

Exam 2 makeup problems

CSCI 110 Section 1

- 1) What's the difference between a class and an instance?
- 2) What's printed when `mystery(11)` is called?

```
void mystery(int n) {  
    if (n >= 40) {  
        System.out.println("lion");  
        return;  
    }  
    mystery(n * 3);  
    System.out.println(n);  
    System.out.println("boa");  
}
```

For questions 3 and 4:

```
class Lion {  
    private double maneQuality;  
  
    public Lion(double maneQuality) {  
        this.maneQuality = maneQuality;  
    }  
  
    public double getManeQuality() {  
        return maneQuality;  
    }  
  
    public void groomSelf() {  
        maneQuality += 10;  
    }  
}
```

- 3) What's printed by the below block of code?

```
Lion lion = new Lion(50.0);  
lion.groomSelf();  
System.out.println(lion.getManeQuality());  
lion.groomSelf();  
lion.groomSelf();  
System.out.println(lion.getManeQuality());
```

4) Say you have the following function. What does the code below it print? Why?

```
Lion mystery(Lion lion) {  
    lion = new Lion(35.0);  
    return lion;  
}  
  
// ...sometime later...  
  
Lion lion = new Lion(50.0);  
System.out.println(lion.getManeQuality());  
lion = mystery(lion);  
System.out.println(lion.getManeQuality());
```

5) In what order are the following statements executed?

```
class SomeClass {  
    static void someFn() {  
        _____  
        for (int i = 0; i < 2; i++) {  
            _____  
                System.out.println("hello");  
            }  
        }  
  
    static void otherFn() {  
        _____  
            someFn();  
        }  
  
    public static void main(String[] args) {  
        _____  
            System.out.println("goodbye");  
        _____  
            otherFn();  
        _____  
            System.out.println("done");  
        }  
    }  
}
```

6) Implement a class that represents a glass of water. Create a constructor that initializes the water level to 100, and add drink() and refill() methods.

7) Write a function that translates a number grade (represented as a double) to a letter grade.

- 8) Say there's a function `isAngry` that takes an integer and returns whether a number is angry. Write a function that takes a lower bound and an upper bound, and returns how many numbers are NOT angry between the lower bound and upper bound (inclusive).
- 9) Write a function that takes an `ArrayList<Float>` and replaces each number with the square of itself.
- 10) Say monthly listener counts on Spotify are represented as an array of double. Write a function that returns the average monthly listener count given an array of double.
- 11) Write a function that takes a copy of an array and returns a copy of that array that has been reversed.
- 12) Write a function that replaces the second column of a 2D array of booleans with the value `true`.