

Chapter 15 Project: Stack Calculator

Create an application that simulates an old-school stack calculator that uses Reverse Polish Notation (RPN).

Console

```
Welcome to the Stack Calculator.

Commands: push n, add, sub, mult, div, clear, or quit.

stack> push 4
4.0

stack> push 3
3.0
4.0

stack> push 2
2.0
3.0
4.0

stack> mult
6.0
4.0

stack> add
10.0

stack> clear
empty

stack> quit

Thanks for using the Stack Calculator.
```

Specifications

- The calculator should be implemented as a separate class named `StackCalculator`. This class should have the following methods:

Method	Explanation
<code>public void push(double x)</code>	Pushes <code>x</code> onto the top of the stack.
<code>public double pop()</code>	Removes the value from the top of the stack.
<code>public double add()</code>	Removes two values from the stack, adds them, and pushes the result back onto the stack.
<code>public double subtract()</code>	Same as <code>add()</code> but subtracts the values.
<code>public double multiply()</code>	Same as <code>add()</code> but multiplies the values.
<code>public double divide()</code>	Same as <code>add()</code> but divides the values.
<code>public void clear()</code>	Removes all entries from the stack.
<code>public double[] getValues()</code>	Returns all of the values from the stack in an array without removing them from the stack.
<code>public int size()</code>	Gets the number of values in the stack.

- The `StackCalculator` class should use a `Stack` object to maintain the stack data.

Java Programming 6th Edition Exercise Answers

Christian Ullenboom



Java Programming 6th Edition Exercise Answers:

Java Programming Exercises Christian Ullenboom, 2024-09-04 Take the next step in raising your coding skills and dive into the intricacies of Java Standard Libraries You will continue to raise your coding skills and test your Java knowledge on tricky programming tasks with the help of the pirate Captain CiaoCiao This is the second of two volumes which provide you with everything you need to excel in your Java journey including tricks that you should know in detail as a professional as well as intensive training for clean code and thoughtful design that carries even complex software Features 149 tasks with commented solutions on different levels For all paradigms object oriented imperative and functional Clean code reading foreign code and object oriented modeling With numerous best practices and extensively commented solutions to the tasks these books provide the perfect workout for professional software development with Java **Learn to Program with Java (2014 Edition)** John Smiley, 2014-02-20 An Introductory text on Java using the freely downloadable JDK Java Development Kit The easiest technical book you ll ever read Open it up and see for yourself Join Professor Smiley s Java class as he teaches essential skills in programming coding and more Using a student instructor conversational format this book starts at the very beginning with crucial programming fundamentals You ll quickly learn how to identify customer needs so you can create an application that achieves programming objectives just like experienced programmers By identifying clear client goals you ll learn important programming basics like how computers view input and execute output based on the information they are given then use those skills to develop real world applications Participate in this one of a kind classroom experience and see why Professor Smiley is renowned for making learning fun and easy **Introduction to Java Programming** Y. Daniel Liang, 2011 Introduction to Java Programming Brief 8e consists of the first 20 chapters from the Comprehensive version of Introduction to Java Programming It introduces fundamentals of programming problem solving object oriented programming and GUI programming The Brief version is suitable for a CS1 course Regardless of major students will be able to grasp concepts of problem solving and programming thanks to Liang s fundamentals first approach students learn critical problem solving skills and core constructs before object oriented programming Liang s approach includes application rich programming examples which go beyond the traditional math based problems found in most texts Students are introduced to topics like control statements methods and arrays before learning to create classes Later chapters introduce advanced topics including graphical user interface exception handling I O and data structures Small simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line by line explanations In the Eighth Edition only standard classes are used [Java Programming Fundamentals](#) Premchand S. Nair, 2008-11-20 While Java texts are plentiful it s difficult to find one that takes a real world approach and encourages novice programmers to build on their Java skills through practical exercise Written by an expert with 19 experience teaching computer programming Java Programming Fundamentals presents object oriented programming by employing examples

