converting from a Counted Loop Structure to a Post-Test Loop Structure	439
Exercise 29.11-1	Converting the Java program	440
Exercise 29.11-2	Converting the Java program	442
29.12	Converting from a Post-Test Loop Structure to a Counted Loop Structure	443
Exercise 29.12-1	Converting the Java program	445
Exercise 29.12-2	Converting the Java program	446
29.13	Using the “From Inner to Outer” Method in Loop Control Structures	447
29.14	Review Questions: True/False	449
29.15	Review Questions: Multiple Choice	451
29.16	Review Exercises	453
Chapter 30 Flowcharts with Loop Control Structures		459
30.1	Introduction	459
30.2	Converting Java programs to Flowcharts	459
Exercise 30.2-1	Designing the Flowchart.....	460
Exercise 30.2-2	Designing the Flowchart.....	461
Exercise 30.2-3	Designing the Flowchart.....	462
Exercise 30.2-4	Designing the Flowchart.....	463
Exercise 30.2-5	Designing the Flowchart.....	464
Exercise 30.2-6	Designing the Flowchart.....	466
Exercise 30.2-7	Designing the Flowchart.....	467
30.3	Converting Flowcharts to Java programs	467
Exercise 30.3-1	Writing the Java program	468
Exercise 30.3-2	Writing the Java program	469
Exercise 30.3-3	Writing the Java program	470
Exercise 30.3-4	Writing the Java program	472
30.4	Review Exercises	475
Chapter 31 More Exercises with Loop Control Structures.....		483
31.1	Simple Exercises with Loop Control Structures	483
Exercise 31.1-1	Finding the Sum of $1 + 2 + 3 + \dots + 100$	483
Exercise 31.1-2	Finding the Product of $2 \times 4 \times 6 \times 8 \times 10$	484
Exercise 31.1-3	Finding the Sum of $2^2 + 4^2 + 6^2 + \dots (2N)^2$	485
Exercise 31.1-4	Finding the Sum of $3^3 + 6^6 + 9^9 + \dots (3N)^{3N}$	486
Exercise 31.1-5	Finding the Average Value of Positive Numbers	486
Exercise 31.1-6	Counting the Numbers According to Which is Greater.....	487
Exercise 31.1-7	Counting the Numbers According to Their Digits	488

Exercise 31.1-8	How Many Numbers Fit in a Sum	489
Exercise 31.1-9	Finding the Sum of Integers	489
Exercise 31.1-10	Iterating as Many Times as the User Wishes	490
Exercise 31.1-11	Finding the Sum of the Digits	492
Exercise 31.1-12	Counting the Digits.....	494
31.2	Exercises with Nested Loop Control Structures.....	494
Exercise 31.2-1	Displaying all Three-Digit Integers that Contain a Given Digit.....	494
Exercise 31.2-2	Displaying all Instances of a Specified Condition	496
31.3	Data Validation with Loop Control Structures	497
Exercise 31.3-1	Finding the Square Root - Validation Without Error Messages.....	499
Exercise 31.3-2	Finding the Square Root - Validation with One Error Message	500
Exercise 31.3-3	Finding the Square Root - Validation with Individual Error Messages ..	501
Exercise 31.3-4	Finding the Sum of 10 Numbers	502
31.4	Using Loop Control Structures to Solve Mathematical Problems.....	503
Exercise 31.4-1	Calculating the Area of as Many Triangles as the User Wishes.....	503
Exercise 31.4-2	Finding x and y	505
Exercise 31.4-3	From Russia with Love	505
Exercise 31.4-4	Finding the Number of Divisors.....	508
Exercise 31.4-5	Is the Number a Prime?.....	509
Exercise 31.4-6	Finding all Prime Numbers from 1 to N	511
Exercise 31.4-7	Heron's Square Root.....	512
Exercise 31.4-8	Calculating π	514
Exercise 31.4-9	Approximating a Real with a Fraction	515
31.5	Finding Minimum and Maximum Values with Loop Control Structures.....	517
Exercise 31.5-1	Validating and Finding the Minimum and the Maximum Value	519
Exercise 31.5-2	Validating and Finding the Maximum Temperature.....	520
Exercise 31.5-3	"Making the Grade"	522
31.6	Exercises of a General Nature with Loop Control Structures.....	524
Exercise 31.6-1	Fahrenheit to Kelvin, from 0 to 100.....	524
Exercise 31.6-2	Wheat on a Chessboard.....	524
Exercise 31.6-3	Just a Poll.....	525
Exercise 31.6-4	Is the Message a Palindrome?	526
31.7	Review Questions: True/False	530
31.8	Review Exercises	531
Review Questions in "Loop Control Structures"		537

