

CSSE 220 – Object-Oriented Software Development
Rose-Hulman Institute of Technology

Worksheet 06

Name (Print): _____ Section: _____

1. 1) Variables of primitive type store _____
- 2) Variables of class type store _____

2. Draw below 2 boxes for:
int x = 10; int y = 20;

3. Draw a diagram for a class instance:
Rectangle box = new Rectangle(x, y, 5, 5);

4. 1) When a primitive variable is assigned to another, it creates a copy of _____
- 2) Modifications to one variable _____ the other variable

5. What is the value of y:
Answer: _____

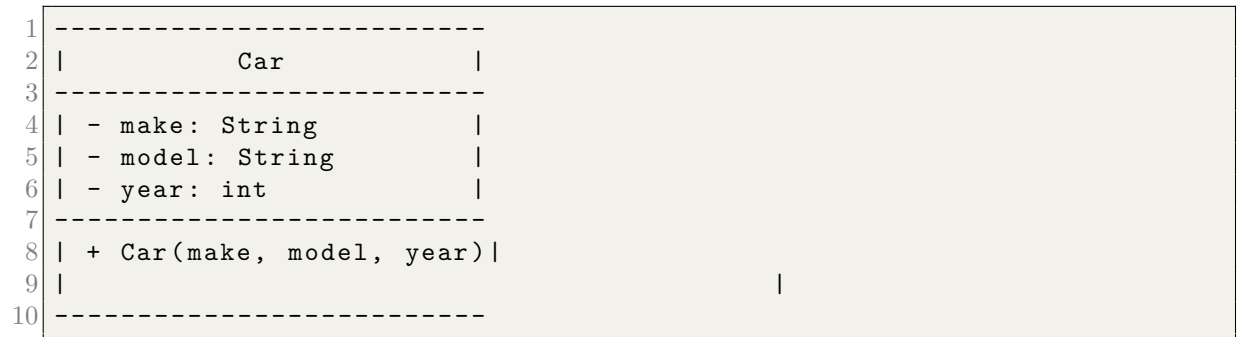
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1 int x = 5;  
2 int y = x;  
3 int z = y;  
4 x = 15; z = 20;
```

6. 1) When an object is assigned to another, it creates a copy of _____
- 2) Modifications to one variable _____ the other variable

7. Draw boxes for:
int x = 10;
int y = x;
y = 20;

8. 1) _____ equality compares the memory addresses
- 2) _____ equality compares the values of the objects

9. True/False Strings are mutable (=can be modified once created)
10. _____ - Object-oriented design principles, using UML for modeling, applying design patterns, refactoring code, and implementing testing strategies
11. Define UML:
12. Complete this UML diagram by adding a public method getDescription() that returns a string



13. Complete Design Principle 1:
Make sure your design allows proper functionality
 - (a)
 - (b)
 - (c)
14. Complete Design Principle 2:
Structure design around the data to be stored
 - (a)
 - (b)