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| B-Day | **Drill** | **Answer** |
| Nov 02 | if (condition)  statement1 p. 174  else  statement2 | Place **;** where required. |
| Nov 04 | Explain the difference between = and ==. P. 177 | = sets a value  == compares values |
| Nov 06 | An *else* always belongs with the *if*. P. 191 | nested |
| Nov 10 | Write a Boolean determining whether *amount* is between 500 and 1000 p. 199 | If (500 < amount && amount < 1000)  {  Penaity = “false”  } |
| Nov 12 | How many times/How long does a *while* loop run? P. 218 | A while loop will continue to be executed for as long as the condition tested is true |
| Nov 16 | i = 0;  sum = -2;  while (sum < 0)  {  i++;  sum = sum + i;  System.out.println( i + sum);  }  **Indicate the value of i and sum** | I = 2  Sum = 1 |
| Nov 18 | If you forget to include a statement that increments within a loop, you are likely to get a loop. P. 225 | infinite |
| Nov 20 | For (i = 0; i <= 10; i++)  System.out.println(i \* i);  **How many times does the *for* loop execute?** | 11 |
| Dec 01 | If a variable is declared within a loop, what happens to that variable once the program is outside of the loop? P. 234 | The variable is not defined outside of the loop |
| Dec 03 | What is a typical use for nested loops? P. 247 | Printing a table with rows and columns |
| Dec 07 | What is the purpose of a debugger? Does Esclipse have a debugger? P. 257-258 | To run through code and provide a way to find errors, and yes |
| Dec 09 | Values stored in an array are called . p. 276 | elements |
| Dec 11  Interims | CashRegister[ ] register = new CashRegister[15]  15 indicates the of an called . p. 276 | elements, array, CashRegister |
| Dec 15 | Does the index of an array start with 0 or 1? P. 277 | 0 |
| Dec 17 | Does creating an array fill it with values? P. 280 | no |
| Dec 21 | List two advantages of *ArrayList* over *Array?* P. 283 | Can grow and shrink in size  Supplies methods for many common tasks |
| Dec 23 | To determine the number of elements in an *ArrayList*, use . p. 288 | a.size() |
| Jan 05 | To turn numbers into objects so they can be inserted into an *ArrayList*, you use classes. P. 289 | Wrapper |
| Jan 07 | If you are not completely filling an array, you should use a to keep track of how many elements are actually in the array. P. 293 | Companion variable (counter) |
| Jan 11 | List two reasons (algorithms) for arrays. P. 295-297 | To compute sums and averages |
| Jan 13 | What is the traditional example of a two-dimensional array? P. 310 | Tic tac toes |
| Jan 15 | Identify a use for a three-dimensional array. P. 314 | Rubik cube |
| Jan 20/22 | Exam | Exam |