Level 1 Exam

Name: _____ Written: /70

GitHub username: _____ Coding: /60

1. Write a line of code that makes a Hamburger. (3)

```
public Hamburger(double pounds, boolean withCheese) {
      //other code
}
```

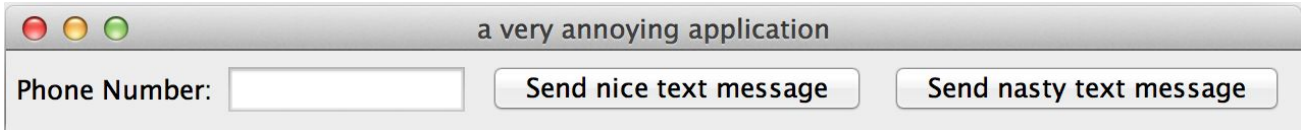
2. Write a constructor for a Duck object that has a name and age. (6)

3. Create and initialize variables for the following: (4)

The number of toes you have	_____
The name of your favorite sports team	_____
An instance of java.util.Random	_____
A JFrame	_____

4. Circle the valid JComponents: (4)

- JFrame
- JButton
- JMouseListener
- JTextButton
- JLabel
- JOptionPane
- JPane
- JPanel
- Frame



5. List the JComponents used to create the application above. (6)

_____

6. Add listeners to these two Components: (6)

```
JButton myButton = new JButton();     JFrame myFrame = new JFrame();
```

_____ _____

7. What method do you use to organize the layout of components in a JFrame? (3)

```
int checkStock(String productName, int productNumber){}
```

8. What is the return type of this method? (3) _____
9. What parameters does it take? (3) _____
10. What code would you need to put in between the mustaches to get it to compile? (4)

_____

11. Write a method that quadruples a number and returns the result. (6)

12. Underline the problem with this code. (2)

```
public class RedRedRed {

	public static void main(String[] args) {
		int counter = 0;
	}

	public void incrementCounter() {
		counter++;
	}

}
```

13. How would you fix it? (4)

14. Make the Dog bark. (6)

```
public class Dog {
	String name;

	Dog(String name) {
		this.name = name;
	}

	void bark() {
		System.out.println("woof woof");
	}

}
```

15. Use the EmailSender class below to send an email and print a warning if the email did not send correctly. (10)

```
public class EmailSender {

	/* Returns true if email was sent successfully, false if it failed to send. */
	boolean send(String greeting) {}

	void setEmailAddress(String email) {}
}
```