**Assignment 3 part1**

**RDC 10/24/2017**

**Name:\_\_\_\_\_\_\_\_\_\_\_\_ Class:\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**( ) 1. What output will be produced by this program?**

public class Mystery

{

public static void strangeMethod(int x, int y)

{

x += y;

y += x;

System.out.println(x + " " + y);

}

public static void main(String[] args)

{

int a = 6, b = 3;

strangeMethod(a, b);

System.out.println(a + " " + b);

}

}

(A) 36

9

(B) 3 6

9

(C) 9 27

9 27

(D) 6 3

9 27

(E) 9 27

6 3

**( ) 2. Here are the private instance variables for a Frog object:**

public class Frog

{

private String species;

private int age;

private double weight;

private Position position; //position (x,y) in pond

private boolean amAlive;

...

**Which of the following methods in the Frog class is the best candidate for being a static method?**

(A) swim //frog swims to new position in pond

(B) getPondTemperature //returns temperature of pond

(C) eat //frog eats and gains weight

(D) getWeight //returns weight of frog

(E) die //frog dies with some probability based

//on frog’s age and pond temperature