A+ Computer Science - Abstract Class Worksheet

Directions: Fill in the blanks below.	
Directions. Fin in the blanks below.	abstract class Scout
	<pre>public abstract void hike(); }</pre>
1 What should fill ++1 > 2	J
1. What should fill <*1>?	class Life <*1> Scout
	<pre>public void hike(){ //code not shown }</pre>
	<pre>public String toString(){ //code not shown } </pre>
	class Eagle <*1> Scout
	<pre>public void hike(){ //code not shown }</pre>
2. What should fill <*2>?	<pre>public String toString(){ //code not shown } </pre>
	class Troop
	private List <scout> crew;</scout>
	<pre>public Troop(int size){ //code not shown }</pre>
	<pre>//adds another scout to the crew public void add(Scout scout){ <*2> }</pre>
2 What should fill (+2>9)	//make all scous in the crew hike
3. What should fill <*3>?	<pre>public void allHike(){ for(<*3>){ <*4></pre>
	}
4. What should fill <*4>?	}
	<pre>public String toString(){ //code not shown }</pre>
	} `