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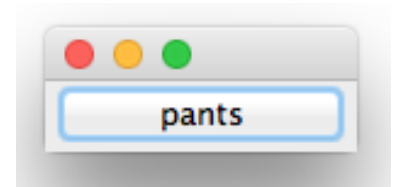
1. How would you call the barf() method from outside this class?

class Baby {
void barf() {
}
}

    Baby.barf();

2. Write code to create this UI

    JPanel panel = new JPanel();
    JButton button = new JButton("pants");
    panel.add(button);
    panel.setvisible(true);

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

    if(button = n){
    //code
    }

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?

    pack the frame

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

    if there is no return type

6. List 4 essential parts of a method.

    name, type, value, initiative

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

    i = 10;
    tip = 15;
    tipV = 10/15;
    syso(tipV + i);

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

**class Pants {
Leg leftLeg;
}**

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

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

JButton myButton = new JFrame();

myButton.setWriting("barfy pants");

```
JButton myButton = nef 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
}**

```
if(CheckStock = iPhone){
Syso("there is an iPhone in stock!");
}
```

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

peel("potato");

means peel the patato

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

can be used from anywhere in a program if they are both static