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| **APCS Exposure Java** | **Exercises 06.06-10** | **Date:** |
| **Name:** | | **Period:** |

1. What statement must be at the top of your program in order for you to use the **DecimalFormat** class?

2. Look at program ***Java0616.java***. What do the 5 zeros mean?

3. Refer to the previous question. What happens if the number being displayed has more than 5 digits?

4. Print the Java code necessary to create a **DecimalFormat** object called *output* that will that will display an integer like 1234567 as 1,234,567

5. Print the Java code necessary to create a **DecimalFormat** object called *output* that will that will display a real number like 12.34567 as $12.35

6. Print the Java code necessary to create a **DecimalFormat** object called *output* that will that will display a real numbers rounded to 3 decimal places.

7. How many different shades of *Red*, *Green*, and *Blue* are possible?

(Hint: Look at program ***Java0621.java***.)

8. In the statement: **Bank tom = new Bank(2000);** What is ***Bank*** and what is ***Tom***?

9. What kind of object is created by this statement: **g.setColor(new Color(255,0,255));**

10. Refer to the previous question. Are the same type of objects used in program ***Java0622.java*** ?

11. What are the 3 steps in creating a **Polygon** in Java?

*Create a Polygon object.*

12. Look at program ***Java0623.java***. What do you need to do to this program to make the output a hexagon?

13. When creating a Polygon, does the order in which you add the coordinate points matter?

Refer to program ***Java0625.java*** for questions 14 through 16.

14. How would you change this program to display **500** random lines?

15. What would happen is the 2 **800**s are changed to **400**s?

16. What would happen is the 2 **600**s are changed to **300**s?

17. What **Scanner** method is used to enter a **String**?

18. What **Scanner** method is used to enter an **int**?

19. What **Scanner** method is used to enter a **double**?

20. Look at program ***Java0630.java***. What is wrong with this program?

21. Look at program ***Java0631.java***. How does this program cure the problem of program ***Java0630.java***?

22. Look at program ***Java0632.java***. How does this program cure the problem of program ***Java0630.java***?

23. What is a *wrapper* class?

24. What is the difference between **int** and **Integer**?

25. What is the difference between **double** and **Double**?

26. Which methods will convert **Integer** and **Double** objects back to simple data types?

27. What attributes of the **Integer** class store the largest and smallest possible **int** values?

28. What are the largest and smallest possible **int** values?