Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**AP Computer Science A (Java)**

**Chapter 8: Classes**

**Section 3: Constructors and Section 4: Encapsulation**

1. What is the purpose of a constructor? To create an object and give it initial values
2. When is a constructor called? When an instance is created
3. How is a constructor different from other methods? It has no return type
4. What 3 things happen when an object is created?

A new object is created in memory

The constructor is called on the object

A reference variable is set

1. What are the two major problems with the following constructor?

It has a return type and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

public void Point(int initialX, int initiallY) {

int x = initialX;

int y = initialY;

}

1. If a class does not have a constructor what happens? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. If a class has only one constructor with two parameters, what happens if a client creates a new object with no parameters?

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1. Is a class allowed to have more than one constructor? \_\_\_\_\_\_\_

If no, why not? If yes, what is required to make multiple constructors possible?

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1. What is the meaning of the keyword this? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Describe three ways that the keyword can be used.

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1. Hiding the implementation details of an object from clients is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
2. Focusing on the essential properties rather than the details is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
3. How do objects provide abstraction? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. What is the difference between the public and private keywords?

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1. What items should be declared private? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. How should clients access fields in order to avoid breaking the object’s encapsulation?

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1. How would encapsulation have helped reduce the cost of the Y2K bug?

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1. An assertion about an object’s state that is true for the lifetime of that object is called

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

1. List two examples of the answer to question 18 above for the TimeSpan class.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_