

[Introduction to Interactive Programming](#)

by [Lynn Andrea Stein](#)

A [Rethinking CS101](#) Project

## Known Bugs and Errors

With thanks to Carl Alphonse, H. David Stein, and Debora Weber-Wulff, so far!

This file contains a list of corrections to the Interactive Programming beta edition distributed by Morgan Kaufmann as PDF files in the fall of 1999. Some of these corrections have been incorporated into the html available on the MIT site.

We're sure there are more. Please email additional corrections to [ipij@ai.mit.edu](mailto:ipij@ai.mit.edu).

### General Issues

Several programming examples are poorly formatted in the pdf. Line wrapping makes some of the code difficult to read or even changes the scoping of comments. Underlining and spacing interact badly.

### Chapter 1: Introduction to Program Design

Page 1-6 Section 1.3

Change "What kinds of things to" to "What kinds of things do"

Page 1-11 Section 1.5.1 Footnote 3

"can handle is called" to "can handle at any one time is called"

### Interlude: A Community of Interacting Entities

Page I1-12, sidebar on strings:

substring(beginIndex,endIndex) ends at endIndex-1, not at endIndex. So "Hello".substring(1,4), not (1,3), is "ell".

Page I1-15 Section 1.3.4 last paragraph

Change "Thisk" to "This"

Page I1-18, Section 1.3.5

The class NameDropper is badly formatted and the definition of transform is incorrect. It should read:

```
class NameDropper extends StringTransformer
{
    String name;           // the persistent storage,
                          // a permanent part of each NameDropper
```

```
        NameDropper( whatMyNameShouldBe )
        {
            // the creation rule
            this.name = whatMyNameShouldBe;
        }

        String transform ( String whatToSay )
        {
            // the transform rule
            return this.name + " says " + whatToSay;
        }
    }
```

### **Chapter 3: Things, Types, and Names**

Page 3-14

line 8 change: "while Console.print does." to "while Console.println does."

### **Chapter 4: Specifying Behavior: Interfaces**

Page 4-12 Section 4.3.1

Change: COunting to Counting

### **Chapter 5: Expressions: Doing Things With Things**

Page 5-5:

substring (beginIndex,endIndex) only cuts to endIndex-1, not to endIndex, so you can extract the word "REND" using "serendipitous".toUpperCase().substring(2,6), not (2,5).

### **Chapter 6: Statements and Rules**

### **Chapter 7: Classes and Objects**

### **Chapter 8: Designing with Objects**

Page 8-4 Section 8.1.3

Change "int field0" to "int field"

Page 8-11 Section 8.2

Change "objects to a lot of different" to "objects do a lot of different"

Page 8-22 Section 8.3.3

Change "setTlme()" to "setTime()"

Page 8-24 Exercise 2

Change "What doe s its" to "What does its"

**Chapter 9: Animate Objects****Chapter 10: Reusing Implementation: Inheritance****Chapter 11: When Things Go Wrong: Exceptions****Chapter 12: Dealing with Difference: Dispatch****Chapter 13: Encapsulation****Chapter 14: Intelligent Objects and Implicit Dispatch****Chapter 15: Event-Driven Programming****Chapter 16: Event Delegation (and AWT)****Chapter 19: Communication Patterns****Chapter 20: Synchronization****Chapter 21: Network Programming**

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This chapter is excerpted from a draft of *[Introduction to Interactive Programming In Java](#)*, a forthcoming textbook. It is a part of the course materials developed as a part of [Lynn Andrea Stein's Rethinking CS101](#) Project at the [Computers and Cognition Laboratory](#) of the [Franklin W. Olin College of Engineering](#) and formerly at the [MIT AI Lab](#) and the [Department of Electrical Engineering and Computer Science](#) at the [Massachusetts Institute of Technology](#).

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