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Lab 05
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- Every time the toString is called, this will print *int a*(*Boom B Boom C)* and add it to the previous iteration..

    1. 3(null null)
    2. 3(1(null null) null)
    3. 3(1(null 4(null null)) null)
    4. 2(null null)
    5. 2(null 6(null null))
    6. 3(1(null 4(null null)) 2(null 6(null null)))
    7. 3(1(null (4(-2(null null) null)) 2(null 6(null null)))
- *fun* method returns either true if *Boom b* == 0 else the addition of Boom b.a + fun(b.b) + fun(b.c).
- *nuf* returns either true if *Boom c* == 0 else the addition of 1+Math.max(nuf(c.b), nuf(c.c)).
    8. 14
    9. 4
- The toString returns the *value* and the *next* value, and the program appends the *what*s together using this *next* What, and also edits the what.next value independently.
    10. null
    11. 3 null
    12. 1 3 null
    13. 1 5 4 3 null
    14. 2 1 5 4 3 null
    15. 3 + 3
    16. 5 - 5
    17. 4 % 3
    18. 3
    19. -5
    20. 10 % 6
    21. -6
    22. 8 % 6
    23. 3 / 2
    24. 2 / 3
    25. 2 / 3
    26. True
    27. 0 - 1
    28. 3 + “3”
    29. hat
    30. false
    31. true
    32. b != true

33. b == true
34. true
35. false
36. false
37. 3 < n < 5
38. false if n == 5; else true
39. hat
40. false
41. 0
42. true
43. True
44. y == 2
45. y == 1
46. b = true; if (n == 0) b = false;
47. if n < 3 || n > 5 b = true; else b = false;
48. In order to generate a random integer between -50 and 50, one would have to import the Random utility, create a new instance of it, and use the “nextInt” method in the context:

    int randomInt = RANDOMVARIABLE.nextInt(50-(-50))+(-50)

49. You cannot, because the answer to this code depends on whether or not the java has been compiled. If it’s been compiled, it will be true, otherwise it will return false.
50. The dangling else gives an extra if inside of the initial if statement, and ends with two else’s. For example:

```
if A
{
        if B
        {
                return D1;
        }
        else
        {
                return E1;
        }
}
else
{
        return F1;
}
```