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practicing_java - Answers.java

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Answers

Answers

Answers

Answers

practicing_java

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practicing_java.iml

External Libraries

Scratches and Consoles

PairOfNumbersSum.java

JavaTestPrep.java

CheckEvenOrOdd.java

IsNumberPrime.java

First100MultipleOf3.java

Answers.java

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import java.util.Scanner;

public class Answers {

// What is a constructor?

// - A constructor is the first method that is called when an object of a class is created, it is used to initialize the object of that class

// What is Method Overloading?

// - Method Overloading is basically having methods with identical names but different signatures within a class

// What is Method Overriding?

// - Method Overriding simply means having the same method in a child class that is also in the parent class

// What is an Interface?

// - An Interface is a java class that provides abstraction and can only be inherited by other classes, it allows no object creation

// A Class?

// - A class is a blueprint for creating objects with attributes and behaviours

// What is an Error?

// - indicates trouble that primarily happens due to scarcity of system resources

// What is an Exception?

// - indicates issues that occur during runtime or compile time

// Try and Catch?

// - These are keywords that help handle exceptions due to data or coding errors during runtime

// - A Try block is where the exception occurs

// - A Catch block is where the exception is handled

// Example of an exception handled

public static void main (String [] args){

Scanner input = new Scanner(System.in);

try {

int data = input.nextInt(); // If instead of an integer, the user enters a string --> an exception is thrown, and it is handled by the catch

Math.round(data); // There will be an exception: Because you can only round a number not a string

} catch (Exception e){

System.out.println("Exception handled!");

}

}

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package CMP202; // ignore this line, it shouldn't be added in your code

// JAVA

// Program - This is a java program that creates a method, a method that swaps two numbers and prints the result out

public class JavaTestPrep {

public void swapTwoNumbers(int a, int b){

int x = a;

a = b;

b = x;

System.out.println("a: " + a + " | b: " + b);

}

public static void main (String [] args) {

// Object creation

// className variableName = new className();

JavaTestPrep swapNumbers = new JavaTestPrep();

swapNumbers.swapTwoNumbers(a: 5, b: 10); // object calls method

}

}

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Notifications

1package CMP202; // ignore this line, it shouldn't be added in your code

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3// JAVA

4// Program - This is a java program that creates a method, a method that checks if a number is even or odd

5public class CheckEvenOrOdd {

6

7public void isNumberEvenOrOdd(int number){

8// number % 2: This says after dividing number by 2 what is the remainder

9// e.g 5 % 2 = 1, 4 % 2 = 0. So after dividing what is the remainder

10

11if (number % 2 == 0){ // if remainder is 0

12System.out.println(number + " is an Even number");

13} else if (number % 2 != 0) { // if remainder not 0

14System.out.println(number + " is an Odd number");

15}

16}

17public static void main(String [] args) {

18// Object creation

19// className variableName = new className();

20CheckEvenOrOdd myNumber = new CheckEvenOrOdd();

21

22myNumber.isNumberEvenOrOdd(10); // object calls method

23}

24}

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package CMP202; // ignore this line, it shouldn't be added in your code

// JAVA

// Program - This is a java program that creates a method, a method that prints the first 100 multiples of 3

// For Example - 3 * 3 = 9, then 9 * 3 = 27, then 27 * 3 = 81, then keep multiplying by 3 for 100 times

public class First100MultipleOf3 {

public void printFirst100MultipleOf3 () {

int num; // declaration

num = 3; // initialization

for (int i = 0; i < 100; i++){ // loop runs for 100 times then stops

num = num * 3; // num = 3 * 3, then num = 9 * 3, then num = 27 * 3, repeats for 100 times

System.out.println(num);

}

}

public static void main(String [] args){

// Object creation

// className variableName = new className();

First100MultipleOf3 threeMultiples = new First100MultipleOf3();

threeMultiples.printFirst100MultipleOf3();

}

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