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method called average that accepts two

integer parameters and returns their

average as a floating point value. public

double average (int num1, int num2) {

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```
return (num1 + num2) / 2.0; } EX
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relative frequency of each character in the
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7 The Brothers Karamasov 4.) a program to compute the mean and standard deviation of the Dow Jones Industrial Average closings since September 11 5.) a program to store the coordinates of the vertices of polygons approximating the surface of a beating heart 7.3 Describe what problem occurs in the following code.

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#Chapter 7: Inheritance. ##Overview. In
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7 new classes from existing ones, understand the concept of inheritance, add and modify methods in child classes, design class hierarchies and define polymorphism. ##Reading Assignment. Read pages 391 - 435 and □summary of key concepts□ on page 451 in Java Software Solutions textbook.

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Exercise Solutions EX 7.1. Write a

method called average that accepts two

integer parameters and returns their

average as a floating point value. public

double average (int num1, int num2) {

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`return (num1 + num2) / 2.0; } EX 7.2.`

Overload the average method of Exercise 7.1 such that if three integers are

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that introduces each element of design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques,

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7 which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and

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Experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a

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7 section called "Code Exploration" at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book's main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming

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For courses in Software Engineering,

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