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(375);

3. Write a constructor for the following class.

    class Animal {

    private boolean hasFur;
    private int numLegs;

    }

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

    }

4. List all the JComponents you can think of.

    JButton
    JTextfield
    JPanel
    JLabel
    JFrame

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.addActionListener(this);
frame.addActionListener(this);
button.addActionListener(this);
```

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

```
double average(int int1, int int2){
double average;
average=int1+int2;
return average;
}
```

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

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

```
int squarenum=squareNum(2);
```

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

```
void annoy(string word){
system.out.println(word+ " "+word+ " "+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);
setName("Papa smurf");
```

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

```
public class Dog{
private String name;
private int age;

string getName(){
return name;
}

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

string getAge(){
return age;
}

void setAge(int age){
this.age=age;
}
```