NAME _____

**(1)** (**7 points**) Below, there is code for a complete Java class. This class contains a number of methods and variables. In the table at the bottom of the page, indicate where each **variable is available for use**. For instance, if a variable can be used inside the `main()` method only, then you would check the box in the `main()` column, and leave the others blank. If a variable can be used by two methods, then check the boxes for both of those methods.

**Please note:** I am *not* asking whether or not the variable is *actually used* in the given scope; you should check all boxes corresponding to scopes in which that variable *could be* accessed, if desired.

```java
public class Driver
{
    private double dub1;

    public static void main( String[] args )
    {
        double dub2 = 3.6;
    }

    public Driver()
    {
        int i = (int) dub1;
    }

    public int integerPower( int n, int m )
    {
        double dub3 = Math.pow( n, m );
        return (int)( dub3 );
    }

    private void print( String str )
    {
        System.out.println( str );
    }
}
```

| Identifier | main() | Driver() | integerPower() | print() |
|---|---|---|---|---|
| double dub1 | | | | |
| double dub2 | | | | |
| double dub3 | | | | |
| int i | | | | |
| int n | | | | |
| int m | | | | |
| String str | | | | |

**(2)** (*3 pts.*) Give the values of the three integer variables obtained by calling the method below. Assume the code to call the method is part of the same class as the method.

```
private int aba( int i, int j )
{
    int a = i / 2;
    return j - a;
}
```

(a) `int b1 = aba( 9, 4 );` _____

(b) `int b2 = aba( 9, 5 );` _____

(c) `int b3 = aba( 10, 4 );` _____

**(3)** (*5 pts.*) Write a method below that takes in an integer as input and returns a `boolean` value. That value should be `true` if the input is **both** non-negative **and** evenly divisible by 5 (e.g., 0, 5, 10, etc.), and `false` otherwise.