

CS121

Java Exercise Set 2

NOTE: *you should aim to complete these questions within a week of the class that focuses on the topic – this sheet covers Java arrays and methods, so there is quite a bit of material.*

Exercise sheets are designed to accompany classes and to give you practice with the programming ideas introduced in those classes. You are expected to attempt as many of the questions as you can. If you can't do the questions or if your programs don't work, you should seek my help in office hours or visit the CSIS tutors BEFORE we move on to the next topic ... or you will fall behind on this class.

Homework assignments will not be collected. It is your responsibility to keep up, ask questions and correct your own work. You will know whether your programs work or not - that is the beauty of programming! If you would like feedback on what you are doing and how you are doing it, please see me in my office hours and bring copies of your work with you -- I am always happy to help. However, I will **not** respond to emails that say "it doesn't work" with code attached that you expect me to debug for you!

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Please put the following information at the top of ALL your programs:

- The exercise number and name of the program (e.g. Ex 1.7 – *Quote.java*)
- Your name(s)
- Your email address(es)
- Date you created the program

PART A - METHODS:

If you have the 3rd edition of Lewis & Loftus, then go to Chapter 4:

- Exercises 4.1 - 4.9; 4.12; 4.14 - 4.18

Else if you have the 4th to 6th edition of Lewis & Loftus, then go to Chapter 5:

- Exercises 5.23 - 5.34

PART B - ARRAYS:

If you have the 3rd edition of Lewis & Loftus, then go to Chapter 6:

- Exercises 6.1 – 6.3
- Programming Projects 6.1 – 6.2, 6.4 – 6.5
- Write a Java program to produce random names. Create 2 String arrays, one containing a collection of first names and one containing a collection of last names. Select a name at random from each array and print out a full name. Your program should print out a different full name each time. You will need to investigate how to generate a random number – see p95 of Lewis & Loftus. Call your file NameGenerator.java

Else if you have the 4th to 6th edition of Lewis & Loftus, then go to Chapter 7:

- Exercises 7.1 – 7.3

- Programming Projects 7.1 – 7.4
- Write a Java program to produce random names. Create 2 String arrays, one containing a collection of first names and one containing a collection of last names. Select a name at random from each array and print out a full name. Your program should print out a different full name each time. You will need to investigate how to generate a random number – see p124 of Lewis & Loftus (p125 in edition 6). Call your file NameGenerator.java

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