Signature

Name:

**CSE102 Programming Languages II Quiz #7**

1. What will be the output of the following program?

**class** Point {

**double** x;

**double** y;

}

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Point p = **new** Point();

System.***out***.println(p.x);

}

}

1. Compiler Error
2. Runtime Error
3. Some random garbage value
4. 0.0
5. What will be the output of the following program?

**class** Person {

String name;

String surname;

}

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Person p = **new** Person();

p.name = "Niyazi";

System.***out***.println(p.surname);

}

}

1. Compiler Error
2. Niyazi
3. Runtime Error
4. null

Signature

Name:

**CSE102 Programming Languages II Quiz #7**

1. What will be the output of the following program?

**class** Point {

**double** x;

**double** y;

}

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Point p = **new** Point();

System.***out***.println(p.x);

}

}

1. Compiler Error
2. Runtime Error
3. Some random garbage value
4. 0.0
5. What will be the output of the following program?

**class** Person {

String name;

String surname;

}

**public** **class** Main {

**public** **static** **void** main(String[] args) {

Person p = **new** Person();

p.name = "Niyazi";

System.***out***.println(p.surname);

}

}

1. Compiler Error
2. Niyazi
3. Runtime Error
4. null

**CSE102 Programming Languages II Quiz #7**

**class** Point {

**double** x;

**double** y;

}

1. Complete the *getDist()* function so that it calculates the Euclidean distance between two points given as its parameters.

(Useful library functions: Math.pow and Math.sqrt)

**static** **double** getDist(Point p1, Point p2) {

**return** Math.*sqrt*(Math.*pow*(p1.x - p2.x, 2) + Math.*pow*(p1.y - p2.y, 2));

}

**CSE102 Programming Languages II Quiz #7**

**class** Point {

**double** x;

**double** y;

}

1. Complete the *getDist()* function so that it calculates the Euclidean distance between two points given as its parameters.

(Useful library functions: Math.pow and Math.sqrt)

**static** **double** getDist(Point p1, Point p2) {

**return** Math.*sqrt*(Math.*pow*(p1.x - p2.x, 2) + Math.*pow*(p1.y - p2.y, 2));

}