Name:	
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Question:	1	2	3	4	Total
Points:	10	10	15	15	50
Score:					

Question 1......(10 points)

```
double degC,degF;
degC = 100; // at which water at sea level boils
degF = 9/5*degC + 32;
degC = degF-32 * 5/9; // hint: 32*5 = 160, 17*9 = 153
System.out.println("degC = "+degC);
System.out.println("degF = "+degF);
```

(a) [5 points] What is printed by the following program fragment?

(b) [5 points] Show how you would fix this program so that it computes and prints the correct (expected) answers.

- (a) [5 points] What is printed by the following Java statements?
 int i = 4;
 while (i>=0) {
 System.out.println(i%3);
 --i;
 }
- (b) [5 points] Rewrite (simplify) the code fragment above using a for loop.

Question 3	
(a) [5 points] Returns the average of three specified doubles. public static double average(double a, double b, double c) {	
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}	
(b) [5 points] Returns the smallest of four specified floats. public static float smallest(float a, float b, float c, float d) {	
}	
(c) [5 points] Returns true if the quadratic equation $a x^2 + b x + c = 0$ has at least one real-valued solution x ; false , otherwise.	
public static boolean hasRealRoot(double a, double b, double c) {	
}	

```
(a) [10 points] Implement all methods for the following class:
      /** A barrel is a cylinder with a height and radius. */
      public class Barrel {
        /** Constructs an empty barrel with specified height and radius. */
        public Barrel(double h, double r) {
        }
        /** Returns the capacity of this barrel. (The capacity is
         * the volume of liquid in the barrel when it is full.) */
        public double getCapacity() {
        }
        /** Returns the volume of liquid currently in this barrel. */
        public double getCurrentVolume() {
        }
        /** Attempts to add the specified volume of liquid to this barrel.
         * Less than the specified volume of liquid will be added if the
         * barrel becomes full. Returns the actual volume added. */
        public double addLiquid(double volume) {
        }
                                                       // declare private
                                                       // fields here
```

}

(b) [5 points] This part of the question is about using a class. Specifically, using the methods of the class Barrel defined above, implement the method main for the following class:

```
/**
 * Demonstrates use of the class Barrel.
 * (1) Constructs a barrel with height 1 meter and radius 1/2 meter.
 * (2) Uses the constructed barrel to print its capacity.
 * (3) Adds 1 cubic meter of water to the barrel.
 * (4) Prints the actual volume of water added.
 */
public class BarrelDemo {
   public static void main(String[] args) {
```