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| **Skill 20.2: Exercise 1** |
| Refer to the code below to answer the following,  public class TvShow  {  public String actor1 = “Don Knots”;  public static String actor2 = “Homer Simpson”;  public static int numShows = 0;  public static int x = 59;  public int y = 1059;  public String showName;  public TvShow(String nm)  {  numShows++;  showName = nm  }  public static int numberOfShows()  {  return numShows;  }  public static void setActor1(String act1)  {  actor1 = act1  }  } |
| 1. Write code that will print the data member actor1. Do this without instantiating any objects. |
| 1. Create an instance of TvShow called walkingDead (pass in the String “Walking Dead”) 2. Create an instance of TvShow called gameOfThrowns (pass in the String “Game of Thrones” |
| 1. Write code that will print the class variable numShows. How many shows will be printed? |

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| **Skill 20.2: Exercise 2** |
| Refer to the code below to answer the following,  public class Dweeb{  public Dweeb(){  //Constructor  }  public static int x;  } |
| For each of the following indicate what is printed:  (a) Dweeb.x = 55;  System.out.println(Dweeb.x);  (b) Dweeb twerp1 = new Dweeb();  System.out.println(Dweeb.x);    (c) twerp1.x = 99;  System.out.println(Dweeb.x);  (d) Dweeb twerp2 = new Dweeb();  System.out.println(twerp2.x); |

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| **Skill 20.3: Exercise 1** | |
| public class Main  {  public static void main(String[] args)  {  double yz = methodF();  }  public static double methodF()  {  double d = 3.14;  return d;  }  public static double sv = 99;  public int i = 7;  } | Consider the following calls in the main method. For each of the following indicate whether the statement is legal or illegal   1. double yz = sv; 2. int xyz = i 3. System.out.println(method()/sv); 4. System.out.println(yz/i); |