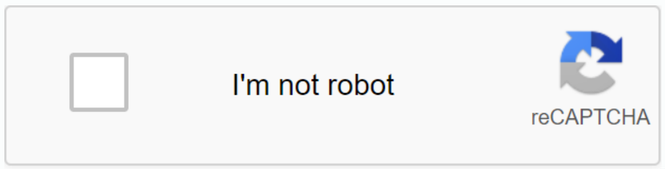

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Forem v Special Features xxvi Chapter 1 INTRODUCTION 1 1.1 Computer Programs 2 1.2 Computer Anatomy 3 1.3 Java Programming Language 5 1.4 Getting to Know Your Programming Environment 8 1.5 Analyzing Your First Program 12 1.6 Errors 15 1.7 Troubleshooting: Algorithm Design 16 Chapter 2 Basic Data Types 2 29 2.1 Variables 30 2.2 Arithmetic 41 2.3 Login and Exit 48 2.4 Troubleshooting: First manually 57 2.5 Strings 59 Section 3 SOLUTION 81 3.1 If 82 3.2 Comparing numbers and rows 88 3.3 Multiple alternatives 96 3.4 Nested branches 100 3.5 Troubleshooting: Flowchart 105 3.6 Troubleshooting: Test cases 108 3.7 Logical variables and operators 1 11 3.8 Application: Inbound Check 116 Section 4 LOOPS 139 4.1 During Cycle 140 4.2 Troubleshooting: Manual Tracing 147 4.3 Cycle for Cycle 150 4.4 Cycle do 156 4 5 Application: Handle watch values 158 4.6 Troubleshooting: Storyboard 162 4.7 General cycle algorithms 165 4.8 Nested loops 172 4.9 Application: Random numbers and simulations 176 Chapter 5 METHODS 201 5.1 Method as black boxes 202 5.2 Implementation methods 204 5.3 Option passing 207 5.4 Return values 210 5.5 Methods without returning values 214 5.6 Troubleshooting: Reverse methods 215 5.7 Troubleshooting : Step by step refinement 218 5.8 Variable area 225 5.9 Recursive methods (optional) 228 Chapter 6 ARRAYS AND ARRAY LISTS 249 6.1 Arrays 250 6.2 Advanced for cycle 257 6.3 General array algorithms 258 6 2 4 Using arrays with methods 268 6.5 Problem solving: Algorithm adaptation 272 6.6 Problem solving: Identifying algorithms by manipulating physical objects 279 6.7 Two-dimensional arrays 282 6.8 Array lists 289 Section 7 INPUT/OUTPUT AND PROCESSING EXCEPTIONS 317 7.1 Reading and writing text files 318 7.2 Typing and output 323 7.3 Command line arguments 330 7.4 Exception handling 337 7.5 Application: Error handling input error 347 Section 8 OBJECTS AND CLASSES 361 8.1 Object-oriented programming 362 8.2 Implementation of simple class 364 8.3 Definition of public interface class 367 8.4 Design view 371 8.5 Implementation of methods instance 372 8.6 Designers 375 8.7 Testing class 380 8.8 Solve problems : Trace objects 386 8.9 Troubleshooting: Templates for object data 388 8.10 Object reference 395 8.11 Static variables and methods 400 Chapter 9 INHERITANCE AND INTERFACES 415 9.1 Inheritance Hierarchies 416 9.1 2 Implementation of subclasses420 9.3 Overruns Methods 424 9.4 Polymorphism 430 9.5 Object: Cosmic Superclass 441 9.6 Interface Types 448 Chapter 10 Graphical User Interfaces 465 10.1 Windows Frame 466 10.1 1 2 Events and event processing 470 10.3 Text entry processing 481 10.4 Creating drawings 487 Chapter 11 ADVANCED USER INTERFACES 507 11.1 Layout Management 508 11.2 Select 510 11.3 Menu 521 11.14 Study swing documentation 528 11.5 Using event timer for animation 533 11.6 Mouse Event 536 Chapter 12 OBJECT-ORIENTED DESIGN 549 12.1 Classes and their responsibilities 550 12.2 Class relations 554 12.3 Application : Print invoice 562 12.4 Packages 574 Section 13 RECURSION 585 13.1 Triangle numbers revised 586 13.2 Problem solving: Recursive thinking 590 13.3 Recursive methods assistants 594 1 3.4 Recursion Efficiency 596 13.5 Permutations 601 13.6 Mutual Recursion 606 13.7 Backtrace 612 Section 14 SORTING AND SEARCH 627 14.1 Sort selection 628 14.2 sorting algorithm selection 631 14.3 Analysis Analysis Sort selection algorithm 634 14.4 Merge sorting 639 14.5 Analysis of merge sorting algorithm 642 14.6 Search 646 14.7 Troubleshooting: Estimation of execution time o E-book reader #1 in the world for students. 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