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A better solution would be to call the `Character.toLowerCase` method on the characters of the string, as shown in the

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following code: `int count = 0; for (int i = 0; i < s.length(); i++) { if (Character.toLowerCase(s.charAt(i)) == 'e') { count++; } }` Another solution would be to lowercase the entire string once before the loop:

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```
int number = 1; int increment = 3; for (int i = 1; i <= 10; i++) { System.out.print(number + " "); number = number + increment; increment = increment + 2; } System.out.println(); // to end the line for (int i = 1; i <= 10; i++) { System.out.print(i * i + " "); } System.out.println(); // to end the line. 3.
```

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code or source code: The set of instructions in a program. 2. Compile it. • compile: Translate a program from one language to another. byte code: The Java compiler converts your code into a format named byte code that runs on many computer types. 3. Run (execute) it. output: The messages printed to the user by a program.

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ZIP archive of all code files; last updated July 3, 2019. "Section" handouts and solutions. (used for TA discussion sections and/or closed lab sessions) Lab Problem Sets for weekly closed CS1 lab sessions (updated July 3, 2019) Chapter 1: Java Basics Static Methods. Chapter 2: Expressions and Variables , for Loops.

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Click me to see the solution. 6. Write a Java

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program to print the sum (addition), multiply, subtract, divide and remainder of two numbers. Go to the editor Test Data: Input first number: 125 Input second number: 24 Expected Output: 125 + 24 = 149 125 - 24 = 101 125 x 24 = 3000 125 / 24 = 5 125 mod 24 = 5. Click me to see the solution. 7.

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Program: File name: "Employee.java" //Create a class public class Employee { //Define the method...averageVowels method The code is // Declare method avarageVowels public static double... Modified "Sieve()" program to make required two optimizations: //Import required packages import...

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Java book solution // Draws a Building Java Programs textbook with DrawingPanel. import java.awt.*; public class Book { public static void main(String[] args) { DrawingPanel panel = new DrawingPanel(200, 150); panel.setBackground(Color.WHITE); Graphics g = panel.getGraphics(); g.setColor(Color.CYAN); // cyan background

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