Section 6 Arrays **539**

Chapter 32 Introduction to Arrays..... **541**

32.1	Introduction.....	541
32.2	What is an Array?	542
Exercise 32.2-1	Designing an Array.....	545
Exercise 32.2-2	Designing Arrays	545
Exercise 32.2-3	Designing Arrays	546
32.3	Review Questions: True/False	547
32.4	Review Exercises	547

Chapter 33 One-Dimensional Arrays..... **549**

33.1	Creating One-Dimensional Arrays in Java.....	549
------	--	-----

33.2	How to Get Values from One-Dimensional Arrays	550
	Exercise 33.2-1 Creating the Trace Table	550
	Exercise 33.2-2 Using a Non-Existing Index	551
33.3	How to Add Values Entered by the User to a One-Dimensional Array	551
33.4	How to Iterate Through a One-Dimensional Array	551
	Exercise 33.4-1 Displaying Words in Reverse Order	552
	Exercise 33.4-2 Displaying Positive Numbers in Reverse Order	553
	Exercise 33.4-3 Displaying Even Numbers in Odd-Numbered Index Positions	554
	Exercise 33.4-4 Finding the Sum	555
33.5	Review Questions: True/False	556
33.6	Review Questions: Multiple Choice	558
33.7	Review Exercises	560
Chapter 34 Two-Dimensional Arrays.....		563
34.1	Creating Two-Dimensional Arrays in Java	563
34.2	How to Get Values from Two-Dimensional Arrays	564
	Exercise 34.2-1 Creating the Trace Table	565
34.3	How to Add Values Entered by the User to a Two-Dimensional Array	566
34.4	How to Iterate Through a Two-Dimensional Array	566
	Exercise 34.4-1 Displaying Reals Only	569
	Exercise 34.4-2 Displaying Odd Columns Only	570
34.5	What's the Story on Variables <i>i</i> and <i>j</i> ?	571
34.6	Square Arrays.....	571
	Exercise 34.6-1 Finding the Sum of the Elements of the Main Diagonal.....	571
	Exercise 34.6-2 Finding the Sum of the Elements of the Antidiagonal.....	573
	Exercise 34.6-3 Filling in the Array.....	575
34.7	Review Questions: True/False	576
34.8	Review Questions: Multiple Choice	578
34.9	Review Exercises	581
Chapter 35 Tips and Tricks with Arrays		585
35.1	Introduction	585
35.2	Processing Each Row Individually.....	585
	Exercise 35.2-1 Finding the Average Value.....	587
35.3	Processing Each Column Individually	589
	Exercise 35.3-1 Finding the Average Value.....	590
35.4	How to Use One-Dimensional Along with Two-Dimensional Arrays.....	593
	Exercise 35.4-1 Finding the Average Value.....	593
35.5	Creating a One-Dimensional Array from a Two-Dimensional Array.....	596
35.6	Creating a Two-Dimensional Array from a One-Dimensional Array.....	597
35.7	Review Questions: True/False	598
35.8	Review Questions: Multiple Choice	599
35.9	Review Exercises	600
Chapter 36 Flowcharts with Arrays		605
36.1	Introduction.....	605
36.2	Converting Java programs to Flowcharts	605
	Exercise 36.2-1 Designing the Flowchart.....	605

