

Quiz 2/ Version 1

1. Define the following terms as you can (1 mark each); create an example of each, too (1 mark each): (total 12 marks)
2. Checked exception
3. Unchecked exception
4. Default constructor
5. Method overriding
6. Polymorphism
7. Casting

Quiz 2/ Version 2

1. Create an unchecked exception named **BadNameException**. Then create a **Person** class; **Person** has a first name **String** variable. Its constructor must throw your new **Exception** if it is blank. Then create a **Main** class: its main method creates a **Person** and prints their first name. Show the best-practice way of doing this. Also, does this sound like a good or a bad idea for this developer to create such an **Exception** class? (5marks)
2. Create a class **Dog** with instance data for name and year born. Create a child class **Pug** that also has a boolean instance variable for its color: brown (true or false). **Dog** has a method called **display()** that prints its data. **Pug** overrides it and prints its data. (4 marks)
3. I created a class named **Vehicle**. Show default constructor; under what condition is the constructor made? Create a **Car** class that is a child of **Vehicle** too. (3marks)