Q1:

1. False. getRide() returns a Ride object which has an addLine() method in its class. getRide() is part of the AmusementPark class. There could be a getRide() method in the Ride class but it is not shown.

2. False. By having two constructors defined (String, int) (int) this gets rid of the default constructor. It may be defined but is not shown.

3. False. No Scanner object in made and no scanner methods are used.

4. False. If the getRide() method was private, then we would not be able to use the method from outside its class. If the given code has an error, then it could be.

5. False. getRide() returns some object that has a addLine() method available. We never declare or save this value to anything so there is no clue to what the class name actually is; by the method name it should be the Ride class but is not defined in the code given.

6. False. Only one type of constructor is used (int). By defining a constructor it gets rid of the default constructor. It may be defined but is not shown.

7. False. While the return type is probably void, int, or Boolean (whether it worked or not), all three of these return types would work with the code. A non-void return type doesn’t have to be saved.

8. True, it is in the AmusementPark class.

9. False. The return type is whatever class addLine() is in. it is probably the Ride class but it is not defined in the code given, so it could have any name you want.

10. False is probably the answer you want. I don’t know whether you count the class the main method is in as a class used, additionally the return type of getRide() could be a class that is already used. There are 4 objects made and 2-4 classes used depending on the answers to the previous sentence.

Q2:

1. Creating and initializing an object

2. Creating an object

3. Creating and initializing a variable (by storing a method return value)

4. Creating and initializing a variable (by hardcoding)

5. Assigning a value to a variable (by storing a method return value)