Level 1 Practice Exam #1

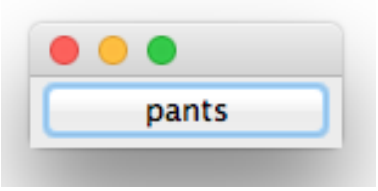
1. How would you call the barf() method from outside this class?

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

barf();

2. Write code to create this UI

```
JFrame frame = new JFrame();
frame.setVisible(True);
JPanel panel = new JPanel();
frame.add(panel);
JButton button = new button("pants");
panel.add(button);
frame.pack();
```



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

Each JButton will have an actionlistener method

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?

frame.pack();

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

The constructor method will have the same name as the class.

6. List 4 essential parts of a method.

static, parameters, return type, public/private

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

```
public float void(int amount) {
tip = amount * 0.15;
System.out.println("tip = " + tip);
}
```

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

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

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

Public void setLeftLeg(Leg leftLeg) {
this.leftLeg = leftLeg;
return leftLeg;
}

Public Leg getLeftLeg(Leg leftLeg) {
this.leftLeg = leftLeg;

}
```

9. **Rewrite this code, fixing the errors.**

```
JButton myButton = new JFrame();

myButton.setWriting("barfy pants");
```

```
JButton myButton=new JButton("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
}
```

```
checkStock(iPhones);
```

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

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

Its a constructor

12. **What do you know about the static context?**

Static means the method doesn't create an object.