

***Java How To Program Late Objects 11th
edition Deitel Solutions Manual***

SKU: 9780134791401-SOLUTIONS

Introduction to Java Applications; Input/Output and Operators

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Objectives

In this chapter you'll:

- Write simple Java applications.
- Use input and output statements.
- Learn about Java's primitive types.
- Understand basic memory concepts.
- Use arithmetic operators.
- Learn the precedence of arithmetic operators.
- Write decision-making statements.
- Use relational and equality operators.



Self-Review Exercises

2.1 Fill in the blanks in each of the following statements:

a) A(n) _____ and a(n) _____ begin and end the body of every method.

ANS: left brace { }, right brace }.

b) You can use the _____ statement to make decisions.

ANS: if.

c) _____ begins an end-of-line comment.

ANS: //.

d) _____, _____ and _____ are called white space.

ANS: Space characters, newlines and tabs.

e) _____ are reserved for use by Java.

ANS: Keywords.

f) Java applications begin execution at method _____.

ANS: main.

g) Methods _____, _____ and _____ display information in a command window.

ANS: System.out.print, System.out.println and System.out.printf.

2.2 State whether each of the following is *true* or *false*. If *false*, explain why.

a) Comments cause the computer to display the text after the // on the screen when the program executes.

ANS: False. Comments do not cause any action to be performed when the program executes. They're used to document programs and improve their readability.

b) All variables must be given a type when they're declared.

ANS: True.

c) Java considers the variables number and NuMbEr to be identical.

ANS: False. Java is case sensitive, so these variables are distinct.

d) The remainder operator (%) can be used only with integer operands.

ANS: False. The remainder operator can also be used with noninteger operands in Java.

e) The arithmetic operators *, /, %, + and - all have the same level of precedence.

ANS: False. The operators *, / and % have higher precedence than operators + and -.

f) The identifier _ (underscore) is valid in Java 9.

ANS: False. As of Java 9, _ (underscore) by itself is no longer a valid identifier.

2.3 Write statements to accomplish each of the following tasks:

a) Declare variables c, thisIsAVariable, q76354 and number to be of type int and initialize each to 0.

ANS: `int c = 0;`
`int thisIsAVariable = 0;`
`int q76354 = 0;`
`int number = 0;`

b) Prompt the user to enter an integer.

ANS: `System.out.print("Enter an integer: ");`

c) Input an integer and assign the result to int variable value. Assume Scanner variable input can be used to read a value from the keyboard.

ANS: `int value = input.nextInt();`

d) Print "This is a Java program" on one line in the command window. Use method System.out.println.

ANS: `System.out.println("This is a Java program");`

e) Print "This is a Java program" on two lines in the command window. The first line should end with Java. Use method System.out.printf and two %s format specifiers.

ANS: `System.out.printf("%s\n%s\n", "This is a Java", "program");`

f) If the variable number is not equal to 7, display "The variable number is not equal to 7".

```
ANS: if (number != 7) {
    System.out.println("The variable number is not equal to 7");
}
```

2.4 Identify and correct the errors in each of the following statements:

a) `if (c < 7); {`
`System.out.println("c is less than 7");`
`}`

ANS: Error: Semicolon after the right parenthesis of the condition (`c < 7`) in the `if`. As a result, the output statement executes regardless of whether the condition in the `if` is true.

Correction: Remove the semicolon after the right parenthesis.

b) `if (c ==> 7) {`
`System.out.println("c is equal to or greater than 7");`
`}`

ANS: Error: The relational operator `=>` is incorrect.

Correction: Change `=>` to `>=`.

2.5 Write declarations, statements or comments that accomplish each of the following tasks:

a) State that a program will calculate the product of three integers.

ANS: `// Calculate the product of three integers`

b) Create a Scanner called `input` that reads values from the standard input.

ANS: `Scanner input = new Scanner(System.in);`

c) Prompt the user to enter the first integer.

ANS: `System.out.print("Enter first integer: ");`

d) Read the first integer from the user and store it in the `int` variable `x`.

ANS: `int x = input.nextInt();`

e) Prompt the user to enter the second integer.

ANS: `System.out.print("Enter second integer: ");`

f) Read the second integer from the user and store it in the `int` variable `y`.

ANS: `int y = input.nextInt();`

g) Prompt the user to enter the third integer.

ANS: `System.out.print("Enter third integer: ");`

h) Read the third integer from the user and store it in the `int` variable `z`.

ANS: `int z = input.nextInt();`

i) Compute the product of the three integers contained in variables `x`, `y` and `z`, and store the result in the `int` variable `result`.

ANS: `int result = x * y * z;`

j) Use `System.out.printf` to display the message "Product is" followed by the value of the variable `result`.

ANS: `System.out.printf("Product is %d\n", result);`

2.6 Using the statements you wrote in Exercise 2.5, write a complete program that calculates and prints the product of three integers.

ANS:

```
1 // Ex. 2.6: Product.java
2 // Calculate the product of three integers.
3 import java.util.Scanner; // program uses Scanner
4
5 public class Product {
6     public static void main(String[] args) {
```

```

7      // create Scanner to obtain input from command window
8      Scanner input = new Scanner(System.in);
9
10     System.out.print("Enter first integer: "); // prompt for input
11     int x = input.nextInt(); // read first integer
12
13     System.out.print("Enter second integer: "); // prompt for input
14     int y = input.nextInt(); // read second integer
15
16     System.out.print("Enter third integer: "); // prompt for input
17     int z = input.nextInt(); // read third integer
18
19     int result = x * y * z; // calculate product of numbers
20
21     System.out.printf("Product is %d\n", result);
22 } // end method main
23 } // end class Product

```

```

Enter first integer: 10
Enter second integer: 20
Enter third integer: 30
Product is 6000

```

Exercises

NOTE: Solutions to the programming exercises are located in the `ch02solutions` folder. Each exercise has its own folder named `ex02_##` where `##` is a two-digit number representing the exercise number. For example, Exercise 2.14's solution is located in the folder `ex02_14`.

