

Exercise 6.6

It should be good enough to check just a few of the possibilities. It would be wise to check the boundaries as well as at least one non-boundary value. Examples of times to test: 9, 13, 17

Exercise 6.7

Yes, it is possible to use the same appointment object at different times within a single day.

The tests are not as legitimate anymore, because we can no longer see the difference between the objects (because there is none) and therefore we can't be sure that the appointments are in the correct time slots.

It would make sense to use the same appointment object if you have a recurring appointment. For instance you might have a daily meeting with someone.

Exercise 6.8

Several of the tests will fail.

makeAppointment only uses the starting time of an appointment to check if the slot is free, and it can therefore overwrite other appointments or exceed the boundary (which results in an exception). For instance, try booking a two-hour appointment at 1700 or one at 0900 when the 1000 time is already booked.

Exercise 6.9

	Positive	Negative
6.1	X	
6.2	X	
6.3	X	
6.4		X
6.5	X	
6.6		X

Other negative tests:

- test how the application handles a 'null' object as an appointment.
- test zero and negative values for duration and time.

A positive test could be to test that appointments longer than one hour have the correct duration after being inserted.

Exercise 6.13

Objects First With Java Solutions Chapter 6

AN Whitehead



Objects First With Java Solutions Chapter 6:

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 *Head First Java* Kathy Sierra, Bert Bates, Trisha Gee, 2022-05-12 What will you learn from this book Head First Java is a complete learning experience in Java and object oriented programming With this book you ll learn the Java language with a unique method that goes beyond how to manuals and helps you become a great programmer Through puzzles mysteries and soul searching interviews with famous Java objects you ll quickly get up to speed on Java s fundamentals and advanced topics including lambdas streams generics threading networking and the dreaded desktop GUI If you have experience with another programming language Head First Java will engage your brain with more modern approaches to coding the sleeker faster and easier to read write and maintain Java of today What s so special about this book If you ve read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven t you re in for a treat With Head First Java you ll learn Java through a multisensory experience that engages your mind rather than by means of a text heavy approach that puts you to sleep [Learn Java for Android Development](#) Jeff Friesen, 2014-02-23 Learn Java for Android Development Third Edition is an update of a strong selling book that now includes a primer on Android app development in Chapter 1 and Appendix C which is distributed in the book s code archive This book teaches programmers the essential Java language skills necessary for effectively picking up and using the new Android SDK platform to build mobile embedded and even PC apps especially game apps Android development is hot and many programmers are interested in joining the fun However because this technology is based on Java you should first obtain a solid grasp of the Java language and its APIs in order to improve your chances of succeeding as an effective Android app developer This book helps you do that Each of the book s 16 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter s material Answers to the book s more than 700 exercises are provided in an appendix A second appendix provides a significant game oriented Java application which you can convert into

an Android app Once you complete this one of a kind book written by Jeff Friesen an expert Java developer and JavaWorld com columnist you should be ready to begin your indie or professional Android app development journey What you ll learn The Java skills necessary for Android development The core Java language fundamentals Classes objects inheritance polymorphism and interfaces Advanced Java language features such as generics The basic Java APIs necessary for Android such as the String class and threading The Collections Framework for organizing objects The Concurrency Utilities for simplifying multithreading Classic and New I O Networking and database access Parsing creating and transforming XML documents Additional APIs for creating and accessing ZIP and JAR files and more Who this book is for This book is for any programmer including existing Java programmers and Objective C based iPhone and iPad programmers of any skill level who needs to obtain a solid understanding of the Java language and foundational Java APIs before jumping into Android app development Table of Contents 1 Getting Started with Java 2 Learning Language Fundamentals 3 Discovering Classes and Objects 4 Discovering Inheritance Polymorphism and Interfaces 5 Mastering Advanced Language Features Part 1 6 Mastering Advanced Language Features Part 2 7 Exploring the Basic APIs Part 1 8 Exploring the Basic APIs Part 2 9 Exploring the Collections Framework 10 Exploring the Concurrency Utilities 11 Performing Classic I O 12 Accessing Networks 13 Migrating to New I O 14 Accessing Databases 15 Parsing Creating and Transforming XML Documents 16 Focusing on Odds and Ends 17 Appendix A Solutions to Exercises 18 Appendix B Four of a Kind 19 Appendix C Getting Started with Android NOTE Appendix C is not included in the physical book Instead it s distributed as a PDF file that s bundled with the book s code

