

## Ch 5 Review Problem

Friday, December 14, 2012  
7:53 AM

AP Computer Science

Chapter 5 Review Problem 1

Use variable tracing ideas to predict what the println statements will print. There are three println statements.

```
import javax.swing.*;
import java.awt.*;
```

```
public class Tracing {
    public static void main(String[] args) {
        SmileyFace x1 = new SmileyFace(100, 200, 30, Color.BLUE, new JPanel());
        SmileyFace x2 = new SmileyFace(200, 300, 60, Color.YELLOW, new JPanel());
        int a = 13;
        int b = 25;
        String c = "OK";
        String d = "BYE";
        testMethod(x1, a, b);
        System.out.println(x1 + "\t" + a + "\t" + c);

        x1 = new SmileyFace(100, 200, 30, Color.BLUE, new JPanel());
        x2 = new SmileyFace(200, 300, 60, Color.YELLOW, new JPanel());
        a = 13;
        b = 25;
        c = "OK";
        d = "BYE";
        testMethod1(x1, x2, b);
        System.out.println(x1 + "\t" + x2 + "\t" + a + "\t" + b);

        public static void testMethod(SmileyFace sf, int i, String s) {
            sf.setRadius(50);
            i = 5;
            s = "Hello";
        }

        public static void testMethod1(SmileyFace sf1, SmileyFace sf2, int i, int j) {
            sf1.setRadius(50);
            sf2 = sf1;
            sf2.setRadius(100);
            j = 1;
            System.out.println(sf1 + "\t" + sf2 + "\t" + i + "\t" + j);
        }
    }
}
```