- 2.7** Fill in the blanks in each of the following statements:
- _____ are used to document a program and improve its readability.
ANS: Comments.
 - A decision can be made in a Java program with a(n) _____.
ANS: if statement.
 - Calculations are normally performed by _____ statements.
ANS: assignment statements.
 - The arithmetic operators with the same precedence as multiplication are _____ and _____.
ANS: division (/), remainder (%)
 - When parentheses in an arithmetic expression are nested, the _____ set of parentheses is evaluated first.
ANS: innermost.
 - A location in the computer's memory that may contain different values at various times throughout the execution of a program is called a(n) _____.
ANS: variable.
- 2.8** Write Java statements that accomplish each of the following tasks:
- Display the message "Enter an integer: ", leaving the cursor on the same line.
ANS: `System.out.print( "Enter an integer: " );`
 - Assign the product of variables `b` and `c` to the `int` variable `a`.
ANS: `a = b * c;`
 - Use a comment to state that a program performs a sample payroll calculation.
ANS: `// This program performs a simple payroll calculation.`
- 2.9** State whether each of the following is *true* or *false*. If *false*, explain why.

a) Java operators are evaluated from left to right.

ANS: False. Some operators (e.g., assignment, =) evaluate from right to left.

b) The following are all valid variable names: `_under_bar_`, `m928134`, `t5`, `j7`, `her_sales$`, `his_$account_total`, `a`, `b$`, `c`, `z` and `z2`.

ANS: True.

c) A valid Java arithmetic expression with no parentheses is evaluated from left to right.

ANS: False. The expression is evaluated according to operator precedence.

d) The following are all invalid variable names: `3g`, `87`, `67h2`, `h22` and `2h`.

ANS: False. Identifier `h22` is a valid variable name.

2.10 Assuming that `x = 2` and `y = 3`, what does each of the following statements display?

a) `System.out.printf("x = %d\n", x);`

ANS: `x = 2`

b) `System.out.printf("Value of %d + %d is %d\n", x, x, (x + x));`

ANS: Value of 2 + 2 is 4

c) `System.out.printf("x =");`

ANS: `x =`

d) `System.out.printf("%d = %d\n", (x + y), (y + x));`

ANS: `5 = 5`

2.11 Which of the following Java statements contain variables whose values are modified?

a) `int p = i + j + k + 7;`

b) `System.out.println("variables whose values are modified");`

c) `System.out.println("a = 5");`

d) `int value = input.nextInt();`

ANS: (a), (d).

2.12 Given that $y = ax^3 + 7$, which of the following are correct Java statements for this equation?

a) `int y = a * x * x * x + 7;`

b) `int y = a * x * x * (x + 7);`

c) `int y = (a * x) * x * (x + 7);`

d) `int y = (a * x) * x * x + 7;`

e) `int y = a * (x * x * x) + 7;`

f) `int y = a * x * (x * x + 7);`

ANS: (a), (d), (e)

2.13 State the order of evaluation of the operators in each of the following Java statements, and show the value of `x` after each statement is performed:

a) `int x = 7 + 3 * 6 / 2 - 1;`

ANS: `*`, `/`, `+`, `-`; Value of `x` is 15.

b) `int x = 2 % 2 + 2 * 2 - 2 / 2;`

ANS: `%`, `*`, `/`, `+`, `-`; Value of `x` is 3.

c) `int x = (3 * 9 * (3 + (9 * 3 / (3))));`

ANS: `x = ( 3 * 9 * ( 3 + ( 9 * 3 / ( 3 ) ) ) )`;

4 5 3 1 2

Value of `x` is 324.

2.19 What does the following code print?

`System.out.printf("%n**%n**%n**%n**%n**%n**%n");`

ANS:

```
*  
**  
***  
****  
*****
```

2.20 What does the following code print?

```
System.out.println("*");  
System.out.println("***");  
System.out.println("*****");  
System.out.println("*****");  
System.out.println("**");
```

ANS:

```
*  
***  
*****  
*****  
**
```

2.21 What does the following code print?

```
System.out.print("*");  
System.out.print("*****");  
System.out.print("*****");  
System.out.print("*****");  
System.out.println("**");
```

ANS:

```
*****
```

2.22 What does the following code print?

```
System.out.print("*");  
System.out.println("***");  
System.out.println("*****");  
System.out.print("*****");  
System.out.println("**");
```

ANS:

```
****  
*****  
*****
```

2.23 What does the following code print?

```
System.out.printf("%s%n%s%n%s%n", "*", "***", "*****");
```

ANS:

```
*  
***  
*****
```


Control Statements: Part I; Assignment, ++ and -- Operators

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Objectives

In this chapter you'll:

- Learn basic problem-solving techniques.
- Develop algorithms through the process of top-down, stepwise refinement.
- Use the `if` and `if...else` selection statements to choose between alternative actions.
- Use the `while` iteration statement to execute statements in a program repeatedly.
- Use counter-controlled iteration and sentinel-controlled iteration.
- Use the compound assignment operator and the increment and decrement operators.
- Learn about the portability of primitive data types.

