**Given the following piece of code:**

```
color c = color(215,75,120);   color other = color(10,0,77);
float cRed = red(c);                //red() returns the red value of the given parameter
float otherRed = red(other);
float avg = (cRed + otherRed)/2;
char c = convert(avg, true);
```

5)  What is the value of avg when the code is complete? _____

6)  How many parameters are there total? _____

7)  Write the method heading for the convert() method: _____

**Given the method below:**

```
void doubleSquare(int x, int y) {
      rect(x,y,50,50);
      rect(x+50,y,50,50);
}
```

Use the space below to overload the doubleSquare() method so that the user can change the size of the doubleSquare drawn as well as the (x,y) coordinate.

Write a method called target() that draws the target logo. You should be able to change the logo's size and location. (ask to see the logo on the projector.) The middle circle is 1/3 smaller than the outer circle and the smallest circle is 1/3 the size of the original.

**DIRECTIONS :** Fill in each blank with the correct answer/output. Assume each statement happens in order and that one statement may affect the next statement. If the code causes an error, write ERROR for the answer and ignore that line of code for the rest of the quiz.

```
double z = 27.4;      long x = 718;
int a = 21, b = 14;    char var = 'C';
```

```
System.out.print( 17 / 3 * 3 );              // LINE 1
```

```
System.out.print( 1.0 * a / 5 );             // LINE 2
```

```
System.out.print( a % 2 );                   // LINE 3
```

```
System.out.print(x % 2 == 0 );               // LINE 4
```

```
System.out.print(var - 2);                   // LINE 5
```

```
b = var + 'a';
System.out.print(b);                         // LINE 6
```

```
System.out.print( (char)(x/10));             // LINE 7
```

```
System.out.print( a - b / 2 - 7);            // LINE 8
```

```
char c = (int)((x + a) / 10.0 + 0.5);
System.out.print(c);                         // LINE 9
```

```
a = (a + b + x) / 3;
System.out.print(a);                         // LINE 10
```

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

## Consider the following method headings:

```
int addHealth()
void run()
void run(int steps)
int attack(float power, float speed)
int attack(float power)
boolean isGameOver(int lives)
```

1) How many action methods are there:_____ How many information methods:_____
2) List the methods that are overloaded: _____
3) Pick a method from above that is not overloaded and write a method heading that would cause the method to become overloaded: _____
4) Write a method called asciiAvg that will take in two decimal numbers and return the character that corresponds to the average of the two numbers. You do NOT have to round.