

**CORK INSTITUTE OF TECHNOLOGY  
INSTITIÚID TEICNEOLAÍOCHTA CHORCAÍ**

**Autumn Examinations 2010/11**

**Module Title:     Object-Oriented Programming 2**

**Module Code:        COMP 7013**

**School:                Computing**

**Programme Title:**

Bachelor of Science in Computing – Year 3

Bachelor of Science (Honours) in Software Development & Computer Networking – Year 2

Bachelor of Science (Honours) in Software Development – Year 2

**Programme Code:    KCOMP\_7\_Y3  
                             KSDEV\_8\_Y2  
                             KDNET\_8\_Y2**

**External Examiner(s):     Mr. Peter Given**

**Internal Examiner(s):    Ms. D. M. Dunlea, Mr. Denis Long**

**Instructions:**                **Section A:** Question 1 must be answered.  
                                      **Section B:** Choose 2 questions from this section.

**Duration:            2 Hours**

**Sitting:                Autumn 2011**

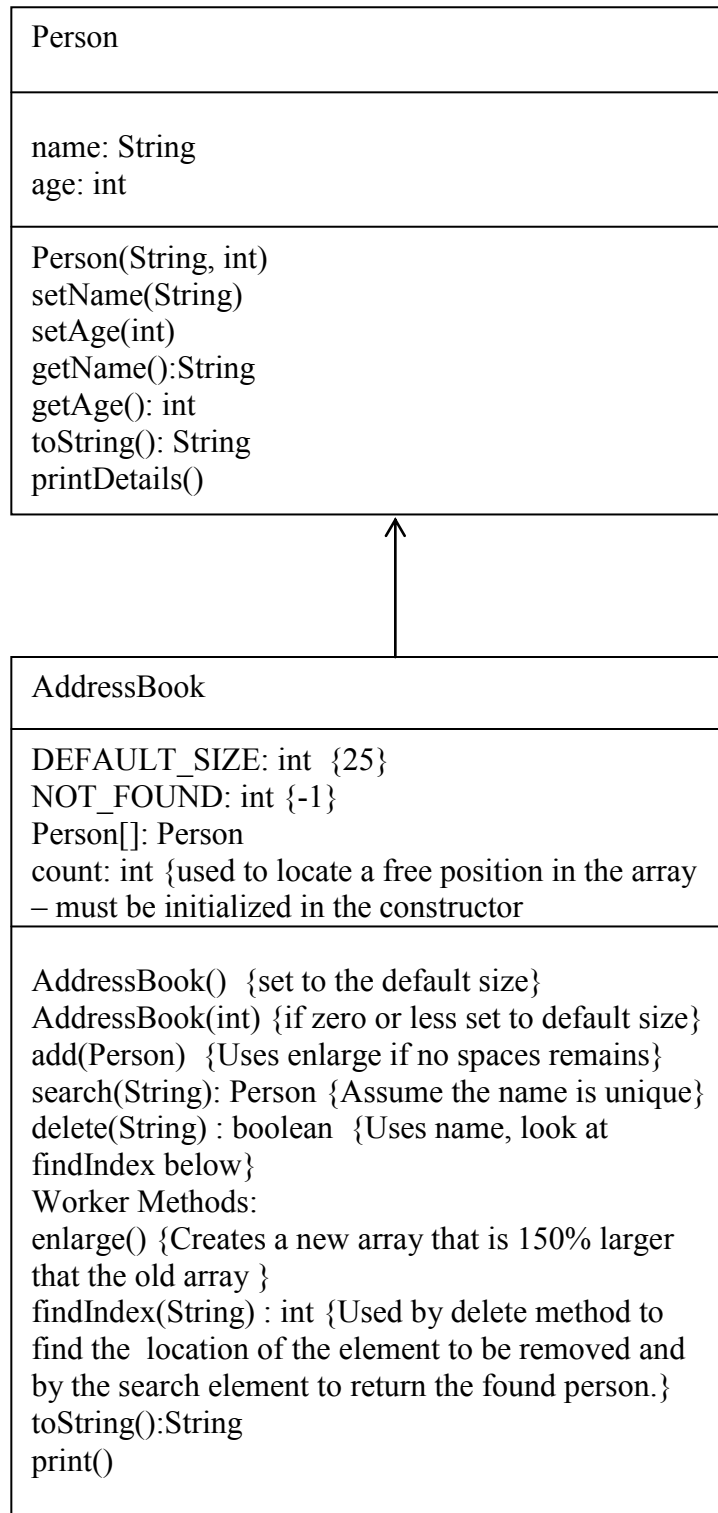
**Requirements for this examination:**

**Note to Candidates:** Please check the Programme Title and the Module Title to ensure that you have received the correct examination paper.  
If in doubt please contact an Invigilator.

## Section A

Q1. (a) Write the code for the following classes.

