1. Write a constructor for the following class.

```
class Computer{

}
```

2. Write a constructor for the following classes that initializes the field variables.

a)
```
class BullDozer{
        int horsePower;

}
```
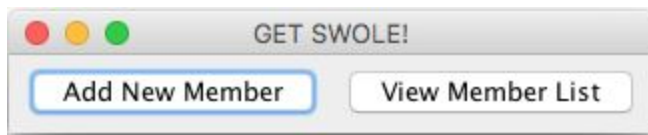
b)
```
class Ninja{
        int numberOfThrowingStars;
        String nameOfTarget;

}
```

c)
```
class Building{
        String name;
        int numberOfStories;
        float height;
        boolean hasElevator;

}
```

3. Create an object of the classes in number 2 using the constructors you wrote.

4. List the JComponents used in the following GUI.

GET SWOLE!

| Add New Member | | View Member List |

5. Which listeners can you add to a JFrame?

6. Which listeners can you add to a JButton?

7. Which method changes the size of a JFrame?

8. Write a method that takes two integers and returns the larger of the two.

9. Write a method that takes a float and returns the whole number part of the float without the decimal point. For example, passing in 7.4 will return 7 and 2.3434235 will return 2 and so on.

10. Find the errors in the following code.

a)
```
for(i = 0; i < 100; i++){ System.out.println(i); }
```

b)
```
int x = 4;
int y = 5;
if(x = y){
        System.out.println("TRUE");
}
```

c)
```
int x = 5;
double y = 5.1;
if(x < y){ x = y; }
```

d)
```
String name = Steve;
System.out.println("name");
```

11. Determine if the following if statements will run their code.

```
int x = 10;
int y = 5;
int z = 25;
```

a)
```
if(x > y){ //code }
```
b)
```
if(x > y && x > z){ //code }
```
c)
```
if(x > y && y < z){ //code }
```
d)
```
if(x < y || x < z){ //code }
```
e)
```
if((x < y && y > z) && (z == x)){ //code }
```
f)
```
if((x > y && y > z) || (z % 5 == 0)){ //code }
```

12. Use Eclipse to write the following Java program.

Write a program that displays a JFrame to the user. The JFrame will have a JLabel, two JButtons, and a JTextField. The JLabel will provide a riddle to the user. The user will type his answer in the JTextField and click the submit button. When the submit button is clicked, let the user know if the answer they typed in the JTextField is correct or not. The other JButton will be a hint button. Display a clue to the riddle when this button is clicked.