Name:_____ CM: _____Sect:____

Review Question

Simple Object Questions

Draw the following boxes and pointer diagrams. Use the following classes:

```
class Ninja {
    private String name;
    private int level;

    public Ninja(String name) {
        this.name = name;
        this.level = 1;
    }

    public void setLevel(int level) {
        this.level = level;
    }
}
```
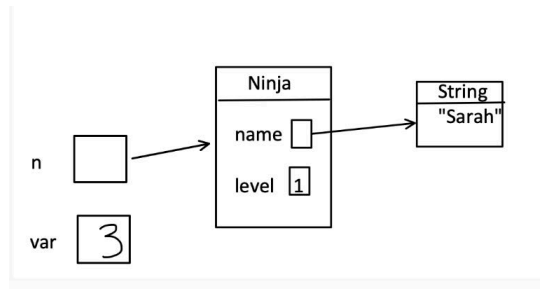
```
class Pirate {
    private Ninja enemy;

    public Pirate(Ninja n) {
        this.enemy = n;
    }

    public Pirate() {
        this.enemy = new Ninja("Foo");
    }
}
```
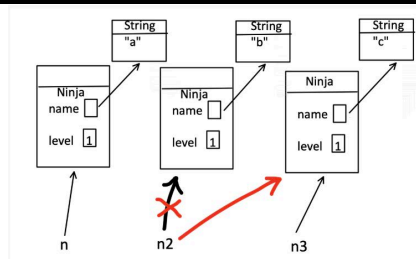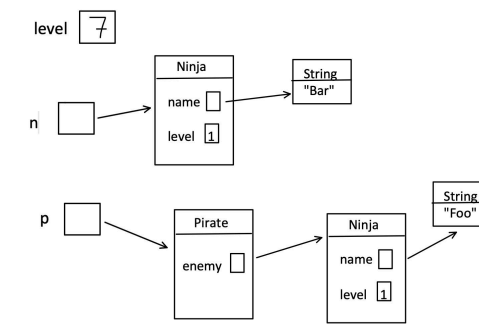
1.
```
Ninja n = new Ninja("Sarah");
double var = 3;
```


2.
```
Ninja n = new Ninja("a");
Ninja n2 = new Ninja("b");
Ninja n3 = new Ninja("c");
n2 = n3;
```
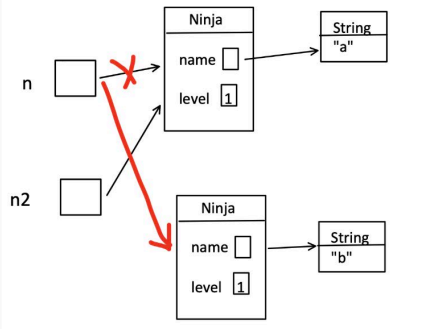

3.
```
int level = 7;
Ninja n = new Ninja("Bar");
Pirate p = new Pirate();
```
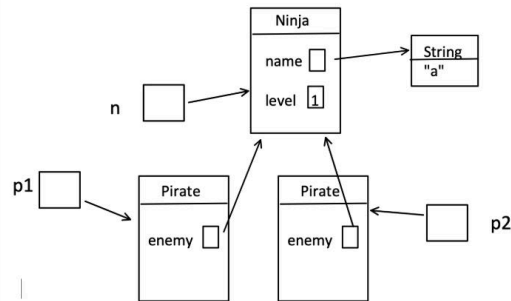
4.
```
Ninja n = new Ninja("a");
Ninja n2 = n;
n = new Ninja("b");
```
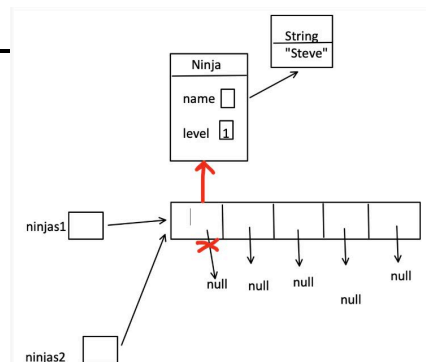
5.
```
Ninja n = new Ninja("a");
Pirate p1 = new Pirate(n);
Pirate p2 = new Pirate(n);
```

6.
```
Ninja[] ninjas1 = new Ninja[5];
Ninja[] ninjas2 = ninjas1;
ninjas1[0] = new Ninja("Steve");
```

7.
```
String s = new String("Hello");
Ninja n = new Ninja(s);
s = s.replace("l","Q");
```