

## Options

```
Testing the addition operation.  
The result is: 7  
Testing the subtraction operation.  
The result is: 5  
All tests passed.  
Testing the addition operation.  
The result is: 7  
Testing the subtraction operation.  
The result is: 5  
All tests passed.  
Testing the addition operation.  
The result is: 1  
Testing the subtraction operation.  
The result is: 5  
All tests passed.  
Testing the addition operation.  
The result is: 1  
Testing the subtraction operation.  
The result is: 5  
All tests passed.
```

# Exercise Solutions Object First With Bluej

**Annita Fjuk, Amela Karahasanović, Jens  
Kaasbøll**

## Exercise Solutions Object First With Bluej:

**Objects First with Java** David John Barnes, David J. Barnes, Michael Kölling, 2005 This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles. *Objects First with Java* David J. Barnes, Michael Kölling, Michael Kölling, 2003 0 13 044929 6 4492J 5 Barnes Kölling OBJECTS FIRST WITH JAVA BlueJ is a Java development environment that runs on top of the Sun Microsystems Java Development Kit, making use of the standard compiler and virtual machine. It allows readers to create objects of any class and interact with their methods. For the first time, the traditionally difficult concepts of objects and classes are brought alive in an easily manipulable visual form. This truly objects-first approach within the customized BlueJ environment will revolutionize the way programming is learned. The book includes a copy of BlueJ. Takes a project-driven approach to problem solving; the book is structured along the lines of fundamental development tasks, providing readers with clear coverage of the principles of object-oriented programming. Programmers and non-programmers who want to learn Java with a state-of-the-art approach and user-friendly programming environment. **Comprehensive object-oriented learning** Annita Fjuk, Amela Karahasanović, Jens Kaasbøll, 2006 There is a high demand for understanding the learner's actions, strategies, and thoughts while solving object-oriented problems. The book provides new insight into knowledge-acquiring processes and shows how to successfully integrate the empirically based findings into pedagogical design. *S. Chand's ICSE Commercial Applications for Classes 9* Dr. S. Rajesh, S. Chand's ICSE Commercial Applications for Classes 9 Concise Guide to Object-Oriented Programming Kingsley Sage, 2019-04-23 This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding; a brief history of programming languages and a concise introduction to programming in Java using BlueJ; discusses classes and objects; reviews various Java library objects and packages; and introduces the idea of the Application Programming Interface (API). Highlights how OO design forms an essential role in producing a useful solution to a problem and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections with a particular focus on fixed-length arrays, the ArrayList, HashMap, and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing and the concept of a design pattern; outlines two complete applications from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one

semester course in this area or someone learning for the purpose of professional development or self improvement The text does not require any prior knowledge of coding software engineering OO or mathematics

*Reflections on the Teaching of Programming* Jens Bennedsen, Michael E. Caspersen, Michael Kölling, 2008-05-20 This state of the art survey reflecting on the teaching of programming has been written by a group of primarily Scandinavian researchers and educators with special interest and experience in the subject of programming The 14 chapters contributed by 24 authors present practical experience gathered in the process of teaching programming and associated with computing education research work Special emphasis is placed on practical advice and concrete suggestions The authors are all members of the Scandinavian Pedagogy of Programming Network SPoP and bring together a diverse body of experiences from the Nordic countries The 14 chapters of the book have been carefully written and edited to present 4 coherent units on issues in introductory programming courses object oriented programming teaching software engineering issues and assessment Each of these individual parts has its own detailed introduction The topics addressed span a wide range of problems and solutions associated with the teaching of programming such as introductory programming courses exposition of the programming process apprentice based learning functional programming first problem based learning the use of on line tutorials object oriented programming and Java the BlueJ environment to introduce programming model driven programming as opposed to the prevailing language driven approach teaching software engineering testing extreme programming frameworks feedback and assessment active learning technology based individual feedback and mini project programming exams

