

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 ($3.14 * \text{diameter}$)
- 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