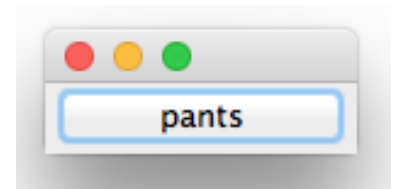## Level 1 Practice Exam #1

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

class Baby {
void barf() {
}
}

    baby Baby=new Baby();
    Baby.barf();

⊘ 2. **Write code to create this UI**

    void createUI(){
    JFrame frame= new JFrame();
    JButton button= new JButton();
    frame.setVisible();
    frame.add(button);
    button.setText("pants");
    frame.pack;
    }

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

    get source e

⊘ 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 just in case the frame isn't big enough to see both buttons
    -make sure the names arent the same as each other

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

    If the Constructor has the same name as the class name and the first letter is capitalized.

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

    return type, method name, parameters, mustaches

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

    void tipCaluculator(int restaurantBill){
    restaurantBill= restaurantBill*1.15;
    }

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

class Pants {
Leg leftLeg;
}

```
Pants(Leg leftLeg){
this.leftLeg= leftLeg;
}
public Leg getLeftLeg(){
return this.leftLeg;
}
public void setLeftLeg(){
this.leftLeg= leftLeg;
}
```

9. Rewrite this code, fixing the errors.

JButton myButton = new JFrame();

myButton.setWriting("barfy pants");

```
JButton myButton= new JButton();
myButton.setWriting("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
}

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

peel("potato");

the method is called peel, and it wants a string of a name of a food.

12. What do you know about the static context?