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Programming and Problem Solving with Java Nell B. Dale, Chip Weems, 2008 Extensively revised the new Second Edition of Programming and Problem Solving with Java continues to be the most student friendly text available The authors carefully broke the text into smaller more manageable pieces by reorganizing chapters allowing student to focus more sharply on the important information at hand Using Dale and Weems highly effective progressive objects approach students begin with very simple yet useful class design in parallel with the introduction of Java s basic data types arithmetic operations control structures and file I O Students see first hand how the library of objects steadily grows larger enabling ever more sophisticated applications to be developed through reuse Later chapters focus on inheritance and polymorphism using the firm foundation that has been established by steadily developing numerous classes in the early part of the text A new chapter on Data Structures and Collections has been added making the text ideal for a one or two semester course With its numerous new case studies end of chapter material and clear descriptive examples the Second Edition is an exceptional

text for discovering Java as a first programming language *Learn To Program with Java SE6* John Smiley, 2011-01-01 An Introductory text on Java using the freely downloadable JDK Java Development Kit The easiest technical book you ll ever read Open it up and see for yourself Join Professor Smiley s Java class as he teaches essential skills in programming coding and more Using a student instructor conversational format this book starts at the very beginning with crucial programming fundamentals You ll quickly learn how to identify customer needs so you can create an application that achieves programming objectives just like experienced programmers By identifying clear client goals you ll learn important programming basics like how computers view input and execute output based on the information they are given then use those skills to develop real world applications Participate in this one of a kind classroom experience and see why Professor Smiley is renowned for making learning fun and easy **C++** Paul J. Deitel, Harvey M. Deitel, 2010 **KEY BENEFIT** This comprehensive best seller is aimed at readers with little or no programming experience It teaches by presenting the concepts in the context of full working programs and takes an early objects approach The authors emphasize achieving program clarity through structured and object oriented programming software reuse and component oriented software construction **KEY TOPICS** Introduction to Computers the Internet and World Wide Web Introduction to C Programming Introduction to Classes and Objects Control Statements Part 1 Control Statements Part 2 Functions and an Introduction to Recursion Arrays and Vectors Pointers and Pointer Based Strings Classes A Deeper Look Part 1 Classes A Deeper Look Part 2 Object Oriented Programming Inheritance Object Oriented Programming Polymorphism Optional ATM Case Study Part 1 Object Oriented Design with the UML Optional ATM Case Study Part 2 Implementing an Object Oriented Design Exception Handling Templates Operator Overloading String and Array Objects String Processing with Class string Stream Input Output File and String Stream Processing Searching and Sorting Data Structures Standard Template Library STL Bits Characters C Strings and structs Game Programming with Ogre Boost Libraries Technical Report 1 and C 0x Other Topics Operator Precedence and Associativity Chart ASCII Character Set Fundamental Types Number Systems C Legacy Code Topics Preprocessor UML 2 Additional Diagram Types Using the Visual Studioreg 2008 Debugger Using the GNUtrade C Debugger **MARKET** A useful reference for programmers **Data Structures and Algorithms Using Java** William McAllister, 2009 Data Structures Theory of Computation *Programming Essentials Using Java* William McAllister, S. Jane Fritz, 2017-03-29 No detailed description available for Programming Essentials Using Java **Digital Design and Computer Architecture, ARM Edition** Sarah Harris, David Harris, 2015-04-09 Digital Design and Computer Architecture ARM Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor Combining an engaging and humorous writing style with an updated and hands on approach to digital design this book takes the reader from the fundamentals of digital logic to the actual design of an ARM processor By the end of this book readers will be able to build their own microprocessor and will have a top to bottom understanding of how it works Beginning with digital logic

gates and progressing to the design of combinational and sequential circuits this book uses these fundamental building blocks as the basis for designing an ARM processor SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD based circuit design The companion website includes a chapter on I O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs Bluetooth radios and motors This book will be a valuable resource for students taking a course that combines digital logic and computer architecture or students taking a two quarter sequence in digital logic and computer organization architecture Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor Features side by side examples of the two most prominent Hardware Description Languages HDLs SystemVerilog and VHDL which illustrate and compare the ways each can be used in the design of digital systems Includes examples throughout the text that enhance the reader s understanding and retention of key concepts and techniques The Companion website includes a chapter on I O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs Bluetooth radios and motors The Companion website also includes appendices covering practical digital design issues and C programming as well as links to CAD tools lecture slides laboratory projects and solutions to exercises