Exercise 36.2-2	Designing the Flowchart.....	606
Exercise 36.2-3	Designing the Flowchart.....	607
36.3	Converting Flowcharts to Java programs.....	609
Exercise 36.3-1	Writing the Java program.....	609
Exercise 36.3-2	Writing the Java program.....	610
Exercise 36.3-3	Writing the Java program.....	611
36.4	Review Exercises.....	612
Chapter 37 More Exercises with Arrays.....		619
37.1	Simple Exercises with Arrays.....	619
Exercise 37.1-1	Creating an Array that Contains the Average Values of its Neighboring Elements.....	619
Exercise 37.1-2	Creating an Array with the Greatest Values.....	621
Exercise 37.1-3	Merging One-Dimensional Arrays.....	623
Exercise 37.1-4	Merging Two-Dimensional Arrays.....	625
Exercise 37.1-5	Creating Two Arrays – Separating Positive from Negative Values.....	626
Exercise 37.1-6	Creating an Array with Those who Contain Digit 5.....	629
37.2	Data Validation with Arrays.....	631
Exercise 37.2-1	Displaying Odds in Reverse Order – Validation Without Error Messages.....	633
Exercise 37.2-2	Displaying Odds in Reverse Order – Validation with One Error Message.....	633
Exercise 37.2-3	Displaying Odds in Reverse Order – Validation with Individual Error Messages.....	634
37.3	Finding Minimum and Maximum Values in Arrays.....	635
Exercise 37.3-1	Which Depth is the Greatest?.....	635
Exercise 37.3-2	Which Lake is the Deepest?.....	637
Exercise 37.3-3	Which Lake, in Which Country, Having Which Average Area, is the Deepest?.....	637
Exercise 37.3-4	Which Students are the Tallest?.....	640
Exercise 37.3-5	Finding the Minimum Value of a Two-Dimensional Array.....	641
Exercise 37.3-6	Finding the City with the Coldest Day.....	643
Exercise 37.3-7	Finding the Minimum and the Maximum Value of Each Row.....	644
Exercise 37.3-8	Finding the Minimum and the Maximum Value of Each Column.....	647
37.4	Sorting Arrays.....	649
Exercise 37.4-1	The Bubble Sort Algorithm – Sorting One-Dimensional Arrays with Numeric Values.....	650
Exercise 37.4-2	Sorting One-Dimensional Arrays with Alphanumeric Values.....	655
Exercise 37.4-3	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array.....	656
Exercise 37.4-4	Sorting Last and First Names.....	657
Exercise 37.4-5	Sorting a Two-Dimensional Array.....	660
Exercise 37.4-6	The Modified Bubble Sort Algorithm – Sorting One-Dimensional Arrays.....	661
Exercise 37.4-7	The Five Best Scorers.....	663
Exercise 37.4-8	The Selection Sort Algorithm – Sorting One-Dimensional Arrays.....	666
Exercise 37.4-9	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array.....	668
Exercise 37.4-10	The Insertion Sort Algorithm – Sorting One-Dimensional Arrays.....	669
Exercise 37.4-11	The Three Worst Elapsed Times.....	671

