**Chapter 12**

**Self Test:**

* *Enumeration constants are said to be self-typed. What does this mean? The constant is an object of its respective enum.*
* *What class do all enumerations automatically inherit? Enum*
* *Given the following enumeration, write a program that uses values() to show a list of the constants and their ordinal values.* 
  + *Enum Tools { SCREWDRIVER, WRENCH, HAMMER, PLIERS }*
  + *In Tools.java*
* *Change the traffic light simulator to have the duration of each color stored in constants in the enumeration itself.*
  + *In TrafficLightDemoEnhanced.java*
* *Define boxing and unboxing. How does autoboxing/unboxing affect these actions?* Boxing stores a primitive value like an int into a type wrapper, and unboxing takes the type wrapper object and turns it back into a primitive value. The auto(un)boxing automatically handles these conversions.
* *Changed the following fragment so that is uses autoboxing.*
  + *Short val = new Short(123);*
  + Short val = 123;
* *In your own words, what does static import do? It imports methods so that they don’t need to be referred to by the parent class.*
* *What does this statement do?*
  + *Import static java.lang.Integer.parseInt;*
  + *Static imports the parseInt method.*
* *Is static import designed for special-case situations, or is it good practice to bring all static members of all classes into view? Special cases, because there could be other methods that it could conflict with.*
* *An annotation of syntactically based on a/an \_\_\_\_\_\_\_. Interface.*
* *What is a marker annotation? The annotations takes no arguments.*
* *An annotation can be applied only to methods. True or False? False*