A Laboratory Course in Java Nell B. Dale, 2000 Spending time actively programming on a computer is the most important part of a programming class Dale originally developed lab manuals as part of self paced learning packages This manual is an ideal companion to Dale Weems Headington Introduction to Java and Software Design It maps to the chapter order of this textbook It focuses on teaching syntax rules for Java functions and contains three types of activities Prelab Inlab and Postlab all designed within a closed laboratory setting Java was not designed with the beginning student in mind therefore closed laboratory activities are essential for students to understand the syntax and semantics of each construct as they progress A diskette with programs program shells and data files accompanies the manual

Program Evaluation Arlene Fink, 2023-12-22 This timely unique and insightful book provides students and practitioners with the tools and skills needed to evaluate social and policy programs across a range of disciplines from public health to social work to education enabling the allocation of scarce human and financial resources to advance the health and well being of individuals and populations The chapters are organized according to the main tasks involved in conducting an evaluation to produce unbiased evidence of program effectiveness quality and value The chapters include methods for selecting and justifying evaluation questions or hypotheses designing evaluations sampling participants selecting information sources and ensuring reliable and valid measurement The final section of the book is focused around managing and analyzing data and transparently reporting the results in written and oral form The book features international case studies throughout covers quantitative qualitative and mixed method approaches and is also informed by new online methods developed during the COVID 19 pandemic Among the book s unique features is a focus on international standards

for conducting ethical evaluations and avoiding research misconduct Also featuring checklists example forms and summaries of the key ideas and topics this very practical book is essential reading for students in the social behavioral and health sciences and will be a key resource for professionals in the field

Modern Java in Action Raoul-Gabriel Urma, Alan Mycroft, Mario Fusco, 2018-09-26 Summary Manning's bestselling Java 8 book has been revised for Java 9 In *Modern Java in Action* you'll build on your existing Java language skills with the newest features and techniques Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Modern applications take advantage of innovative designs including microservices reactive architectures and streaming data Modern Java features like lambdas streams and the long awaited Java Module System make implementing these designs significantly easier It's time to upgrade your skills and meet these challenges head on About the Book *Modern Java in Action* connects new features of the Java language with their practical applications Using crystal clear examples and careful attention to detail this book respects your time It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System explore new approaches to concurrency and learn how functional concepts can help you write code that's easier to read and maintain What's inside Thoroughly revised edition of Manning's bestselling *Java 8 in Action* New features in Java 8 Java 9 and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features About the Author Raoul Gabriel Urma is CEO of Cambridge Spark Mario Fusco is a senior software engineer at Red Hat Alan Mycroft is a University of Cambridge computer science professor he cofounded the Raspberry Pi Foundation Table of Contents PART 1 FUNDAMENTALS Java 8 9 10 and 11 what's happening Passing code with behavior parameterization Lambda expressions PART 2 FUNCTIONAL STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDAS Collection API enhancements Refactoring testing and debugging Domain specific languages using lambdas PART 4 EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 ENHANCED JAVA CONCURRENCY Concepts behind `CompletableFuture` and reactive programming `CompletableFuture` composable asynchronous programming Reactive programming PART 6 FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP Comparing Java and Scala Conclusions and where next for Java

Oracle SQL Interactive Workbook Alice Rischert, 2003 In this unique workbook pedagogy with hands on exercises programming projects and a free Web based training module the author covers every key Oracle SQL concept SQL Plus DDL DML DQL the Oracle Data Dictionary and more

