

Ove	rview of Programming and Problem Solving 1
1.1	Overview of Programming 2
	What Is Programming? 2
	How Do We Write a Program? 3
	Theoretical Foundations: Binary Representation of Data 8
1.2	How Is a Program Converted into a Form That a Computer Can Use?
1.3	How is Interpreting a Program Different from Executing It? 13
1.4	How Is Compilation Related to Interpretation and Execution? 14
1.5	What Kinds of Instructions Can be Written in a Programming Language? 16
	Object-Oriented Programming Languages 18
1.6	What Is a Computer? 19
1.7	Ethics and Responsibilities in the Computing Profession 22
	Software Piracy 24
	Privacy of Data 24
	Use of Computer Resources 25
	Software Engineering 26

1.8	Problem-Solving Techniques 27
	Ask Questions 27
	Look for Things That Are Familiar 28
	Solve by Analogy 28
	Means-Ends Analysis 29
	Divide and Conquer 30
	The Building-Block Approach 31
	Merging Solutions 31
	Mental Blocks: The Fear of Starting 32
	Algorithmic Problem Solving 33
	Problem-Solving Case Study: A Company Payroll Program 33
	Summary 40
	Quick Check 41
	Exam Preparation Exercises 42
	Programming Warm-Up Exercises 44
	Case Study Follow-Up Exercises 44
Java Prod	Syntax and Semantics, and the Program Entry
2.1	Syntax and Semantics 48
	Theoretical Foundations: Metalanguages 49
	Syntax Templates 51
	Naming Program Elements: Identifiers 52
	Matters of Style: Using Meaningful, Readable Identifiers 54
2.2	Data Types 54
	Background Information: Data Storage 55
2.3	Classes and Objects 56
2.4	Defining Terms: Declarations 59
	Matters of Style: Capitalization of Identifiers 63
2.5	Taking Action: Executable Statements 64
	Beyond Minimalism: Adding Comments to a Program 70
	Program Construction 71
	Blocks 73
2.6	Program Entry, Correction, and Execution 75
	Entering a Program 75
	Compiling and Running a Program 76
	Finishing Up 77

•		

Problem-Solving Case Study: Display a Date in Multiple Formats 78 Testing and Debugging 81 **Summary of Classes** Summary 83 Quick Check 83 Exam Preparation Exercises 86 Programming Warm-Up Exercises 88 **Programming Problems** Case Study Follow-Up Exercises 91 **Event-Driven Output** 93 Classes and Methods 94 Frames 94 Background Information: The Origins of Java 101 Formatting Output Using GridLayout for Tabular Output 103 Alignment of Text within Labels 104 **Handling Events** 105 Register an Event Listener 106 Event-Handler Methods 108 Problem-Solving Case Study: Display a Date in Multiple Formats Testing and Debugging 115 **Summary of Classes** 116 Summary 117 **Quick Check** 117 **Exam Preparation Exercises** 118 Programming Warm-Up Exercises 119 **Programming Problems** Case Study Follow-Up Exercises 122 **Numeric Types and Expressions** 123 Overview of Java Data Types Numeric Data Types 126

3

3.1

3.2

3.3

3.4

3.5

4.1 4.2

Integral Types

Floating-Point Types

126

5.3

5.4

5.5

5.6

Creating a Data Entry Field

Creating a Button

Extracting a Value from a Field

182

Creating and Registering a Button Event Listener

1

4.3	Declarations for Numeric Types 129
	Named Constant Declarations 129
	Software Engineering Tip: Using Named Constants Instead of Literals 130
	Variable Declarations 130
4.4	Simple Arithmetic Expressions 131
	Arithmetic Operators 131
	Increment and Decrement Operators 135
4.5	Compound Arithmetic Expressions 136
	Precedence Rules 136
	Type Conversion and Type Casting 138
	May We Introduce: Blaise Pascal 144
4.6	Additional Mathematical Methods 145
	Matters of Style: Program Formatting 146
4.7	Additional String Operations 149
	The length Method 149
	The substring Method 151
4.8	Formatting Numeric Types 153
	Software Engineering Tip: Understanding Before Changing 154
	Problem-Solving Case Study: Map Measurements 155
	Testing and Debugging 160
	Summary of Classes 161
	Summary 162
	Quick Check 162
	Exam Preparation Exercises 164
	Programming Warm-Up Exercises 168
	Programming Problems 171
	Case Study Follow-Up Exercises 173
Eve	nt-Driven Input and Software Design Strategies 175
5.1	Getting Data into Programs 176
5.2	Entering Data Using Fields in a Frame 177

