

PROGRAMMING ASSIGNMENTS  
CS2336 Computer Science II

Check your WebCT account for updates, changes, hints, etc. before starting an assignment. Please assume any of the following assignments may be modified or replaced. Additional information or requirements needed for completing each assignment will be provided on WebCT. The assignments will be explained in class. Note: the number of assignments may increase or decrease depending on the progress in the course during the semester. Each assignment requires a program which demonstrates its correct functioning.

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**Assignment#1:**

**A:** (*Objects/Inheritance*)

Program #10.3      Textbook, Chap10, p359      Classes/Objects  
(6ed::Program #9.3      Textbook, Chap 9, p339 )

**Assignment#2:**

**A:** (*Exceptions/Assertions*)

Program #18.3      Textbook, Chap 18, p621      Bounds Check  
(6ed::Program #17.3      Textbook, Chap 17, p602)

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**Assignment#3:**

**B:** (*Simple Input/Output*)

Program #8.18      Textbook, Chap 8, p299      Text data  
(6ed::Program #8.21      Textbook, Chap 8, p300)

Program #19.3      Textbook, Chap 19, p652      Binary data  
(6ed::Program #18.3      Textbook, Chap 18, p633)

**Assignment4:**

**B:** (*Data Structures/Collections*)

Program #22.7      Textbook, Chap 22, p738      Maps  
(6ed::Program #22.7      Textbook, Chap 22, p743)

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**Assignment#5:**

**C:** (*Multithreading*)

Program #29.8      Textbook,Chap29, p972      Synchronize  
(6ed::Program #24.8      Textbook,Chap24, p812)

**Assignment#6:**

**C:** (*Networking*)

Program #30.1      Textbook,Chap30, p1012      Loan Server  
(6ed::Program #25.1      Textbook,Chap25, p857)

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**Assignment#7:**

**D:** (*Containers/Layout Mgrs*)

Program #33.1      Textbook,Chap33, p1103      Layout Manager  
(6ed::Program #28.1      Textbook,Chap28, p962)

**Assignment#8:**

**D:** (*Advanced Swing Components*)

Program #35.3      Textbook,Chap35, p1179      Spinners  
(6ed::Program #30.3      Textbook,Chap30, p1042)