Beginning Hibernate Dave Minter,Jeff Linwood,Joseph Ottinger,2014-04-03 Beginning Hibernate Third Edition is ideal if you re experienced in Java with databases the traditional or connected approach but new to open source lightweight Hibernate a leading object relational mapping and database oriented application development framework This book packs in information about the release of the Hibernate 4 x persistence layer and provides a clear introduction to the current standard for object relational persistence in Java And since the book keeps its focus on Hibernate without wasting time on nonessential third party tools you ll be able to immediately start building transaction based engines and applications Experienced authors Joseph Ottinger with Dave Minter and Jeff Linwood provide more in depth examples than any other book for Hibernate beginners The authors also present material in a lively example based manner not a dry theoretical hard to read fashion

Scala Cookbook Alvin Alexander,2013-08 Save time and trouble when using Scala to build object oriented functional and concurrent applications With more than 250 ready to use recipes and 700 code examples this comprehensive cookbook covers the most common problems you ll encounter when using the Scala language libraries and tools It s ideal not only for experienced Scala developers but also for programmers learning to use this JVM language Author Alvin Alexander creator of DevDaily com provides solutions based on his experience using Scala for highly scalable component based applications that support concurrency and distribution Packed with real world scenarios this book provides

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Nell B. Dale, Daniel T. Joyce, Chip Weems, 2006 Data Structures Theory of Computation Powerful Python Aaron
Maxwell, 2024-11-08 Once you ve mastered the basics of Python how do you skill up to the top 1% How do you focus your learning time on topics that yield the most benefit for production engineering and data teams without getting distracted by info of little real world use This book answers these questions and more Based on author Aaron Maxwell s software engineering career in Silicon Valley this unique book focuses on the Python first principles that act to accelerate everything else the 5% of programming knowledge that makes the remaining 95% fall like dominos It s also this knowledge that helps you become an exceptional Python programmer fast Learn how to think like a Pythonista explore advanced Pythonic thinking Create lists dicts and other data structures using a high level readable and maintainable syntax Explore higher order function abstractions that form the basis of Python libraries Examine Python s metaprogramming tool for priceless patterns of code reuse Master Python s error model and learn how to leverage it in your own code Learn the more potent and advanced tools of Python s object system Take a deep dive into Python s automated testing and TDD Learn how Python logging helps you troubleshoot and debug more quickly Pro Flex on Spring Chris Giametta, 2009-05-01 This is the first book covering the use of the Spring Framework and integrating the Flex Framework so that enterprise Java developers can now add a Rich Internet Application front end to their back end **Object-Oriented Data Structures Using Java** Nell Dale, Daniel Joyce, Chip Weems, 2012 Continuing the success of the popular second edition the updated and revised Object Oriented Data Structures Using Java Third Edition is sure to be an essential resource for students learning data structures using the Java programming language It presents traditional data structures and object oriented topics with an emphasis on problem solving theory and software engineering principles Beginning early and continuing throughout the text the authors introduce and expand upon the use of many Java features including packages interfaces abstract classes inheritance and exceptions Numerous case studies provide readers with real world examples and demonstrate possible solutions to interesting problems The authors lucid writing style guides readers through the rigor of standard data structures and presents essential concepts from logical applications and implementation levels Key concepts throughout the Third Edition have been clarified to increase student comprehension and retention and end of chapter exercises have been updated and modified New and Key Features to the Third Edition Includes the use of generics throughout the text providing the dual benefits of allowing for a type safe use of data structures plus exposing students to modern approaches This text is among the first data structures textbooks to address the topic of concurrency and synchronization which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation Concurrency and

synchronization are introduced in the new Section 5.7 where it begins with the basics of Java threads. Provides numerous case studies and examples of the problem solving process. Each case study includes problem description, an analysis of the problem, input and required output, and a discussion of the appropriate data structures to use. Expanded chapter exercises allow you as the instructor to reinforce topics for your students using both theoretical and practical questions. Chapters conclude with a chapter summary that highlights the most important topics of the chapter and ties together related topics.

