Level 1 Practice Exam #2

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

```
class Student {
public Student() {
}
}
```

```
Student student= new 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(350);
```

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

```
class Animal {

private boolean hasFur;
private int numLegs;

}
```

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

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

JFrame
JButton
JPanel
JTextfield
JLabel

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();

```
a) panel.addListener();
b) frame.addListener();
c) button.addListener();
```

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

```
public int average(int numOne, int numTwo){
int avg;
avg= numOne/2+numTwo/2;
return avg;
}
```

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

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

```
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 word){
System.out.println(word);
System.out.println(word);
System.out.println(word);
}
```

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;
}

}
```

```
Smurf smurf= new Smurf(true);
smurf.setName("Smurfett");
```

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

```
Public Class Dog{

String typeOfDog;
int numOfDogs;

String getTypeOfDog(){
return this.typeOfDog;
}
void setTypeOfDog(String typeOfDog){
this.typeOfDog= typeOfDog;
}

String getNumOfDogs(){
return this.numOfDogs;
}
void setNumOfDogs(String numOfDogs){
this.numOfDogs= numOfDogs;
}
```