AP Computer Science Name: _____
Karel Test #2 Review (Definitions)

Chapter 4: Polymorphism

1. What is the definition of polymorphism?

2. What is a reference?

3. What is the difference between declaring a variable and initializing a variable?

4. What is meant by assignment?

5. What is an abstract class?

6. What would a move() method look like for a class that extended UrRobot and that wanted to override the method move(). The new class wants to redefine the meaning of move() to mean: drop a beeper at the current corner and then move forward one step.

7. When would you define a method as private?

8. What is an interface?

9. What are the differences and similarities between extending a class and implementing an interface?

Chapter 5: Conditionally Executing Instructions

10. What is the different between a return type of void and a boolean return type?

11. Name all of the predicates that belong to the Robot class.

12. What class must be extended at some point in the inheritance chain in order to test `ifFrontIsClear()`?

13. When do you use an `else` clause after an `if` clause?

14. What symbols do we use to represent the following logical words:

"Not" :

"And" :

"Or" :

Chapter 6: Instructions that Repeat

15. What is a loop in general?

16. What is the basic structure of a for loop?

17. What is the basic structure of a while loop?

18. When do you use a while loop versus a for loop?

19. What is the biggest danger when working with a loop?