Google Cloud Associate Cloud Engineer Certification Guide Arijit Sarkar, 2025-05-21 DESCRIPTION With the emergence of cloud computing, organizations are moving their workloads to the public cloud to reduce the capital expenditure towards on-premises IT infrastructure. Google Cloud Platform is one of the major public cloud platforms. Hence, learning about it in depth is crucial for anyone aiming to excel in the cloud computing landscape. This book systematically explores GCP, starting with cloud fundamentals and an overview of GCP services, followed by the ACE exam scope. You will gain practical skills in the console, Cloud Shell, billing, APIs, and IAM, and explore storage (GCS) and databases (Cloud SQL, Spanner). You will master compute through VMs, Cloud Run, GKE, App Engine, and Cloud Functions; learn networking with VPC, firewall rules, load balancing, DNS, CDN, and NAT; and discover big data, AI/ML deployment, and monitoring. You will understand the application lifecycle and ACE exam specifics with practice simulations. By the end of this book, you will be well-prepared to confidently tackle the Associate Cloud Engineer certification exam and equipped with the practical knowledge to effectively design, deploy, and manage solutions on GCP, ready to contribute meaningfully to cloud-driven projects.

WHAT YOU WILL LEARN Understand cloud computing in enterprise environment; Google Cloud Platform Compute Platform Services; Different database options in Google Cloud Platform for various use cases; End-to-end use case implementation in Google Cloud Platform; Detailed explanation on networking in cloud computing; Confidently apply GCP knowledge for ACE certification and cloud roles.

WHO THIS BOOK IS FOR This book is for IT professionals familiar with on-premises infrastructure or those new to public cloud, including system administrators, developers, and cloud enthusiasts. Students aiming to learn Google Cloud Platform as their entry into cloud computing will also find this guide beneficial. Prior networking and operating system basics are helpful but not mandatory.

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[Enterprise Development with Flex](#) Yakov Fain, Victor Rasputnis, Anatole Tartakovsky, 2010-03-16 If you want to use Adobe Flex to build production quality

Rich Internet Applications for the enterprise this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices and compare several frameworks and tools available for RIA development well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project and much more. Choose among several frameworks to build Flex applications including Cairngorm, PureMVC, Mate and Clear Toolkit. Apply selected design patterns with Flex. Learn how to extend the Flex framework and build your own component library. Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force. Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS based servers.

Determine the actual performance of your application and improve its efficiency. **Learn Java the Easy Way** Bryson Payne, 2017-10-17. Java is the world's most popular programming language but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then you'll create a guessing game, a secret message encoder and a multitouch bubble drawing app for both desktop and mobile devices using Eclipse, an industry standard IDE and Android Studio, the development environment for making Android apps. As you build these apps you'll learn how to perform calculations, manipulate text strings and generate random colors. Use conditions, loops and methods to make your programs responsive and concise. Create functions to reuse code and save time. Build graphical user interface (GUI) elements including buttons, menus, pop-ups and sliders. Take advantage of Eclipse and Android Studio features to debug your code and find, fix and prevent common mistakes. If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time. Java EE and .NET Interoperability Marina Fisher, Sonu Sharma, Ray Lai, Laurence

Moroney, 2006-04-21. Java EE and .NET Interoperability addresses issues encountered during the integration process such as a diverse technology set, incompatible APIs and disparate environment maintenance. The experienced authors outline strategies, approaches and best practices including messaging, Web services and integration related frameworks and patterns. The book also introduces readers to Service Oriented Architecture (SOA), the building block for scalable and reliable enterprise integration solutions. This indispensable book provides the Java EE and .NET developer community with multiple strategies to integrate between Java EE and .NET platforms that save developers time and effort. Applying proven interoperability solutions significantly reduces the application development cycle. Coverage includes Effective Java EE/.NET integration strategies and best practices. Detailed enterprise coverage as well as standalone Java EE component integration with .NET SOA as a building block for Java EE/.NET interoperability. Interoperability security issues and risk mitigation. Managing reliability, availability

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Developing Java Applications with Spring and Spring Boot Claudio Eduardo de Oliveira, Greg L. Turnquist, Alex Antonov, 2018-10-04

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