179

180

5.7	Handling a Button Event 188
5.8	Interactive Input/Output 191
5.9	Converting Strings to Numeric Values 192
5.10	Noninteractive Input/Output 195
5.11	Software Design Strategies 195
5.12	What are Objects and Classes? 196
5.13	Object-Oriented Design 200
	Object-Oriented Problem Solving 201
	Identifying the Classes 202
	Initial Responsibilities 204
	A First Scenario Walk-Through 204
	Subsequent Scenarios 207
	Inheritance 208
	Enhancing CRC Cards with Additional Information 208
5.14	Functional Decomposition 210
	Writing Modules 211
	Pseudocode 212
	Software Engineering Tip: Documentation 212
	Problem-Solving Case Study: Averaging Rainfall Amounts 213
	Background Information: Programming at Many Scales 220
	Testing and Debugging 221
	Summary of Classes 223
	Summary 224
	Quick Check 225
	Exam Preparation Exercises 226
	Programming Warm-Up Exercises 227
	Programming Problems 228
	Case Study Follow-Up Exercises 229
<b>O</b>	ditions I spicel Expressions and Salaction Control

# 6 Conditions, Logical Expressions, and Selection Control Structures 231

6.1 Flow of Control 232 Selection 233

6.2 Conditions and Logical Expressions 234

The boolean Data Type 234 Logical Expressions 234

	Background Information: George Boole 242	
	Precedence of Operators 243	
	Software Engineering Tip: Changing English Statem Logical Expressions 245	ents into
	Relational Operators with Floating-Point Types	246
6.3	The if statement 247	
	The if-else Form 247	
	Blocks (Compound Statements) 249	
	Matters of Style: Braces and Blocks 251	
	The if Form 252	
6.4	Nested if Statements 254	
	The Dangling else 257	
6.5	Handling Multiple Button Events 258	
	Problem-Solving Case Study: A Simple Calculator	262
	Testing and Debugging 270	
	Summary of Classes 277	
	Summary 278	
	Quick Check 278	
	Exam Preparation Exercises 279	
	Programming Warm-Up Exercises 283	
	Programming Problems 286	
	Case Study Follow-Up Exercises 289	
Clas	sses and Methods 293	
7.1	Encapsulation 294	
	Abstraction 296	
	Theoretical Foundations: Categories of Instance Responsibility 298	
7.2	Class Interface Design 299	
	Public Interface Design 300	
7.3	Internal Data Representation 302	
	Data Lifetime 304	
	Internal Representation Example 307	
7.4	Class Syntax 307	
7.5	Declaring Methods 308	
	Parameters 311	

	A Parameter-Passing Analogy 315 Implementing a Responsibility as a Method 316
	Constructors 318
7.6	Packages 320
	Package Syntax 320
	Packages with Multiple Compilation Units 321
	Problem-Solving Case Study: Implementing the Name Class 322
	Testing and Debugging 328
	Summary of Classes 332
	Summary 332
	Quick Check 333
	Exam Preparation Exercises 334
<i>:</i>	Programming Warm-Up Exercises 336
	Programming Assignments 336
	Case Study Follow-Up Exercises 337
Inhe	ritance, Polymorphism, and Scope 339
8.1	Inheritance 340
	An Analogy 340
8.2	Inheritance and the Object-Oriented Design Process 342
8.3	How to Read a Class Hierarchy 346
	Overriding 350
	Hiding 350
	Polymorphism 350
8.4	Derived Class Syntax 351
	May We Introduce: Ada Lovelace 352
8.5	Scope of Access 353
	Internal Scope 354
	External Scope 357
8.6	Implementing a Derived Class 360
	Constructors in Derived Classes 361
	Overloading and Method Signatures 361
	Accessing Overridden and Hidden Methods and Fields 363
8.7	Copy Constructors 365
	Problem-Solving Case Study: Extending TextField for Numeric Input and Output 367

Testing and Debugging 371 Summary of Classes 378 378 Summary Quick Check 379 **Exam Preparation Exercises** 380 381 Programming Warm-Up Exercises **Programming Problems** 383 Case Study Follow-Up Exercises 383

# **n** File I/O and Looping 385

9.1 File Input and Output 386

Files 386

Using Files 387

Extending File I/O with PrintWriter and BufferedReader 393

Exceptions with Input and Output 398

An Example Program Using Files 400

9.2 Looping 402

The while Statement 403

Phases of Loop Execution 404

Loops Using the while Statement 405

Count-Controlled Loops 406

Event-Controlled Loops 407

Looping Subtasks 412

How to Design Loops 415

Designing the Flow of Control 415

Designing the Process within the Loop 417

The Loop Exit 418

Nested Loops 418

General Pattern 419

Designing Nested Loops 422

Theoretical Foundations: Analysis of Algorithms 424

Problem-Solving Case Study: Average Income by Gender 429

Testing and Debugging 435

Summary of Classes 439

Summary 440

Quick Check 442
Exam Preparation Exercises 443
Programming Warm-Up Exercises 446
Programming Problems 448
Case Study Follow-Up Exercises 449