*Flexible, Reliable Software* Henrik B. Christensen, 2011-06-21 Flexible Reliable Software Using Patterns and Agile Development guides students through the software development process By describing practical stories explaining the design and programming process in detail and using projects as a learning context the text helps readers understand why a given technique is required and why techniques must be combined to overcome the challenges facing software developers The presentation is pedagogically organized as a realistic development story in which customer requests require introducing new techniques to combat ever increasing software complexity After an overview and introduction of basic terminology the book presents the core practices concepts tools and analytic skills for designing flexible and reliable software including test driven development refactoring design patterns test doubles and responsibility driven and compositional design It then provides a collection of design patterns leading to a thorough discussion of frameworks exemplified by a graphical user interface framework MiniDraw The author also discusses the important topics of configuration management and systematic testing In the last chapter projects lead students to design and implement their own frameworks resulting in a reliable and usable implementation of a large and complex software system complete with a graphical user interface This text teaches how to design program and maintain flexible and reliable software Installation guides source code for the examples exercises and projects can be found on the author s website

**Transforming IT education** Christine Bruce, George M. Mohay, Glenn

Smith, Ian Stoodley, Robyn Tweedale, 2006 It is by now an obvious observation that much of the world depends on information technology Our infrastructure relies on IT our buildings finance systems roads airplanes cars televisions washing machines and bread makers as does much of what we do our banking learning and communicating Almost everyone today uses information technology but few know how it works and very few indeed understand the mysteries of how to build new systems This imbalance between users and knowers grows worse every year With the dot com collapse the number of students studying computers and information technology more generally has been shrinking steadily In the long run this trend is not likely to be a good thing either in Australia or elsewhere What can we do about this IT courses worldwide report falling enrolments and high attrition The glamour of computing seemingly effortless graphics and animations and the management of massive computations and data sets is at odds with the reality of how difficult it can be to coax computers into exhibiting these advanced capabilities and many students find the transition from the dream to reality too difficult to master One possibility is to reconceptualize both what and how we teach making IT more attractive to students without sacrificing the rigour and depth needed to produce graduates capable of life long learning against the backdrop of rapidly evolving technologies The Faculty of Information Technology at QUT has long sought to develop curricula and pedagogies that make this possible The results of this search show in innovative curricula real world engagement and a dominant position in our local market for IT education QUT s strategic plan the QUT Blueprint exhorts the University to be bold experiment and engage with the real world in order to ensure we remain relevant and attuned to the needs of both our graduates and the industries that will employ them The contents of this book report on a significant part of our response to this challenge I m honoured to be able to write this preface only a year after I joined QUT the work herein is a credit to my two predecessors as Deans of the Faculty Professors Dennis Longley and John Gough and to all the staff of the Faculty both academic and professional and current and past Hopefully it will also help to inspire a new generation of staff and students To you the reader this book is best thought of as a snapshot of a long quest to discover the secrets of how best to approach the moving feast that is IT education It will be of interest to those looking to develop new curricula of their own or benchmark their own journeys of discovery We should never imagine that we have all the answers indeed it s our hope that readers will learn from and improve on what we have achieved and share their insights with us in return so that the co evolution of ICT teaching around the world can be facilitated

Artificial Intelligence in Education H. Chad Lane, Kalina Yacef, Jack Mostow, Philip Pavlik, 2013-06-22 This book constitutes the refereed proceedings of the 16th International Conference on Artificial Intelligence in Education AIED 2013 held in Memphis TN USA in July 2013 The 55 revised full papers presented together with 73 poster presentations were carefully reviewed and selected from a total of 168 submissions The papers are arranged in sessions on student modeling and personalization open learner modeling affective computing and engagement educational data mining learning together collaborative learning and social computing natural language

processing pedagogical agents metacognition and self regulated learning feedback and scaffolding designed learning activities educational games and narrative and outreach and scaling up     Programming with Java Julia Case Bradley, Anita C. Millspaugh, 2002 Java has become one of the leading development languages today It plays a very important role in application development for business as well as a tool for Web programming This Java text is designed primarily for business programming students It assumes no prior programming experience and introduces students to the object oriented approach from the very beginning This text can be used for a first language course or for a more advanced programming course

*Big Java* Cay S. Horstmann, 2005-03-08 An introduction to using Java technology covering all Java related software language and problem solving along with annotated example programs that facilitate learning with exercises to help assimilate concepts     Java Concepts Cay S. Horstmann, 2005-01-04 This fourth edition gives an accessible introduction to the Java language and a grounding in the fundamental computer science concepts It includes expanded coverage of graphical user interfaces GUIs and Applets as well as updated examples and exercises     Books In Print 2004-2005 Ed Bowker Staff, Staff Bowker, Ed, 2004

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