socrative

Level 1 Practice Exam #2
('Copy')

1. **Write code to create an instance of the following class.**

**class Student {
public Student() {
}
}**

      Student student = new Student();
      student.Student();

2. **Write code to create an instance of the following class.**

**class Oven {
int temperature;**

**public Oven(int temperature) {
//stuff..
}
}**

      Oven oven = new Oven();
      oven.Oven(450);

3. **Write a constructor for the following class.**

class Animal {

**private boolean hasFur;
private int numLegs;**

}

      Public Animal(boolean hasFur, int numLeg){
      this.hasFur = hasFur;
      this.numLegs = numLegs;
      }

4. **List all the JComponents you can think of.**

      JButton
      JPanel
      JFrame
      JLabel
      JTextField

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();

```
panel.addKeyListener(this);
frame.addMouseListener(this);
button.addActionListhiener(this);
```

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

```
int num1 = 1;
int num2 = 2;

public average(num2, num1){
return num1 + num2 / 2;
}
```

7. Write code to call the following method with a value of 2.

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

```
syso(squareNum(2));
```

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

```
public void annoy(String i){
for(int 1 = 0; 1<2;1++){
syso(i);
}
}
```

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

public class Smurf {
private String name;
private boolean wearsARedHat;

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

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

}

```
name = "BOBBY";
wearsARedHat = false;
```

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

```
public int getAge(age){
this.age = age;
}
public int setAge(){
age = 12;
}
public string getName(name){
this.name = name;
}
public string setName(){
name = "Dexter"
}
```