

Set 08

- 1 Why would you use Java generics?
 - A To implement a generic constructor in a class
 - ☒ B To make a class template and allow the user to provide one or more types to customize it
 - C To define a parent class from another another one
 - D To instantiate an object that can act as a "jack of all trades"

- 2 Correct way to instantiate a generic LinkedList of "doggies"
 - A `LinkedList doggies = new LinkedList();`
 - B `LinkedList doggies = new LinkedList of Dog();`
 - C `LinkedList<Dog> doggies = new LinkedList();`
 - ☒ D `LinkedList<Dog> doggies = new LinkedList<Dog>();`

- 3 Correct way to clone the following Dog object: `Dog d1 = new Dog("Sparky");`
 - A `Dog d2 = new Dog("Sparky");`
 - B `Dog d2 = d1;`
 - ☒ C `Dog d2 = d1.clone();`
 - D `Dog d2 = d1 * 2;`

- 4 Correct way to compare two Dog objects by their inner properties: `Dog d1 = new Dog("Sparky"); Dog d2 = new Dog("Sparky");`
 - A `d1 = d2`
 - B `d1 == d2`
 - C `d1 === d2`
 - ☒ D `d1.equals(d2)`

- 5 `double a = 0.33; double b = 1/3.;` Which tolerance value should you use so `a == b`?
 - ☒ A 0.01
 - B 0.001
 - C 0.0001
 - D 0.00001