Building Java Programs 5th edition Reges Solutions Manual

SKU: 9780135862353-SOLUTIONS

Building Java Programs, 5th Edition
Lab Solutions

Note: Some exercises ask the student to complete something of their own choosing or do not have one specific correct answer. For such problems, the answer will be listed as "(answers vary)."

Chapter 1: Java Basics

1. (answers vary)

2.
```
public class MyFirstProgram {
    public static void main(String[] args) {
        System.out.println("Hello, world!");
        System.out.println("I am learning to program in Java.");
        System.out.println("I hope it is a lot of fun!");
        System.out.println();
        System.out.println("I hope I get a good grade!");
        System.out.println();
        System.out.println("Maybe I'll change my major to computer
science.");
    }
}
```

3. (answers vary)

4.
```
Testing, testing,
one two three.

How much output

will there be?
```

5.
```
Shaq is 7'1
The string "" is an empty message.
\'""
```

6.
```
public class MuchBetter {
    public static void main(String[] args) {
        System.out.println("A \"quoted\" String is");
        System.out.println("'much' better if you learn");
        System.out.println("the rules of \"escape sequences.\"");
        System.out.println("Also, \"\" represents an empty String.");
        System.out.println("Don't forget: use \\\" instead of \" !");
        System.out.println("'' is not the same as \"");
    }
}
```

7.
```
public class Spikey {
    public static void main(String[] args) {
        System.out.println("  \\/");
        System.out.println(" \\\\//");
        System.out.println("\\\\\\///");
        System.out.println("///\\\\\\\");
        System.out.println(" //\\\\");
        System.out.println("  /\\");
```

```
        }
    }
```

8.
```
    public class Icky {
        public static void main(String[] args) {
            System.out.println("Well-indented programs");
            System.out.println("look much better.");
            System.out.println("Please fix me");
            System.out.println("so I look nicer");
        }
    }
```

9.
```
    public class Tricky {
        public static void main(String[] args) {
            System.out.println("Hello world");
            System.out.println("Do you like this program?");
            System.out.println();

            System.out.println("I wrote it myself.");
        }
    }
```

10. (answers vary)

Chapter 1: Static Methods

1.
```
    public class Spikey {
        public static void main(String[] args) {
            System.out.println("  \\/");
            System.out.println(" \\\\\//");
            System.out.println("\\\\\\\///");
            System.out.println("///\\\\\\\");
            System.out.println(" //\\\\\");
            System.out.println("  /\\");
        }
    }
```

2.
```
    // This program prints a pattern of vaguely lantern-like figures.
    // The code uses methods for structure and to remove redundancy.

    public class Lanterns {
        public static void main(String[] args) {
            figure1();
            System.out.println();

            lantern1();
            System.out.println();

            lantern2();
            System.out.println();
        }

        public static void figure1() {
            shortLong();
        }

        public static void lantern1() {
            shortLong();
            middle();
            longLine();
            shortLong();
```

```
    }

    public static void lantern2() {
        shortLong();
        shortLine();
        middle();
        middle();
        shortLine();
        shortLine();
    }

    public static void shortLong() {
        shortLine();
        System.out.println("  *********");
        longLine();
    }

    public static void shortLine() {
        System.out.println("    *****");
    }

    public static void longLine() {
        System.out.println("*************");
    }

    public static void middle() {
        System.out.println("* | | | | | *");
    }
}
```

3. (answers vary)

4.
```
// This program prints a college "fight song" with verses and repetition.
// The code uses methods for structure and to remove redundancy.

public class FightSong {
    public static void main(String[] args) {
        goTeamGo();
        System.out.println();
        bigVerse();
        bigVerse();
        goTeamGo();
    }

    public static void goTeamGo() {
        System.out.println("Go, team, go!");
        System.out.println("You can do it.");
    }

    public static void bigVerse() {
        goTeamGo();
        System.out.println("You're the best,");
        System.out.println("In the West.");
        goTeamGo();
        System.out.println();
    }
}
```

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