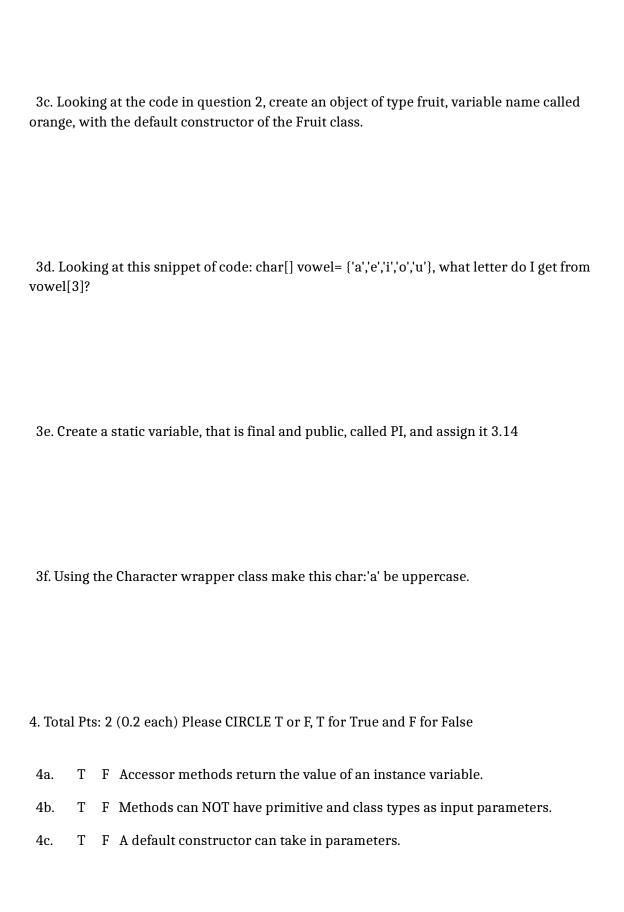# Exam 2-PRACTICE PRACTICE

Comp 170-003

The exam will be 85 Minutes and worth 15 points.
SAMPLE SAMPLE SAMPLE.

Name: _____

1. Total Pts: 2 (0.2 each) Matching: Please put the letter of the definition to the appropiate word.
Since you have the words already, make sure you know the definitions

2. Total Pts: 3 (0.5 each) Please CIRCLE the letter that is the correct answer to the questions

   2a. What java syntax belongs in the snippet below that does NOT return anything in a method?
public _____ writeData(){
//Some Code Here
}

        a. this
        c. void
        b. final
        d. none of the above

   2b. What java syntax do you put in front of the snippet below in order to NOT have this class be inheritable?
_____ class Data {
   /**alot of code**/
}

        a. this
        c. void
        b. final
        d. none of the above

   2c. What is the java keyword that has a child class inherit from a base class?

        a. instanceof
        c. implements
        b. extends
        d. none of the above

2d. What is the java keyword that checks to see if an Object is of a certain type?

    a. instanceof
    c. implements
    b. extends
    d. none of the above

2e. What is the Java keyword where you put code that you are not sure if it'll work 100%?

    a. try
    c. throw
    b. catch
    d. none of the above

2f. What is the Java keyword that helps create a new Exception object with a string expression to be sent to the catch block?

    a. try
    c. throw
    b. catch
    d. none of the above

3. Total Pts: 2.1 (0.35 each) (Syntax) Please read the question and write the appropiate code.

3a. Create an 1-D array of type Fruit variable name fruits of size 10

3b. Look at this snippet of code, create a default constructor for said class and default its variables appropriately within the constructor.

```
public class Fruit { String name; double price;
//Enter Code Here



}
```

3c. Looking at the code in question 2, create an object of type fruit, variable name called orange, with the default constructor of the Fruit class.

3d. Looking at this snippet of code: char[] vowel= {'a','e','i','o','u'}, what letter do I get from vowel[3]?

3e. Create a static variable, that is final and public, called PI, and assign it 3.14

3f. Using the Character wrapper class make this char:'a' be uppercase.

4. Total Pts: 2 (0.2 each) Please CIRCLE T or F, T for True and F for False

4a.   T   F   Accessor methods return the value of an instance variable.

4b.   T   F   Methods can NOT have primitive and class types as input parameters.

4c.   T   F   A default constructor can take in parameters.

4d.   T   F   Overloading a method is having 2 or more methods with the same names but different parameters.

4e.   T   F   In Java you can there is no multiple inheritance.

4f.   T   F   In Java interfaces can have constructors and private variables.

4g.   T   F   A exception is not an object.

4h.   T   F   In Java, you can define your own Exception classes.

4i.   T   F   Files that have string of characters and that look like characters are Text Files.

4j.   T   F   In Java, the class File can NOT be used to see if a file exists on a computer.

5. Total Pts: None (None each) None

5a. Create an exception class called CrazyException which of course extends Exception.
Recall there are two constructors that need to be made for this class.
public class CrazyException extends Exception{
//Constructor One

//Constructor Two

}

5b. Create an array of type Fruit called fruits of size 5.
Go through the array and put a Fruit object at each index.
Ask the user for the name of each fruit and set it.
Yes you will have to make a Scanner object in order to get input from the user.
The setter for Fruit is called setName.

Write Code Below:

```
public static void main (String [] args){




}
```