

1. Given the following java statement:

```
Toys[] arr = new Toys[12];
```

Which statement declares and initializes variable *n* to the index of the last element of the array?

- a `int n = Toys.length();`
- b `int n = arr.length() - 1;`
- c `int n = arr.length();`
- d `int n = arr.length - 1;`
- e None of the above

2. What is the output?

```
char letter = 'A';
switch (letter + 2) {
    case 'B': letter +=1; break;
    case 'C': letter +=2;
    default: letter +=1;
}
System.out.print(letter);
```

- a C
- b B
- c D
- d Syntax error
- e None of the above

3. Which two Java methods are overloaded methods?

- a `public int add(int a, int b)` and `public int add(int c, int d)`
- b `public int add(int a, int b)` and `public float add(int c, int d)`
- c `public int add(int a, int b)` and `public int add(int a, float b)`
- d `public float add(float a, float b)` and `public float add(float c, float d)`
- e None of the above

4. What is the output of the following code?

```
int[] arr = {1, 2, 3, 4, 5};
for (int i : arr){
    System.out.print(arr[i]);
    i--;
}
```

- a. 12345
- b. 01234
- c. 1234
- d 234Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 5
- e None of the above

5. What is the output?

```
public static void replace(int[] allGrades, int examScore) {  
    int temp=allGrades[0];  
    allGrades[0] = examScore;  
    examScore = temp;  
}  
public static void main(String args[]) {  
    int[] myGrades = {72,84,75,95};  
    replace(myGrades, myGrades[3]);  
    System.out.println(myGrades[0]+", "+myGrades[3]);  
}
```

- a. 95, 75
- b. 95, 95
- c. 95, 72
- d. 72, 95
- e. None of the above

6. The_____case defined in a recursive method stops recursion.

- a base
- b general
- c recursive
- d loop
- e None of the above

7. Which statement declares and instantiates a two-dimensional integer array called myArray with 4 rows and 2 columns?

- a `int myArray[4][2];`
- b `int[] myArray = new int[4];`
- c `int[][] myArray = new int (4) (2);`
- d `int[][] myArray = new int[2][4];`
- e None of the above

8. Given a class with a static variable xVar, and a collection of objects of that class. Which of the following statement is always true?

- a Each object will have its own instance of xVar
- b Changing xVar in one object will alter xVar for all the other objects
- c Changing xVar in one object will only alter xVar in that objects
- d Objects do not share xVar
- e None of the above

9. If the recursive method below is invoked as `recPrint(3)`, what is the output?

```
public static void recPrint(int n) {
    if (n == 0) {
        System.out.print("!");
    }
    else {
        recPrint(n-1);
        System.out.print(n);
    }
}
```

- a. !123
- b. 123!
- c. 321!
- d. !321
- e. none of the above

10. Given the class `Shoe`. Choose the code to fill in that will correctly compare shoes in order to find the position of the shoe with the largest side.

```
class Shoe{
    private int size;
    public Shoe(int size){
        this.size=size;
    }
    public int getSize(){ return size;}
}

class TestShoe{
    public static void main(String[] args)
    {
        Shoe[] shoes={new Shoe(7), new Shoe(9),new Shoe(5)};
        int maxPos = 0;
        for (int i=1; i<shoes.length; i++)
            if (_____code to fill in_____)
                maxPos = i;
        System.out.println(maxPos);
    }
}
```

- a `shoes[i].size > shoes[maxPos].size`
- b `shoes[i] > shoes[maxPos]`
- c `shoes[i].getSize() > shoes[maxPos].getSize()`
- d `shoes[maxPos].getSize() > shoes[i].getSize()`
- e None of the above

Question 11

The class GPA below defines the gpa of a student in terms of its value. The value of the GPA is a floating point number between 0.0 and 4.0.

Write a class **Student**, that represents a student with a given name and gpa. The Student class should have two attributes: name and gpa objects. The gpa of a student is defined by the class GPA. The class should also have these members:

- A **constructor** that take parameters to initialize the Student object
- A getter for **gpa**
- A setter for **name**
- A method **honorRoll()** that takes a gpa object parameter and returns true if the student's gpa value is greater than or equal to the parameter gpa value and false otherwise
- A **toString()** method returning the name of the students and his/her gpa value.

```
public class GPA
{
    private double value;

    public GPA(double value)
    { this.value =value;}

    public double getValue()
    { return value;}

    public int compareTo(GPA other){
        if (this.value <other.value)
            return -1;
        else if (this.value==other.value)
            return 0;
        else
            return 1;
    }
    public String toString()
    { return Double.toString(value); }
}
```

Question 12

A family consisting of several members, each with their own cell phone is analyzing the cellphone bills received over a number of months.

Write a method `bestInMonths()` that takes one parameter:

1. `famCellBills`, a two-dimensional array of doubles, where each row represents a member of the family and the columns represent the months included in the analysis

The method returns **an array** containing the lowest bill received in each month over all members of the family. For example, the following table illustrate a sample of an analysis, where Best Bill represents the best (lowest) amounts received by a family member for each month:

	Jan	Feb	March
Jane	34.56	75.34	23.87
Jack	87.79	32.05	23.54
Sophie	89.78	66.76	87.99
Kylie	45.34	56.45	16.54
Best Bill	34.56	32.05	16.54