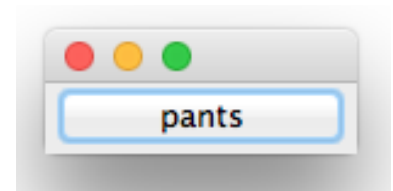socrative

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**

    main(){
    Button button=new Button();
    Frame frame=new Frame();
    Panel panel = new Panel();

    frame.setVisible();
    frame.add(panel);
    panel.add(button);
    }

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

    get the source from the action event

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?**

    make sure you add them to the panel

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

    it has the same name of the class

6. **List 4 essential parts of a method.**

    parameters, name, return type, {}

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

    double tip(double price){
    double tip=price*0.15;

    return tip;
    }

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

class Pants {
Leg leftLeg;
}

```
Pants(Leg leftLeg){
this.leftLeg=leftLeg;
}
Leg getleftLeg(){
return leftLeg;
}
void setleftLeg(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
}

```
checkStock("iPhone");
```

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

peel("potato");

it returns a string
its name is peel

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

it means all of the classes can see it