

## Level 1 Practice Exam #1

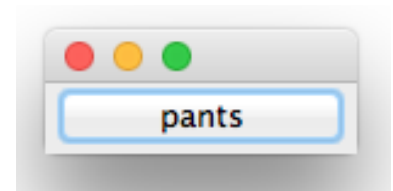
---

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

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

2. Write code to create this UI

```
JFrame frame=new JFrame();  
JButton button=new JButton();  
  
frame.setVisible(true);  
button.setText("pants");  
frame.add(button);  
frame.pack();
```



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

e.getSource()

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?

frame.pack();

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

no return type

6. List 4 essential parts of a method.

name, return type, parameters, braces

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

```
double getTip(double amountOfMeal){  
double total;  
total=amountOfMeal*1.15;  
}
```

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

```
class Pants {  
    Leg leftLeg;  
}  
  
    Pants(Leg leftLeg){  
        this.leftLeg=leftLeg;  
    }  
  
    void setLeftLeg(Leg leftLeg){  
        this.leftLeg=leftLeg;  
    }  
  
    Leg getLeftLeg(){  
        return this.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  
}  
  
    checkStock("apple");
```

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

```
peel("potato");
```

the method is to try to peel whatever you put in there. potato is a string peel is a method

12. What do you know about the static context?

one value for the whole class