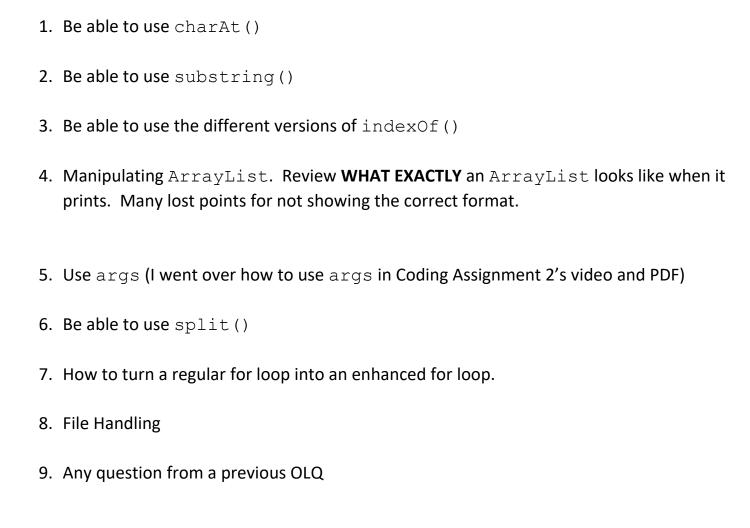
## OLQ6

## Study Guide



You will be given this class in OLQ6. You will be asked questions/need to read code using this class. You will be asked about instantiating an object from this class and calling the instance methods. You need to study and understand the ternary if used in this class and the overloaded method in this class. You will be asked about the getter(s) and setter(s). This class will be available in the quiz as part of an Essay question worth 0 points – you do not need to answer/fill in anything for that question.

```
package olq6;
public class QuizClass
    public int field1;
    public int field2;
    public int field3;
    public String Fields;
    QuizClass(int f1, int f2, int f3)
        field3 = f3;
        field2 = f2;
        field1 = f1;
    }
    public void setQuiz(int field1, int field2, int field3)
        this.field1 = field1;
        this.field2 = field2;
        this.field3 = field3;
    }
    public String getQuiz()
        return (String.valueOf(field1).length() == 2 ? "0" : "") + field1 + "/" +
                (String.valueOf(field2).length() == 1 ? "0" : "") + field2 + "/" +
                field3;
    }
    public void setQuiz(String Fields)
        this.Fields = Fields;
    }
    public String getFields()
        return Fields.substring(0,2) +
               Fields.toUpperCase().charAt(3) +
               Fields.substring(Fields.length()-2);
    }
}
```

BONUS: Understand and be able to explain the use of this.