Changes to 3rd Edition of Learning Java through Alice3

Chapter 1
  • Fixed the code in NetBeans to match the Alice exercise (some lines had duration changes).

Chapter 2
  • Added a feet to inches assignment

Chapter 3
  • Fixed the file naming issues with the Celisus and MoneyChanger exercises.
  • Added a conversion assignment

Chapter 4
  • Changed the Dog Wag project parameter name to speed instead of duration since Alice already has a duration parameter.

Chapter 5
  • Fixed the directions for the Bird to Tree project. The sand template is no longer available.
  • Fixed the incorrect equation for Circumference exercise (3.14 * diameter)
  • Used Math.PI constant for equation in Circumference exercise

Chapter 6
  • Change Password exercise length through code to be the same
  • Adjusted the Greeting exercise to set a variable with conditionals and return the variable instead of having a return statement for every condition.
  • Adjusted the Guessing Game exercise to set a variable with conditionals and return the variable instead of having a return statement for every condition.
  • Deleted the title bar and icon change on the Guessing Game exercise.
  • Adjusted the Simple Calculator exercise to set a variable with conditionals and return the variable instead of having a return statement for every condition.

Chapter 7
  • Changed wording at beginning of chapter of OOP concepts
  • Removed AnimalCreator example and made it a DogCreator step-by-step exercise
  • Discussed packages and final.
  • Took accessor and mutator off and just referred to methods as setters and getters
  • Modified the Student assignment.
  • Add overloading example with JOptionPane
Chapter 8

- Added a circle diagram to describe drawing an arc

Chapter 9

- Added a Penguin Array exercise using Alice to show how to use iterators

Chapter 10

- Changed Array Projects to use Integer.MIN_VALUE for initializing the largest variable and Integer.MAX_VALUE for initializing the smallest variable.

Appendix

- Added exception handling