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Chapter 17 Exercise 21, Introduction to Java Programming, Tenth Edition Y. Daniel LiangY. 17.21 (Hex editor) Write a GUI application that lets the user enter a file name, in the text field and press the Enter key to display its hex. representation in a text area. The user can also modify the . hex code and save it back to the file.

### Chapter 17 Exercise 21, Introduction to Java Programming ...

Chapter 6 Exercise 13, Introduction to Java Programming, Tenth Edition Y. Daniel LiangY. \*6.13 (Sum series) Write a method to compute the following series:  $m(i) = 1 + 2 + 3 + \dots + i + 1$  Write a test program that displays the following table:

### Chapter 6 Exercise 13, Introduction to Java Programming ...

Chapter 10 Exercise 3, Introduction to Java Programming, Tenth Edition Y. Daniel LiangY. 10.3 (The MyInteger class) Design a class named MyInteger. The class contains:

### Chapter 10 Exercise 3, Introduction to Java Programming ...

Programming Exercise Solutions. Solutions to even-numbered exercises are provided to students. Instructors receive solutions to ALL exercises. The even-numbered exercises serve as additional examples for a variety of programs. To maximize the benefits of these solutions, students should first attempt to complete...

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Chapter 4 Exercise 1, Introduction to Java Programming, Tenth Edition Y. Daniel LiangY. 4.1 (Geometry: area of a pentagon) Write a program that prompts the user to enter the length from the center of a pentagon to a vertex and computes the area of the pentagon, as shown in the following figure.

### Chapter 4 Exercise 1, Introduction to Java Programming ...

Chapter 6 Exercise 3, Introduction to Java Programming, Tenth Edition Y. Daniel LiangY. \*\*6.3 (Palindrome integer) Write the methods with the following headers // Return the reversal of an integer, i.e., reverse(456) returns 654 public static int reverse(int number) // Return true if number is a palindrome public static boolean isPalindrome(int ...

### Chapter 6 Exercise 3, Introduction to Java Programming ...

Design: (Describe the major steps for solving the problem.) Coding: (Copy and Paste Source Code here. Format your code using Courier 10pts) [Copy and Paste Your program here]

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