## Additional Control Structures and Exceptions 451

10.1 Additional Control Structures 452

10

The switch Statement 452

May We Introduce: Admiral Grace Murray Hopper 457

The do Statement 458

The for Statement 460

Guidelines for Choosing a Looping Statement 463

10.2 Exception-Handling Mechanism 463

The try-catch-finally Statement 463

Generating an Exception with throw 466

**Exception Classes** 469

10.3 Additional Java Operators 470

Assignment Operators and Assignment Expressions 471

Increment and Decrement Operators 472

The ?: Operator 474

Operator Precedence 474

Problem-Solving Case Study: Monthly Rainfall Averages 479

Testing and Debugging 484

Summary of Classes 484

Summary 485

Quick Check 485

Exam Preparation Exercises 487

Programming Warm-Up Exercises 489

Programming Problems 490

Case Study Follow-Up Exercises 493

## One-Dimensional Arrays 495

- 11.1 Atomic Data Types 496
- 11.2 Composite Data Types 498
- 11.3 One-Dimensional Arrays 499

12

	Accessing Individual Components 505
	Out-of-Bounds Array Indexes 507
	Aggregate Array Operations 508
11.4	
	Occupancy Rates 510
	Sales Figures 512
	Letter Counts 513
11.5	Arrays of Objects 514
	Arrays of Strings 514
	Arrays of User-Defined Objects 517
11.6	Arrays and Methods 518
11.7	Special Kinds of Array Processing 518
	Partial (or Sub) Array Processing 519
	Indexes with Semantic Content 519
	Problem-Solving Case Study: Comparison of Two Lists 519
	Problem-Solving Case Study: Grading True/False Tests 525
	Testing and Debugging 534
	Summary of Classes 536
	Summary 537
	Quick Check 537
	Exam Preparation Exercises 538
	Programming Warm-Up Exercises 541
	Programming Problems 542
	Case Study Follow-Up Exercises 544
A 222.0	v-Based Lists 545
	y-Based Lists 545 Lists 546
12.1 12.2	——————————————————————————————————————
12.2	Brainstorming the List Class 548
	CRC Card 548
	Refining the Responsibilities 549
	Internal Data Representation 552
	Responsibility Algorithms for Class List 552
	Test Plan 558
12 3	Sorting the List Items 559

Responsibility Algorithms for Class ListWithSort

	Class ListWithSort 561
12.4	Sorted List 563
	Brainstorming Sorted List 563
	Responsibility Algorithms for Class SortedList 565
	Test Plan 569
12.5	The List Class Hierarchy and Abstract Classes 569
12.6	Searching 571
	Sequential Search 571
	Binary Search 572
	Theoretical Foundations: Complexity of Searching and Sorting 578
12.7	Generic Lists 579
	Comparable Interface 579
	Polymorphism 582
	Problem-Solving Case Study: Exam Attendance 583
	Testing and Debugging 592
	Summary of Classes 592
	Summary 593
	Quick Check 594
	Exam Preparation Exercises 595
	Programming Warm-Up Exercises 596
	Programming Problems 597
	Case Study Follow-Up Exercises 598
	tidimensional Arrays and Numeric Computation 599
13.1	Two-Dimensional Arrays 600
	Array Declaration and Instantiation 601
	Accessing Individual Components 602
	Using Initializer Lists 603
13.2	Processing Two-Dimensional Arrays 604
	Sum the Rows 605
	Sum the Columns 607
	Initialize the Array 608
	Row Processing 609
	Column Processing 609

Two-Dimensional Arrays and Methods

13.3	Multidimensional Arrays 610	
	Vector Class 611	
	Floating-Point Numbers 612	
	Representation of Floating-Point Numbers 612	
	Arithmetic with Floating-Point Numbers 615	
	Implementation of Floating-Point Numbers in the Computer	616
	Background Information: Practical Implications of Limited Precision 621	
	Software Engineering Tip: Choosing a Numeric Data Type 622	
	Problem-Solving Case Study: Matrix Manipulation 623	
	Testing and Debugging 633	
	Summary of Classes 634	
	Summary 635	
	Quick Check 636	
	Exam Preparation Exercises 637	
	Programming Warm~Up Exercises 640	
	Programming Problems 642	
	Case Study Follow-Up Exercises 645	
Reci	ursion 647	
	What is Recursion? 648	
17.1	Power Function Definition 648	
	Power Function Implementation 649	
14.2	and the second s	
1712	Calculating the Factorial Function 651	
	Iterative Solution 654	
	Recursive Solution 654	
	Converting Decimal Integers to Binary 654	
	Towers of Hanoi 658	
14.3	Recursive Algorithms with Structured Variables 662	
-	Printing the Values in an Array 662	
	Binary Search 664	
14.4	Recursion or Iteration? 666	
	Testing and Debugging 666	
	Summary 667	
	Quick Check 667	

Exam Preparation Exercises 668
Programming Warm-Up Exercises 669
Programming Problems 671

Appendix A Java Reserved Words 673 Appendix B **Operator Precedence** 674 Appendix C Primitive Data Types 675 Appendix D **ASCII Subset of Unicode** 676 Appendix E **Decimal Format Type** 678 Appendix F Program Style, Formatting, and Documentation 683 Appendix G Applets 688 Glossary 693 Answers to Selected Exercises 709 Index 745