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AP CS

Review Questions

9-30-18

Review Questions:

1. a
2. b
3. d
4. c
5. b
6. b
7. a
8. d

10. b

12. c

14. True

15. True

16. False

17. True

18. False

Find the Error:

1. The constructor should not be void. Therefore, the corrected statement would be:

public class MyClass

{

private int x;

private double y;

public MyClass(int a, double b)

{

x = a;

y = b;

}

}

1. The word int must be carried out for each of the three values inside of the constructor. Therefore, the corrected statement would be:

Public void total(int value1, int value2, int value3)

{

return value1 + value2 + value3;

}

1. Parentheses are required in this statement. Therefore, the corrected statement would be:

Rectangle box = new Rectangle();

Short Answer:

1. A class is a collection of programming statements that specify the attributes and methods that a particular type of object may have. An instance of the class, or object, is described by the class and will produce the class’s attributes and methods.

3. An accessor method, or getter method, is a method that returns the value of the private

member variable. A mutator method, or setter method, is a method used to control

changes to a variable.

4. It is a good idea to make fields private because when an object’s internal data is hidden

from outside code and access to that data is restricted to the object’s methods, the data is

protected from accidental corruption.

5. The field can only be accessed by methods that are members of the same class if the

field is private.

6. The key word *new* serves the purpose of creating an object in memory.

9. Constructors are useful for performing “start-up” operations because they help create an

object. They perform things such as initializations or setup operations to help construct the

object.

10. Fields and attributes differ in the sense that fields are Java-specific, while attributes are

not.

11. An argument is a value passed to a function. A parameter variable is a variable local to

the function which receives the argument.

12. Java automatically provides a default constructor for a class when the class does not

have one.