

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)