

1. \_\_\_\_\_ (15 pts) Write a function called `max3` that takes three ints and returns an int, the largest of the 3 ints (notice this should still work if there is a tie for max, you can return any int in that case)
2. \_\_\_\_\_ (15 pts) Write code to create a variable `m1`, which will contain a `HashMap` from `String` to `Integer`, and put the key "High" associated with the value 10.

3. \_\_\_\_\_ (25 pts) Given the interface IProduct (on the last page), create a class LaptopComputer that implements said interface (define fields as convenient);
- the LaptopComputer constructor takes two parameters, one for name and one for Price;
  - The isCheap method returns true if the price is less than 300, false otherwise
4. \_\_\_\_\_ (10 pts) Given your LaptopComputer class above, write code to create a variable p1 of type LaptopComputer, and assign it to a new LaptopComputer named MyBrandSuperCheap and with a cost of \$250.

5. \_\_\_\_\_ (20pts) Write a function `removeCheapProduct`. that takes a List of `IProduct` and returns another List of `iProduct`; the returned value contains all the products in the parameter that are not cheap products. The original list should not be modified.
6. \_\_\_\_\_ (20pts) Write a function `highestPricedProduct`, that takes an array of `IProduct`, and returns a double, the highest price of any product.

```
Interface IProduct {  
    void setName(String name);  
    String getName();  
    public setPrice(double price);  
    double getPrice();  
    boolean isCheap();  
}
```