

JALEAGUE

Level 1 Practice Exam #1

1. How would you call the barf() method from outside this class?

```
class Baby {
void barf() {
}
}
```

Create a constructor in class Baby.

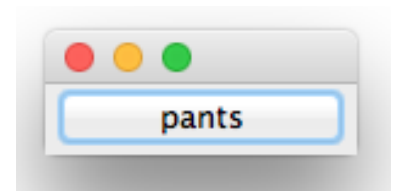
Then, create a new class and type "Baby baby = new Baby();"

Then, type "baby.barf()"

2. Write code to create this UI

```
JFrame frame = new JFrame();
JPanel panel = new JPanel();
JButton button = new JButton();
```

```
frame.add(panel);
frame.setVisible(true);
panel.add(button);
panel.setVisible(true);
button.setText("pants");
button.setVisible(true);
```



3. How can you tell which JButton caused an(ActionEvent)?

An action listener, you can use an if statement to tell if the action event was a certain JButton.

For example, you have 2 buttons. You could create an action listener and use an if statement to see if button1 was clicked. Then, you can use an else statement for button2.

4. You added 2 buttons to a JFrame, but only one of the buttons shows up. What might you do to fix your code so they both show up?

```
buttonThatsNotShowing.setVisible(true);
```

or change the preferred size.

5. How do you know that you are looking at a Constructor?

Constructors don't return anything.

6. List 4 essential parts of a method.

- Static/non-static
- Returning type - void(doesn't return), boolean(true/false), string(a string), int(an integer)
- What's inside the parentheses - for example if it takes in a string, it would be:

```
void method(String string) {
}
```
- Couldn't think of a 4th essential part

7. Write a method that calculates the tip you should leave for a restaurant bill (assume a 15% tip).

```
string calculateTip(String cost) {  
  
    String tipCalculated = cost /= 0.15;  
    return tipCalculated;  
}
```

8. Write a getter, setter, and constructor for this class.

```
class Pants {  
    Leg leftLeg;  
}
```

Getter:

```
Leg getLeftLeg() {  
    return pants.leftLeg;  
}
```

Setter:

```
void setLeftLeg() {  
    pants.leftLeg = fractured;  
}
```

Counstructor:

```
Pants(Leg leftLeg) {  
    this.leftLeg = leftLeg;  
}
```

9. Rewrite this code, fixing the errors.

```
JButton myButton = new JFrame();  
  
myButton.setWriting("barfy pants");  
  
JButton myButton = new JButton();  
myButton.setText("barfy pants");
```

10. How would you use this method to find out if there are any iPhones in stock?

```
boolean checkStock(String productName) {  
    // some code  
}
```

```
boolean checkStock(String productName) {  
    if(productName > 0) {  
        return true;  
    }  
    else {  
        return false  
    }  
}
```

11. What can you tell about this method knowing that it is called like this?

```
peel("potato");
```

The method takes in a string

12. What do you know about the static context?

Static: for every instance, not unique

Non-static: not for every instance, each value is different than the others.