

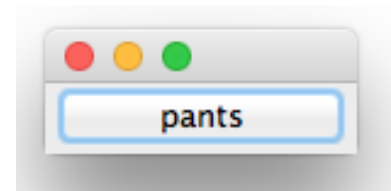
Level 1 Practice Exam #1

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

```
class Baby {  
void barf() {  
}  
}  
  
    barf();
```

2. Write code to create this UI

```
import stuff  
main(){  
    JFrame window = new JFrame();  
    JPanel panel = new JPanel();  
    JButton bob = new JButton("pants");  
  
    window.add(panel);  
    panel.add(bob);  
    window.setVisible();  
  
}
```



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?

set both buttons to setVisible and set the frame to setVisible.

if they are from different classes or methods then set both buttons to public (and frame) for full access

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

it should be the name of a class and it should be an object with a custom set of commands

6. List 4 essential parts of a method.

1. parameters
2. return type
3. code
4. name

5. {}

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

```
double tipAmount( double mealPrice ){  
  
    double tip = mealPrice * 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  
}  
  
    boolean checkStock(String productName) {  
  
        if(productName <= 0){  
            return true;  
        }  
        else{  
            return false;  
        }  
    }  
}
```

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

`peel("potato");`

it is code to peel something and in this case, a po to to

the end

12. What do you know about the static context?

null