37.5	Searching Elements in Arrays.....	673
	Exercise 37.5-1 The Linear Search Algorithm – Searching in a One-Dimensional Array that may Contain the Same Value Multiple Times	674
	Exercise 37.5-2 Display the Last Names of All Those People Who Have the Same First Name	674
	Exercise 37.5-3 Searching in a One-Dimensional Array that Contains Unique Values	675
	Exercise 37.5-4 Searching for a Given Social Security Number	677
	Exercise 37.5-5 Searching in a Two-Dimensional Array that may Contain the Same Value Multiple Times	679
	Exercise 37.5-6 Searching in a Two-Dimensional Array that Contains Unique Values ...	680
	Exercise 37.5-7 Checking if a Value Exists in all Columns	682
	Exercise 37.5-8 The Binary Search Algorithm – Searching in a Sorted One- Dimensional Array	685
	Exercise 37.5-9 Display all the Historical Events for a Country.....	687
	Exercise 37.5-10 Searching in Each Column of a Two-Dimensional Array	689
37.6	Exercises of a General Nature with Arrays	692
	Exercise 37.6-1 On Which Days was There a Possibility of Snow?.....	692
	Exercise 37.6-2 Was There Any Possibility of Snow?	693
	Exercise 37.6-3 In Which Cities was There a Possibility of Snow?.....	694
	Exercise 37.6-4 Display from Highest to Lowest Grades by Student ,and in Alphabetical Order	698
	Exercise 37.6-5 Archery at the Summer Olympics	699
37.7	Review Questions: True/False	701
37.8	Review Exercises	703
	Review Questions in “Arrays”	709
Section 7	Subprograms	711
	Chapter 38 Introduction to Subprograms.....	713
38.1	What is Procedural Programming?	713
38.2	What is Modular Programming?.....	714
38.3	What Exactly is a Subprogram?.....	714
38.4	Review Questions: True/False	715
	Chapter 39 User-Defined Methods (Functions).....	717
39.1	Writing your Own Methods (Functions) in Java.....	717
39.2	How Do You Call a Method?.....	718
39.3	Formal and Actual Arguments.....	720
39.4	How Does a Method Execute?	721
	Exercise 39.4-1 Back to Basics – Calculating the Sum of Two Numbers.....	722
	Exercise 39.4-2 Calculating the Sum of Two Numbers Using Fewer Lines of Code!	724
39.5	Review Questions: True/False	724
39.6	Review Exercises	725
	Chapter 40 User-Defined void Methods (Procedures)	729
40.1	Writing your Own void Methods (Procedures) in Java	729
40.2	How Do You Call a void Method?.....	730
40.3	Formal and Actual Arguments.....	731
40.4	How Does a void Method Execute?.....	732

Exercise 40.4-1	Back to Basics – Displaying the Absolute Value of a Number.....	733
Exercise 40.4-2	A Simple Currency Converter.....	735
40.5	Review Questions: True/False	736
40.6	Review Exercises.....	737
Chapter 41	Tips and Tricks with Subprograms	741
41.1	Can Two Subprograms use Variables of the Same Name?.....	741
41.2	Can a Subprogram Call Another Subprogram?	742
Exercise 41.2-1	A Currency Converter – Using Methods with void Methods.....	743
41.3	Passing Arguments by Value and by Reference.....	745
Exercise 41.3-1	Finding the Logic Error	748
41.4	Returning an Array.....	749
41.5	Overloading Methods	752
41.6	The Scope of a Variable	755
41.7	Converting Parts of Code into Subprograms	756
41.8	Recursion.....	761
Exercise 41.8-1	Calculating the Fibonacci Sequence Recursively.....	763
41.9	Review Questions: True/False	765
41.10	Review Exercises.....	766
Chapter 42	Flowcharts with Subprograms	775
42.1	Designing and Calling Sub-Algorithms in Flowcharts	775
42.2	Converting Java programs to Flowcharts.....	777
Exercise 42.2-1	Designing the Flowchart.....	777
Exercise 42.2-2	Designing the Flowchart.....	778
Exercise 42.2-3	Designing the Flowchart.....	779
42.3	Converting Flowcharts to Java Programs.....	780
Exercise 42.3-1	Writing the Java Program.....	780
Exercise 42.3-2	Writing the Java Program.....	781
42.4	Review Exercises.....	783
Chapter 43	More Exercises with Subprograms	789
43.1	Simple Exercises with Subprograms	789
Exercise 43.1-1	Finding the Average Values of Positive Integers	789
Exercise 43.1-2	Finding the Sum of Odd Positive Integers.....	790
Exercise 43.1-3	Finding the Values of y	791
Exercise 43.1-4	Roll, Roll, Roll the... Dice!	792
Exercise 43.1-5	How Many Times Does Each Number of the Dice Appears?	793
43.2	Exercises of a General Nature with Subprograms	795
Exercise 43.2-1	Validating Data Input	795
Exercise 43.2-2	Sorting an Array.....	797
Exercise 43.2-3	Progressive Rates and Electricity Consumption.....	799
43.3	Review Exercises.....	801
	Review Questions in “Subprograms”	805
Index.....		807