**Chapter 6 Programming Exercises - Placement**

**Correct the following method headers:**

public static one (int a, b)

public int thisone(float x)

public static double yetanother

public static mycalc(float x, float y)

**Create Java method headers for the following, the modifiers are public:**

Declare a method called firstOne that returns a letter and receives a whole number.

Declare a method called secondOne that returns a word and receives two words.

Declare a method called lastOne that returns nothing but receives a number and a letter.

**Correct the following statements so that it correctly invokes the following method header:** public static int max(int num1, int num2)

double x = max(5.3, 6);

int y = max(4);

long small = max(2, 1.0);

**Using the following method header and data types, tell if the calls are valid or invalid. Correct the invalid calls.**

double num1, num2, num3;

int int1, int2, int3;

public static double cube(double a, double b, double c){..}

**calls:**

System.out.println(cube(num1, num3, num2));

int value = cube(num1, num3);

double value = cube(num1, int2, num3);

double value = cube(2.0\*int1, num3, num1);

**Using the following method header and data types, tell if the calls are valid or invalid. Correct the invalid calls.**

String word;

int a, b, c;

char ch;

public static int theMethod(int num4, char letter, String term, int num){..}

**calls:**

word = theMethod(a, b, c, ch);

c = theMethod(b, word, a);

System.out.println(theMethod(b, ch, word, a);

**Write a method header that receives two numbers and a letter and returns a word.** (The name of the method is up to you.)

**Write overloading method headers for the following:**

Call the methods thisTime

* one methods takes in 3 whole numbers and returns true or false
* another method takes in 4 numbers, 3 are whole, 1 has decimals and returns true or false
* the third method takes in 5 numbers, 3 are whole, 2 have decimals and returns true or false