

### **Written Exam Study Guide**

1. How do you declare the main method?
2. What does the void keyword mean?
3. What is the difference between a checked and unchecked exception?
4. What are the three types of errors?
5. What is the difference between throws and a try catch block?
6. How are Java arrays different from python lists?
7. What are the Junit annotations and what do they do?
8. What objects are needed to read in a file and what purpose do each of those objects serve?
9. Explain the difference between public, private, protected, and no visibility modifier? Where can they be seen from?
10. When do you use .equals() and when do you use ==?
11. How do you access and mutate non-static attributes?
12. How do you generate random numbers in Java?
13. How do you mark something as private, protected, or public in a UML diagram?
14. What is the difference between overloading and overriding?
15. What is inheritance?
16. What is polymorphism?
17. What are the special methods we learned about and how do you override them?
18. What is the difference between an abstract class and an interface?
19. What are the different types of UML arrows we learned about and what do they mean?
20. What is the new keyword? When can it be used?