1. What will output?

public static void main (String[] args)

{

int x = 1, y = 3;

int sum = add\_2 ( x,y);

System.out.println(sum +”=“+ x+”+“+ y);

}// end of main

public static int add\_2 (int x, int y)//passed by value (passes a copy, not actual variable) with any primitive data type

//objects passed by reference

{ x = 2;

y = 2;

int sum = x+y;

System.out.println(sum +”=“+ x+”+“+ y);

return sum;

System.out.println(“I am evil Homer, I am evil Homer”);

}

There will be an error because no code can come after the return statement. Also, you cannot return more than one variable at once in java.

2. When methods have the same name but different parameters they are called?

Overload methods

SL3 (A1.18). ) Consider the following partial class declaration.

public class SoccerPlayer

{

 private String myName;

 private String myTeam;

 private int myNumber;

 public String name()

 { return myName; }

 public String team()

 { return myTeam; }

 public int number()

 { return myNumber; }

 // returns the name, team, and number in string format

 public String toString()

 {

return // String expression

 }

 // constructors and other methods not shown

}

Consider the following replacements for // string expression in the toString method.

 I. myName + " " + myTeam + " " + myNumber;

II.   SoccerPlayer.name() + " " + SoccerPlayer.team() +

“ “ + “SoccerPlayer.number();

III.  name() + " " + team() + " " + number();

Which of these replacements will make the method toString work as intended?

A. I only

B. II only

C. III only

D. I and III only

E. I, II, and III

# 2 Integer code on the board

Consider the incomplete method ChoiceOfThree.

public int choiceOfThree()

{

 // missing code

}

Method choiceOfThree is intended to return one of the values 1, 2, 3, each with probability 1/3. Consider the following replacements for //missing code.

I.       return (int)(Math.random() \* 3);

II.     return (int)(Math.random() \* 3) + 1;

III.    if(Math.random() < 1.0/3.0)

   return 1;

  else if (Math.random() < 2.0/3.0)

   return 2;

  else

   return 3;

Which if these replacements for //missing code will make choiceOfThree work as intended?

A. I only       B. II only      C. III only     D. I and III        E. II and III

Copy this code into Snake Eyes

/\*\*

   \* this is a test of passing objects to a method

   \*/

  public static void changer( Die cdie)

  {

      cdie.setnumFaces(10);

     for (int roll = 1; roll <= 20; roll++)

     {

        System.out.println(cdie.roll());

     }

import java.text.NumberFormat;

public class Account

{

  private NumberFormat fmt = NumberFormat.getCurrencyInstance();

  private final double RATE = 0.035;  // interest rate of 3.5%

  private int acctNumber;

  private double balance;

  private String name, password;

  //-----------------------------------------------------------------

  //  Sets up the account by defining its owner, account number,

  //  and initial balance.

  //-----------------------------------------------------------------

  public Account (String owner, int account, double initial)

  {

  name = owner;

  acctNumber = account;

  balance = initial;

  }

}

1. Overload the constructor to take a password of a string with no less than eight characters. Write code to call this constructor.

Public Account (String password)

2. Write a calc\_Interest method that would only be called from only within the class.  It will update the balance.

public class Account

{

  private NumberFormat fmt = NumberFormat.getCurrencyInstance();

  private final double RATE = 0.035;  // interest rate of 3.5%

  private int acctNumber;

  private double balance;

  private String name, password;

private Address;

  //-----------------------------------------------------------------

  //  Sets up the account by defining its owner, account number,

  //  and initial balance.

  //-----------------------------------------------------------------

  public Account (String owner, int account, double initial)

  {

  name = owner;

  acctNumber = account;

  balance = initial;

  }

}

  public Account (String owner, int account, double initial,Adress)

  {

  name = owner;

  acctNumber = account;

  balance = initial;

this.home = new Address(home);

  }

}

public class Address

{

  private String streetAddress, city, state;

  private int zipCode;

city = “Naperthrill”;

state = “IL”;

zipCode = 000000;

THE OBJECT OF A CONST IS TO SET THE PRIVATE DATA

  //-----------------------------------------------------------------

  //  Sets up this Address object with the specified data.

  //-----------------------------------------------------------------

  public Address (String street, String town, String st, int zip)

  {

  streetAddress = street;

  city = town;

  state = st;

  zipCode = zip;

  }

  //-----------------------------------------------------------------

  //  Returns this Address object as a string.

  //-----------------------------------------------------------------

  public String toString()

  {

  String result;

  result = streetAddress + "\n";

  result += city + ", " + state + "  " + zipCode;

  return result;

  }

}

public Address (Address obj)

  {

  this.streetAddress = obj.streetAddress;

  this.city = obj.town;

  this.state = obj.st;

  this.zipCode = obj.zip;

  }

4.  Add the Address to the Account class as a private class variable.  Overload the constructor to take an address parameter and set the data appropriately. You may have to add code to Address.

5.  Write a segment of code that will make a new account using the constructor from problem 4.

Using the Address (from yesterday) class write a copy constructor.

Why would this method have a problem if it was added to the address class?

 public String toSting()

  {

  String result, result1;

  result  = streetAddress + "\n";

  result1 = city + ", " + state + "  " + zipCode;

  return (result, result1) ;

  }

Why would this method have a problem if it was added to the address class?

 public String toSting()

  {

  String result, result1;

  result  = streetAddress + "\n";

  result1 = city + ", " + state + "  " + zipCode;

  return (result, result1) ;

  }

When may private data be accessed outside of the class?

When there is no return statement in a method what must the method header say?

----------- Wed 11/30--------------

Define encapsulation.

Write a method header for a method named calc that takes two integer parameters and returns a double.

What will  display when print stuff is called?

int calc(double a, double b)

{

int num = a \* b;

b = a;

num = a +b;

}

void printStuff();

{

double x = 5.1, y = 6.2;

System.out.print(calc(x,0) + calc(0,y));

}

Write 2 methods:

1. Overload calc
2. Try to Overload calc but generate:

error: method calc(double,double) is already defined in class

Write a default constructor for the Class Student.

Overload the constructor to take data and set appropriately.

public class Student()

{

private String name;

private String id;

private double gpa;

public void Student(name,id,gpa)

{

Int name, id, gpa;

Return (na

}

}