**ZYBOOKS ACTIVITES**

7.10.4

1) score1 < score2

A: FALSE

2) score1 <= score3

A:TRUE

3) score2 < maxScore

A:TRUE

4) score1 == score3

A: FALSE

5) 98 < score3

A: FALSE

6) score1.equals(score3)

A: TRUE

7) score2.compareTo(score1) > 0

A: FALSE

7.11.3

1) In a single statement, declare and initialize a reference variable for an ArrayList named frameScores that stores items of type Integer.

A: ArrayList<Integer> frameScores = new ArrayList<Integer>();

2) Assign the Integer element at index 8 of ArrayList frameScores to a variable currFrame.

A: currFrame = frameScores.get(8);

3) Assign the value 10 to element at index 2 of ArrayList frameScores.

A: frameScores.set(2, new Integer(10));

4) Expand the size of ArrayList frameScores by appending an element with an Integer value of 9.

A: frameScores.add(new Integer(9));

7.12.2

1) In a single statement, declare and initialize a reference variable called mySeats for an ArrayList of Seat objects.

A: ArrayList<Seat> mySeats = new ArrayList<Seat>();

2) Add a new element of type Seat to an ArrayList called trainSeats.

A: trainSeats.add(new Seat());

3) Use method chaining to get the element at index 0 in ArrayList trainSeats and make a reservation for John Smith, who paid $44.

Assessment

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* 1)  What are the minimal changes required to instantiate ShopArr and invoke run() on it?

A: To fix this, we need to change shop in the shopRun class to ShopArr so that information can be grabbed from the shop class.

* 2)  We can also use a <something>.length instead of max. What is the valid <something> to use in ShopArr.java?

A: We can use cheese.length

* 3)  How can we tell which instantiation (new Cheese) corresponds to which constructor definition inside the Cheese class?

A: You could tell which corresponds with which constructor by looking for which constructor uses a parameter and which doesn’t.

* 4)  How can we identify a mutator method call?

A: When looking at methods, mutator’s can be identified by which methods have the word void in them.

* 5)  What would be the result if we added this line right after Swiss is created:  cheese[2].setName("Wrong Name"); ?

A: This line would reinitialize cheese[2] name to Wrong Name rather than Swiss.

* 6)  Why is the init() method both private and void?

A: The init method is both private and void because we only want the ShopArr class to be able to view/use the information and void because this method is a constructor.

* 7)  What are the distinguishing features of constructor methods? (i.e., How do we tell them apart from  other methods?)

A: Constructor methods have the word public in them because they need to be access and value changed anywhere in the class(s) and not just the class that it is written in.

* 8)  How can we figure out the number of required iterations for each loop?

A: This depends on how big max is due to the code needing to iterate that many times unti max is reached

* 9)  Should we pass in Cheese array pointer (cheese[]) as arguments into calcSubTotal or  itemizedList? (Why or why not)

A: We shouldn’t because cheese[] is just place holders for us to input information into. This means that if cheese[] was passed as a argument, only indices will be passed and the information that each one holds will not be passed.

10) What value will be printed by RunShop for “Ran with Cheese Total”? (fixed number or a formula)

A: The number printed will be 4.