

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

Worksheet 17

Name (Print): \_\_\_\_\_ Section: \_\_\_\_\_

1. **Access Modifiers (Review)**. Place access modifiers from most restrictive to least restrictive: \_\_\_\_\_

2. **Identify Access Modifiers**

- (a) \_\_\_\_\_: available to any other class in the same package
- (b) \_\_\_\_\_: can only be accessed within the declared class itself
- (c) \_\_\_\_\_: can be accessed by subclasses or any class in the same package
- (d) \_\_\_\_\_: can be accessed from any other class (everywhere)

3. **Scope and Lifetime (Variables)**:

- (a) \_\_\_\_\_: accessible anywhere inside the object
- (b) \_\_\_\_\_: accessible anywhere in the class (shared by all objects)
- (c) \_\_\_\_\_: accessible only within a method
- (d) \_\_\_\_\_: accessible only within a block (e.g., loop or if statement)

4. **Polymorphism Basics**. Consider the following code:

```
1 Enemy e1 = new Zombie();  
2 e1.attack();
```

- (a) The **reference type** of e1 is: \_\_\_\_\_
- (b) The **object type** created at run-time is: \_\_\_\_\_
- (c) Which type determines whether attack() is a **legal method call**? \_\_\_\_\_
- (d) Which type determines **which version of attack() runs**? \_\_\_\_\_

5. **Compile-Time vs Run-Time**

- (a) \_\_\_\_\_: checks whether a method call is allowed
- (b) \_\_\_\_\_: decides which overridden method executes
- (c) \_\_\_\_\_: based on the reference type
- (d) \_\_\_\_\_: based on the actual object

6.

```

interface Top {
    public void alpha();
    public void beta();
    public void gamma();
    public void delta();
    // Note no epsilon here
}

class One implements Top {
    public void alpha() {
        System.out.println("A");
    }

    public void beta() {
        System.out.println("B");
    }

    public void gamma() {
        System.out.println("C");
    }

    public void delta() {
        System.out.println("D");
        this.beta();
    }
}

class Two extends One
    implements Top {

    public void beta() {
        System.out.println("E");
    }

    public void gamma() {
        super.gamma();
        System.out.println("F");
    }

    public void epsilon() {
        System.out.println("G");
    }
}

```

Two m = new Two();  
 Top q = new One();  
 Top r = new Two();  
 One s = new Two();

Code              Output Choices (circle one in each problem)

		<i>no</i>	<i>runtime</i>	<i>compile</i>
		<i>output</i>	<i>error</i>	<i>error</i>
m.alpha();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
m.gamma();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
m.omega();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
q.alpha();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
r.beta();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
r.epsilon();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>
s.beta();	A B C D E F G BE CF DB DE EB FC	<i>output</i>	<i>error</i>	<i>error</i>