

Answer questions 1-17 based on the following code:

```
A.      // TODO
B.      public class Hotdog
C.      {
D.          // instance variable
E.          private double length;
F.          public String condiment;
G.
H.
I.          // TODO
J.      public Hotdog(double d,String s)
K.      {
L.          // TODO
M.      }
N.
O.          // Cooking reduces length
P.      public double cook()
Q.      {
R.          length = length * 0.8;
S.      }
T.
U.          // How long is it?
V.      public double getLength()
W.      {
X.          // TODO
Y.      }
Z.          // How long should it be?
AA.     public double setLength(double d)
BB.     {
CC.          // TODO
DD.     }
EE.     }
FF.
GG.     public class Nathan
HH.     {
II.     Hotdog Coney;
JJ.     Hotdog Braut;
KK.     public static void main(String [] args)
LL.     {
MM.          //TODO make a Coney and a Braut
NN.          //TODO cook a Braut
OO.          //TODO print out Braut length
PP.     }
QQ.     }
RR.
```

Midterm **RDA525** **JAVA** **Name** _____

1. What does the line of code labeled **A** indicate:
2. What does the line of code labeled **B** indicate:
3. What does the line of code labeled **C** indicate:
4. What does the line of code labeled **D** indicate:
5. What does the line of code labeled **E** indicate:
6. What does the line of code labeled **F** indicate:
7. What does the line of code labeled **I** indicate:
8. What does the line of code labeled **J** indicate:
9. What does the line of code labeled **K** indicate:
10. What does the line of code labeled **L** indicate:
11. What does the line of code labeled **O** indicate:
12. What does the line of code labeled **P** indicate:
13. What does the line of code labeled **R** indicate:
14. What does the line of code labeled **V** indicate:
15. What does the line of code labeled **AA** indicate:
16. What does the line of code labeled **GG** indicate:

17. What does the line of code labeled **II** indicate:

18. What does the line of code labeled **KK** indicate:

19. What code should replace **L**:

20. What code should replace **X**:

21. What code should replace **CC**:

22. What code should replace **MM**:

23. What code should replace **NN**:

24. What code should replace **OO**:

Assume

```
int n;  
boolean b,c,d;  
double x,y;  
string S,T;
```

25. Write a line of code that assigns to **n** a value.

26. Write a line of code that assigns to **x** a value.

27. Write a line of code that assigns to **S** a value.

28. Write a line of code that assigns to **b** a value.

29. Write a line of code that assigns to **b** the result of testing if **x** is less than **42**:

30. Write a line of code that assigns to **b** the result of testing if **x** is equal to **42**:

31. Write a line of code that assigns to **b** the result of **c or d**:

32. Write a line of code that assigns to **b** the result of **c and not d**:

33. Write code that will set **x** to **0.0** if **n** equals **65** and will set **x** to **42.0** otherwise?

34. If we run the line of code `System.out.println(22/4)`; what will the computer print out?

35. If we run the line of code `System.out.println(22.0/4.0)`; what will the computer print out?

36. If we run the line of code `System.out.println(22.0/4)`; what will the computer print out?

37. If we run the line of code `System.out.println("22" + 4)`; what will the computer print out?

38. If we run the line of code `System.out.println(22+4/5)`; what will the computer print out?

39. What is the difference in JAVA code between `'7'` and `"7"` and `7` ?

40. In JAVA, what is a class?

41. In JAVA, what is an object?

42. In JAVA, what is a method?

43. In JAVA, what is a field?

44. In JAVA, what is a constructor and what does it do?

45. What is an accessor?

46. What is a mutator?

47. Write an expression to compute and store the average of the double values x , y , and z .

48. What are the three most important things to remember when creating a loop?

49. Write a **for** loop that prints out your name exactly five times.

Answer:

50. Write a **while** loop that prints out your name exactly five times.

Answer: