1. Look at the following code:

```
1   public class TestClass {
2
3       // section 1:
4       private String testName;
5
6       // section 2:
7       public TestClass( String name, int i ) {
8           this.testName = name;
9       }
10
11      // section 3:
12      public void countToThree() {
13          for (int m = 1; m <= 3; m++) {
14              System.out.println( "Count is: " + m );
15          }
16      }
17  }
```

What is defined in the denoted sections of this class?

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- **section 1:** member variable
  section 2: constructor
  section 3: class method
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  section 3: method
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  section 2: constructor
  section 3: member variable
- **section 1:** member variable
  section 2: constructor
  section 3: method

2. As an established Java convention, what would it mean if the name of a variable was spelled in all uppercase?

- Nothing. There is no such convention, and such a variable is like any other.
- The variable is a constant, whose value should not change.
- The variable is contains a string that has all capital letters.
- The variable is reserved for use by the Java environment, and you should not refer to it.

3.Look at the following code:

```
int errorInteger = 200;
String comment;

switch (errorInteger) {
    case 150:
        comment = "Javascript error.";
    break;
    case 240:
        comment = "Comment error.";
    break;
    case 300:
        comment = "Function error.";
    break;
    case 200:
        comment = "New error.";
    break;
    default:
        comment = "No error.";
    break;
}
System.out.println( comment );

```

What would be the resulting output from this code?

- ○ Comment error.
- ◉ New error.
- ○ Javascript error.
- ○ Function error.

4. Look at the following class:

```
public class Test {
    private String testName;

    public Test( String name ) {
        this.testName = name;
    }

    public setTestName( String name ) {
        this.testName = name;
    }
}
```

What would be the proper way to construct a Test object with member variable testName initially being "old", then later changed to "new"

- ○
```
Test testName = "old";
testName = "new";
```

- ○
```
Test testObj = new Test( "old" );
testObj.testName = "new";
```

- ○
```
Test testObj = new Test( "old" );
testObj[testName] = "new";
```

- ○
```
Test testObj = new Test( "old" );
testObj.setTestName( "new" );
```