# Objects First Questions, Chapter 5, Part 1

**ArrayList Class**

What are the most useful methods and what do they do?

Collections.sort – merge sorts the List

Ar.add – Adds to arraylist

Ar.remove – Removes word or index

Ar.get – Finds the index and returns it

Collection.max , Min – Finds the max and the min

**The TechSupport System**

Try out the tech-support1, what is the system’s response for each question/comment?

Slow - I think you need more RAM

Network - You may need to flushdns and assign a new one

Expensive - Get a Job

Stupid - It is not always about the game, but the player

What are the roles for each class in the TechSupport program: SupportSystem, InputReader, and Responder?

SupportSystem – to evaluate the beginning and end of the program and the prompt for them

InputReader - Get User Input

Responder - To get a resonse for all inputs that don’t terminate the program

What must the user type to end the session?

Bye

**String Class**

Describe the following methods. What are the parameters and return type for each?

startsWith()- to find the if a word starts with a pattern

endsWith() – to see if a word ends

split() – Splits the word or sentence by a variable

length() – returns length

trim() – trims extra Spaces

contains() – if contains a pattern

toLowerCase() – to put all the letters to lowercase

equals() – if it is letter for letter equal

**Random Class**

What package is Random in?

Static java.lang.Math.Random;

Follow the directions in Exercises 5.14 through 5.20 for making a RandomTester class. Write the following methods: printOneRandom, printMultiRandom, ThrowDice, getResponse, getRandomInRange (int max) (as in exercise 5.19), and getRandomInRange(int min, int max).