

✓ **Congratulations! You passed!**

Grade received **85.71%** To pass 85% or higher

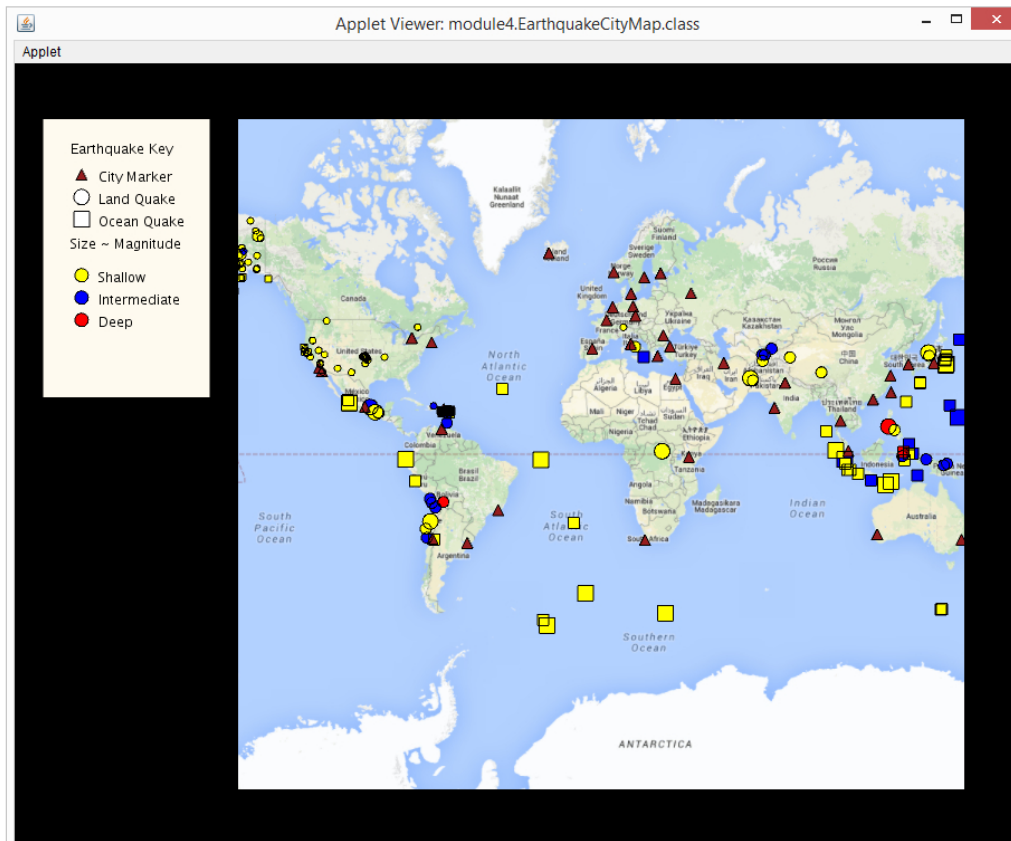
Go to next item

Programming Assignment Quiz (Do programming assignment FIRST)

Latest Submission Grade 85.71%

1. Does your earthquake map display earthquakes, cities and the key, as described through the end of step 9, as shown in this screenshot?

1 / 1 point



☒ Yes

☐ No

✓ **Correct**

Great work! You've successfully completed the GUI component of this week's programming assignment.

2. When you first ran the starter code for the programming assignment, why didn't it display any earthquake markers on the map?

1 / 1 point

☐ The Marker objects had not yet been added to the map

☒ The drawEarthquakeMethod was not fully implemented in the OceanQuakeMarker and LandQuakeMarker classes.

☐ The EarthquakeMarker objects had not yet been created

☐ There was no draw() method implemented in the EarthquakeMarker class

✓ **Correct**

This is the correct response. draw() was fully implemented in the EarthquakeMarker class, but it called the method drawEarthquake, which had to be implemented in the subclasses LandQuakeMarker and OceanQuakeMarker.

3. Which of the following is/are true about the classes used in this programming assignment (SELECT ALL THAT APPLY)?

1 / 1 point

☐ The method call

```
1 drawEarthquake(pg, x, y);
```

in the draw() method in EarthquakeMarker is a call to the helper method drawEarthquake defined and fully implemented in the EarthquakeMarker class.

☒ EarthquakeMarker objects cannot be instantiated using "new".

☒ Correct

This is a correct response. EarthquakeMarker is an abstract class, which means it cannot be instantiated.

☒ The call

```
1 super(location);
```

in the CityMarker's constructor calls the constructor of SimplePointMarker

☒ Correct

This is a correct response. SimplePointMarker is the superclass of CityMarker.

☒ The method colorDetermine, which is defined in the EarthquakeMarker class, is what determines the color of both OceanQuakeMarkers and LandQuakeMarkers.

☒ Correct

This is a correct response. This method is called from EarthquakeMarker's draw() method, and sets the fill color for when drawEarthquake is called.

☐ CityMarker is the parent class of EarthquakeMarker

4. Given the UML class hierarchy you created in step 6 of your programming assignment, which of the following assignment statements WILL NOT cause an error (SELECT ALL THAT APPLY). Assume all of the proper import statements are included at the top of the file.

1 / 1 point

☐

```
1 SimplePointMarker m = new Marker();
```

☐

```
1 // Assume the variable loc stores a Location object
2 EarthquakeMarker em = new SimplePointMarker(loc);
```

☐

```
1 // Assume the variable feature stores a PointFeature object
2 SimplePointMarker pm = new OceanQuakeMarker(feature);
3 EarthquakeMarker em = pm;
```

☒

```
1 // Assume the variable loc stores a Location object
2 Object o = new SimplePointMarker(loc);
```

☒ Correct

This is fine because all objects are of type Object.

☒

```
1 // Assume the variable feature stores a PointFeature object
2 EarthquakeMarker em = new OceanQuakeMarker(feature);
```

☒ Correct

All OceanQuakeMarkers are EarthquakeMarkers.

☒

```
1 // Assume the variable feature stores a PointFeature object
2 Marker m = new OceanQuakeMarker(feature);
```

☒

```
1 // Assume the variable loc stores a Location object
2 Object o = new SimplePointMarker(loc);
```

☒ Correct

This is fine because all objects are of type Object.

☒

```
1 // Assume the variable feature stores a PointFeature object
2 EarthquakeMarker em = new OceanQuakeMarker(feature);
```

✓ Correct

All OceanQuakeMarkers are EarthquakeMarkers.

✓
1 // Assume the variable feature stores a PointFeature object
2 Marker m = new OceanQuakeMarker(feature);

18

74

189

✗ Incorrect

6. Run your program using the file "quiz1.atom" as the input earthquakesURL. There is a line of code that you can uncomment in setup that will do this, labeled "uncomment this line to take the quiz".

1 / 1 point

How many earthquakes were reported to have occurred in the ocean?

30

74

192

200

309

✓ Correct

7. (REQUIRED) How long, total, did you spend on this programming assignment, to the nearest hour? Include only the time you were actively working on the programming assignment including time you spent watching support videos or re-watching videos specifically because you needed help on the assignment.

1 / 1 point

N/A

✓ Correct

Thank you for your response.