Great Ideas in Computer Science with Java Alan W. Biermann, Dietolf Ramm, 2001 A broad yet deep presentation of the most important concepts in computer science using the Java programming language for exercises

Principles of Programming Languages

Gilles Dowek, 2009-04-03 By introducing the principles of programming languages using the Java language as a support Gilles Dowek provides the necessary fundamentals of this language as a first objective It is important to realise that knowledge of a single programming language is not really enough To be a good programmer you should be familiar with several languages and be able to learn new ones In order to do this you will need to understand universal concepts such as functions or cells which exist in one form or another in all programming languages The most effective way to understand these universal concepts is to compare two or more languages In this book the author has chosen Caml and C To understand the principles of programming languages it is also important to learn how to precisely define the meaning of a program and tools for doing so are discussed Finally there is coverage of basic algorithms for lists and trees Written for students this book presents what all scientists and engineers should know about programming languages

Artificial Intelligence in Education Alexandra I.

Cristea, Erin Walker, Yu Lu, Olga C. Santos, Seiji Isotani, 2025-08-21 This six volume set LNAI 15877 15882 constitutes the refereed proceedings of the 26th International Conference on Artificial Intelligence in Education AIED 2025 held in Palermo Italy during July 22 26 2025 The 130 full papers and 129 short papers presented in this book were carefully reviewed and selected from 711 submissions The conference program comprises seven thematic tracks Track 1 AIED Architectures and Tools Track 2 Machine Learning and Generative AI Emphasising data driven Track 3 Learning Teaching and Pedagogy Track 4 Human Centred Design and Design Based Research Track 5 Teaching AI Track 6 Ethics Equity and AIED in Society Track 7 Theoretical Aspects of AIED and AI Based Modelling for Education

Algorithms in Java, Parts 1-4 Robert

Sedgewick, 2002-07-23 This edition of Robert Sedgewick's popular work provides current and comprehensive coverage of important algorithms for Java programmers Michael Schidlowsky and Sedgewick have developed new Java implementations that both express the methods in a concise and direct manner and provide programmers with the practical means to test them on real applications Many new algorithms are presented and the explanations of each algorithm are much more detailed than in previous editions A new text design and detailed innovative figures with accompanying commentary greatly enhance the presentation The third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 400 000 programmers This particular book Parts 1 4 represents the essential first half of Sedgewick's complete work It provides extensive coverage of fundamental data structures and algorithms for sorting searching and related applications Although the substance of the book applies to programming in any language the implementations by Schidlowsky and Sedgewick also exploit the natural match between Java classes and abstract data type ADT implementations Highlights Java class implementations of more than 100 important practical algorithms Emphasis on ADTs modular programming and object oriented programming Extensive coverage of arrays linked lists trees and other fundamental data structures Thorough treatment of algorithms for sorting selection priority queue ADT implementations and symbol table ADT implementations search algorithms Complete implementations for binomial queues multiway radix sorting

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stator is different. I plugged in every wire that would but two of the stator wire plugs ... Wiring diagrams Aug 25, 2021 — Hey does anybody have or know where I can get a wiring diagram for my 07 500r. Want to put my tail light and signals on. Thanks! 2006 Vulcan 900 Stator schematic. Oct 2, 2016 — I am in need of a stator schematic. The previous owner ruined the wiring ... Looking closer at the diagrams, it appears that Kawasaki calls out ... [86-07] - wiring diagram | Kawasaki Ninja 250R ... Dec 13, 2015 — Here you go. Caution!!! The OEM ignition switch has a 100 ohm resistor, without it the bike won't start, it's an anti-thief feature. PM310, 23hp Kawasaki Wiring Diagram Gravely 990020 (001000 -) PM310, 23hp Kawasaki Wiring Diagram Exploded View parts lookup by model. Complete exploded views of all the major manufacturers. Kawasaki Barako BC 175 Electrical Wiring Update Aug 11, 2017 — If there are no problems on the wirings and connectors; 2. Check the input to the VR, there are two wires coming from the charging coils. One is ...