

- 1) Write the definition and give an example of syntax (if applicable) for the following vocabulary words and concepts:

class

object

constructor

method

parameters (know how primitive types and objects are passed)

static variable

static method

null reference

`==` vs `equals()`

interface

`Comparable` interface

`compareTo()`

`toString()`

exceptions (`ArithmeticException`, `IllegalArgumentException`, `NullPointerException`)

polymorphism

encapsulation

inheritance

abstraction

- 2) Suppose we want to create a class to hold test information about a student. A student has these attributes:

The student name.

An identification number that is unique to each student. The identification numbers are positive integers starting at 1000 and assigned in increasing numerical order as the `Student` objects are created.

Three test scores.

When a new `Student` object is created, it must be assigned an identification number that will be the next consecutive identification number available. The new student is created with a student name and three test scores. The only operations valid for a `Student` object are:

- Retrieve the identification number for the student.

- Retrieve the student's name.

- Compute and return the average test score.

- A `toString` method which returns a formatted string representing the object (`name`, `id`, `test1`, `test2`, `test3` and `average`).

Write the `Student` class on a separate piece of paper. Remember to:

- Choose appropriate variable and method names.

- Use Javadoc comments including `@param` and `@return`.

- Be consistent with information-hiding principles.