[30 Marks]



- (b) Create an application to enter 5 people you know into the address book. Once the details have been entered search the address book and find and print the details for the following:
- the average age for the people entered;
  - the youngest person and
  - the oldest person in the address book.
- [10 marks]

## Section B

Q2. (a) Please answer True or False to the following questions:

1. To use the Math class, the first step is to make an instance of it.
2. You can mark a constructor with the **static** keyword.
3. Static methods don't have access to instance variable state of the 'this' object.
4. It is good practice to call a static method using a reference variable.
5. Static variables could be used to count the instances of a class.
6. Constructors are called before static variables are initialized.
7. MAXSIZE would be a good name for a static final variable.
8. A static initializer block runs before a class's constructor runs.
9. If a class is marked final, all of its methods must be marked final.
10. A final method can only be overridden if its class is extended.
11. There is no wrapper class for boolean primitives.
12. A wrapper is used when you want to treat a primitive like an object.
13. The parseXxx methods always return a String.
14. Formatting classes (which are decoupled from I/O), are in the java.format.package.

[7 Marks]

- (b) Write a class for IDCard that inherits from the card class below. An IDCard is a card that holds a name and an ID number. The ID number of an IDCard is guaranteed to be unique. It should be possible to get the name and identifier of a card. To achieve this you should implement a method on IDCard that returns a string showing the name and id of the card as follows:

Cardholder: Susan  
ID: 12

```
public class Card
{
    private String name;

    public Card()
    {
        name = "";
    }
    public Card(String n)
    {
        name = n;
    }
    public String getName()
    {
        return name;
    }
    public String toString()
    {
        return "Cardholder: " + getName();
    }
}
```

[10 marks]

- (c) What is meant by the term Polymorphism? [3 marks]
- (d) Write a program that creates an ArrayList that contains both types of card and then iterates over the list to output the toString() method. [10 marks]

- Q3. (a) Show the code required to allow the user to enter a string and store that string in a text file. [10 marks]
- (b) Describe how you would write an object to a file. [10 marks]
- (c) Show the code required to write an object to a file. [10 marks]

Q4. (a) Please answer true or false to the following questions:

1. A try block must be followed by a catch *and* a finally block.
2. If you write a method that might cause a compiler-checked exception, you *must* wrap that risky code in a try / catch block.
3. Catch blocks can be polymorphic.
4. Only 'compiler checked' exceptions can be caught
5. If you define a try / catch block, a matching finally block is optional.
6. If you define a try block, you can pair it with a matching catch or finally block, or both.
7. If you write a method that declares that it can throw a compiler-checked exception, you must also wrap the exception throwing code in a try / catch block.
8. The main ( ) method in your program must handle all unhandled exceptions thrown to it.
9. A single try block can have many different catch blocks.
10. A method can only throw one kind of exception.
11. A finally block will run regardless of whether an exception is thrown.
12. A finally block can exist without a try block.
13. A try block can exist by itself, without a catch block or a finally block.
14. The order of catch blocks never matters.
15. A method with a try block and a finally block, can optionally declare the exception.
16. Runtime exceptions must be *handled* or *declared*.

[8 marks]

- (b) Will the following code run and if not what fixes do you need to make? [6 marks]

(c) What is the final output?

[2 marks]

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

public class InnerButton
{
    JFrame frame;
    JButton b;

    public static void main(String[] args)
    {
        InnerButtan qui = new InnerButton();
        qui.go () ;
    }

    public void go()
    {
        frame = new JFrame();
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        b = new JButton("A");
        b.addActionListener();

        frame.getContentPane().add(BorderLayout.SOUTH, b);
        frame.setSize(200,100);
        frame.setVisible(true);
    }

    class BListener extends ActionListener
    {
        public void actionPerformed(ActionEvent e)
        {
            if (b.getText().equals("A"))
            {
                b.setText("B");
            } else {
                b. setText ("A");
            }
        }
    }
}
```

- (d) Explain the following code which is part of a Database manager class. What errors may occur when executing the code? [6 marks]

```
public class BooksRepository {

    private static BooksRepository instance;
    private static final String user="deitel" ;
    private static final String password="deitel";
    private static final String DATABASE_URL = "jdbc:mysql://localhost/books";

    private Connection connection = null;
    private PreparedStatement statement;

    public static BooksRepository getInstance() throws SQLException
    {
        if (instance == null)
            instance = new BooksRepository();
        return instance;
    }

    private BooksRepository () throws SQLException
    {
        String getAuthors= "SELECT authorID, firstName, lastName FROM authors";
        try {
            connection = DriverManager.getConnection( DATABASE_URL, user, password );
            statement = connection.prepareStatement(getAuthors);

        } catch (SQLException se) {
            Se.printStackTrace();
        }
    }

    void outputAuthors() throws SQLException
    {...}
    public void destroy () {...}
}
```

- (e) Complete the methods outputAuthors() and destroy() [8 Marks]