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| **APCS Exposure Java** | **Exercises 07.05-07** | **Date:** |
| **Name:** | | **Period:** |

1. Look at program ***Java0716.java***.

Write the code for a 5th method called *rem* which will compute and display the integer remainder of **n1** divided by **n2**.

2-4. Look at program ***Java0718.java***. List 3 ways a return method can be called. *(This counts as 3 questions!)*

*in a println stament,*

5. Refer to question #1 and look at program ***Java0719.java***.

Rewrite the method **rem** as a **return** method.

6. **String** is not a simple data type. What is it?

7. **length** is a method of what class?

8. Look at program ***Java0720.java***. What would be the result of this statement: **Util.Skip(-1);** ?

9. Compare programs ***Java0721.java*** and ***Java0722.java****.*

Both programs use methods of the **Util** class and have the same output.

How is this possible when the latter program does not contain a **Util** class?

10. Look at program ***Java0723.java***. This program does compile and does execute.

What is wrong with this program?

11. Look at program ***Java0724.java***. How is this an improvement from ***Java0723.java***?

12. What is still wrong with program ***Java0724.java***?

13. Look at program ***Java0725.java***. How is this an improvement from ***Java0724.java***?

14. Look at program ***Java0726.java***. How is this an improvement from ***Java0725.java***?

15. Do the first 4 *Payroll Case Study* programs use *Object Oriented Programming*?

16. Look at program ***Java0727.java***. What kind of programming does is use?

17. What is the *essence* of *program design*?

18. What method is contained in the *driving class*?

19. What is the *driving class* responsible for? (Hint: Look at program ***Java0728.java***.)

20. Look at program ***Java0728.java***. How is this an improvement from ***Java0727.java***?

21. What are *local variables*?

22. Where can local variables be accessed?

23. Where are *class variables* declared?

24. Which methods have access to a class variable?

25. Class variables are also called \_\_\_\_\_\_\_.

26. If a variable is only used by one method, how and where should it be declared?

27. If a variable is used by two or more methods of a class, how should it be declared?

28. Programs should use \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ identifiers.

29. Control structures and block structure need to use a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ indentation style.

30. Specific tasks should be placed in modules called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

31. Similar methods accessing the same data should be placed in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

32. What should the ***main*** method be used for?