8. Read the method definition below:  
  
public static void a(int x, int y) {  
 System.out.print("a" + x + "-" + y);  
 g(x \* 3, y \* 3);  
 System.out.print("a" + x + "-" + y);  
}  
  
public static void g(int x, int y) {  
 System.out.print("g" + x + "-" + y);  
 x = x \* y;  
 System.out.print("g" + x + "-" + y);  
}  
  
Given the code above, what is printed by the following code segment?  
  
a(2, 3);  
  
Note that if there is no output, please choose "nothing"  
a2-3g6-9g54-9a2-3: 100%
a2-3g2-3g6-3a2-3: 50%
a2-3a6-9g6-9g54-9: 25%
a2-3g6-9g54-9a54-3: 37.5%
a2-3g6-9g54-9a54-9: 37.5%
a2-3g6-9g54-9: 37.5%
a2-3a9-8a15-9a54: 5%
a2-3g2-3: 5%
a2-3: 5%
a6-3: 0%
a6-9: 0%
g54-18: 15%
g2-3: 0%
g6-g9: 0%
a+2-3: 0%
nothing: 0%
  
  
5. Specify the output of the following code segment.  
  
int[] numbers = {3, 4, 5, 6, 7};  
for (int i = 0; i < numbers.length; i++) {  
 if (i == 2) {  
 System.out.print(numbers[i]);  
 } else if (i == 3) {  
 System.out.print(numbers[i - 3]);  
 System.out.print(numbers[i - 1]);  
 System.out.print(numbers[i]);  
 } else if (i == 4) {  
 System.out.print(numbers[i - 4]);  
 System.out.print(numbers[i - 2]);  
 System.out.print(numbers[i]);  
 }  
}  
  
Note that if there is no output, please choose "nothing"  
5356357: 100%
53567: 50%
33537: 0%
356: 25%
34567245357: 50%
2023024: 15%
566567767: 0%
023: 0%
024: 5%
354: 0%
2: 0%
3: 0%
5: 0%
nothing: 0%
  
  
1. Read the method definition below:  
  
public class Container  
{  
 int type;  
 int beans;  
  
 public Container()  
 {  
 System.out.print("a");  
 this.type = 0;  
 this.beans = 0;  
 }  
  
 public Container(int type, int beans)  
 {  
 System.out.print("b");  
 this.type = type;  
 this.beans = beans;  
 }  
  
 public String toString()  
 {  
 return this.type + "-" + this.beans;  
 }  
}  
  
What is the output of the following code segment?  
  
 Container red = new Container();  
 Container green = new Container(2, 9);  
 System.out.print(red + "$");  
 System.out.print(green);  
  
  
Note that if there is no output, please choose "nothing"  
ab0-0$2-9: 100%
0-0$2-9: 80%
b0-0$2-9: 90%
a0-0$b2-9: 50%
a$0-0b2-9: 50%
ab2-94: 50%
a$2-9: 25%
ab0$green: 20%
2-9: 25%
aba$b: 20%
a$b: 0%
2$9: 0%
red$green: 0%
red$2green: 0%
green-: 0%
green: 0%
Container()$ Container(2, 9): 0%
nothing: 0%
  
  
1. Read the following class definition,  
  
public class Pantry  
{  
  
 private int stages;  
 private int height;  
  
 public Pantry(int stages, int height) {  
 this.stages = stages;  
 this.height = height;  
 }  
  
 public int get() {  
 return this.stages + this.height;  
 }  
  
 public static int calc(int stages)  
 {  
 return stages \* 2;  
 }  
  
}  
  
What is the output of the following code segment?  
  
Pantry food = new Pantry(6, 4);  
int x = food.get();  
System.out.print(x + "-");  
int y = Pantry.calc(8);  
System.out.print(y);  
  
Note that if there is no output, please choose "nothing"  
10-16: 100%
10-12: 50%
10-48: 50%
10 6-32: 0%
10-8: 50%
12-16: 80%
64-16: 80%
1-16: 50%
48-32: 50%
20: 0%
12: 0%
6: 0%
6-4: 0%
6-4: 0%
nothing: 0%