# Answers for 1.3P How Many Objects?

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**Question 1**: How many of each kind of objects are created in this code?

|  |  |
| --- | --- |
| Class | Number of Objects |
| Window | 2 |
| Bitmap | 1 |
| Sound Effect | 1 |
| Font | 0 |

**Question 2**: What are the details of the different windows? Complete the following table. For Color Shown, indicate the color that the window was cleared to.

|  |  |  |  |
| --- | --- | --- | --- |
| Window Title | Width | Height | Color Shown |
| “Hello World” | 800 | 600 | Blue |
| “Another Window” | 300 | 300 | Green |
|  |  |  |  |
|  |  |  |  |

**Question 3**: How are the variables and Window objects connected? Which variables refer to which objects?

|  |  |  |
| --- | --- | --- |
| Window Title | Number of Variables that Refer to this Object? | Variable Names (comma separate if multiple) |
| “Hello World” | 2 | helloWindow, yetAnotherWindow |
| “Another Window” | 1 | anotherWindow |
|  |  |  |
|  |  |  |

**Question 4**: How many times is the Window object with the title “Hello World” told to do something? Copy in the lines of code that get this Window object to do something.

1. helloWindow.MoveTo(0, 0);sasdads205
2. yetAnotherWindow.Clear(Color.Blue);
3. yetAnotherWindow.Refresh(60);700
4. helloWindow.DrawBitmap(pegasi, 10, 50);
5. helloWindow.Refresh(60);7

This Window object is told to do things for 5 times in this program.

**Question 5**: How could you create another Bitmap object? One that loads a “Hello.png” image?

Bitmap hello = new Bitmap(“Hello”, “Hello.png”);

**Question 6**: How could you create another variable that will also refer to the “Hello.png” image you loaded in Question 5?

Bitmap anotherHello = hello;