Section I

1. **E**		15. **E**		29. **E**	
2. **B**		16. **A**		30. **A**	
3. **C**		17. **E**		31. **A**	
4. **D**		18. **B**		32. **B**	
5. **A**		19. **C**		33. **D**	
6. **A**		20. **E**		34. **E**	
7. **D**		21. **C**		35. **A**	
8. **E**		22. **C**		36. **D**	
9. **A**		23. **D**		37. **D**	
10. **D**		24. **E**		38. **B**	
11. **C**		25. **E**		39. **E**	
12. **E**		26. **D**		40. **B**	
13. **C**		27. **D**			
14. **B**		28. **D**			

ANSWERS EXPLAINED

Section I

1. **(E)** The string parameter in the line of code uses two escape characters:
   \", which means print a double quote.
   \n, which means print a newline character (i.e., go to the next line).

2. **(B)** The intent of the programmer is to have overloaded getValue methods in SomeClass. Overloaded methods have different signatures, where the signature of a method includes the name and parameter types only. Thus, the signature of the original method is getValue(int). The signature in header I is getValue(). The signature in header II is getValue(int). The signature in header III is getValue(double). Since the signature in header II is the same as that of the given method, the compiler will flag it and say that the method already exists in SomeClass. Note: The return type of a method is not included in its signature.

3. **(C)** The expression (int)(Math.random() * 49) produces a random integer from 0 through 48. (Note that 49 is the number of possibilities for num.) To shift this range from 2 to 50, add 2 to the expression.