

Missing answers are here:

2.34.

```
public class Test {
    /** Main method */
    public static void main(String[] args) {
        // Print a line
        System.out.println("2 % 3 = " + 2 % 3);
    }
}
```

3.20. If a continue statement is executed inside a for loop, the rest of the iteration is skipped, then the action-after-each-iteration is performed and the loop-continuation-condition is checked. If a continue statement is executed inside a while loop, the rest of the iteration is skipped, then the loop-continuation-condition is checked.

Here is the fix:

```
int i = 0;

while (i < 4) {
    if (i % 3 == 0) {
        i++;
        continue;
    }
    sum += i;
    i++;
}
```

3.26

Line 3: The ; at the end of for loop should be removed.

```
for (int i = 0; i < 10; i++);
```

3.27

(A).

```
****
****
2 ****
3 2 ****
4 3 2 ****
```

(B).

```
1xxx2xxx4xxx8xxx16xxx
```

```
1xxx2xxx4xxx8xxx
1xxx2xxx4xxx
1xxx2xxx
1xxx
```

(C).

```
1G
1G3G
1G3G5G
1G3G5G7G
1G3G5G7G9G
```

3.28

```
public class Test {
    public static void main(String[] args) {
        int i = 0;
        if (i > 0)
            i++;
        else
            i--;

        char grade;

        if (i >= 90)
            grade = 'A';
        else if (i >= 80)
            grade = 'B';
    }
}
```

4.18

Line 8: `int n = 1` is wrong since `n` is already declared in the method signature.

4.19

```
public class Test {
    public static double xMethod(double i, double j) {
        while (i < j) {
            j--;
        }

        return j;
    }
}
```

```
}
```

8.24

The benefits are for generic programming. A variable of `GeometricObject` type can use the `findArea` and `findPerimeter` methods at compilation time.

8.25

The benefits are for generic programming. A variable of the class that implements `Comparable` can be passed to a method that requires a `Comparable` type.

11.16

Yes.

Borders and icons can be shared. Thus you can create a border or icon and use it to set the `border` or `icon` property for any GUI component. For example, the following statements set a border `b` for two panels `p1` and `p2`:

```
p1.setBorder(b);  
p2.setBorder(b);
```

The following statements set an icon in two buttons `jbt1` and `jbt2`:

```
jbt1.setIcon(icon);  
jbt2.setIcon(icon);
```