1. Create an instance of the following class.

```
class Student
{
	public Student()
	{
	}
}
```

2. Create an instance of the following class.

```
class Oven
{
	int temperature;
	public Oven(int temperature)
	{
		//stuff..
	}
}
```

3. Write a constructor for the following class.

```
class Animal
{

	boolean hasFur;
	int numLegs;









}
```

4. List all the JComponents you can think of.

5. Add a listener to each of these objects:

a) JPanel panel = new JPanel();

b) JFrame frame = new JFrame(“my window”);

c) JButton button = new JButton();

6. Write a method that receives two integers and returns the average of those two integers.

7. Call the following method with a value of 2.

```
int squareNum(int value)
{
        return value * value;
}
```

8. Write a method called `annoy` that takes a String as a parameter and prints that String three times.

9. Given the following code, create a Smurf and set it’s name.

```
public class Smurf {
    String name;
```

```
	boolean wearsARedHat;

	Smurf(boolean wearsRedHat) {
		this.wearsARedHat = wearsRedHat;
	}

	void setName(String name) {
		this.name = name;
	}

}
```

10. Circle the errors in the following code.

```
	class Animal {
		String numLegs;
		Animal(int numLegs) {
			numLegs = numLegs;
			checkLegs();
		}
		void checkLegs(int legs) {
			if(legs < 0) {
				System.out.println(“That is not an animal.”);
			{
			else if(legs = 0) {
				System.out.println(“It must be a snake.”);
			}
			else if {
				System.out.println(“I think it’s a mammal.”);
			}
		}
	}
```

11. Convert this binary number to a base 10 number.

    101101

12. Convert this base 10 number to binary.

    23

13. Create a class named Dog with 2 member variables and a getter and setter for each one.