ECET 3810 Practice Problem Set 1a

1) Write the value for “n” after each compare function is executed. (20 points)
   n = “3”.compareTo(“4”); // Answer = _______negative__________
   n = “moo”.compareTo(“ZOO”); // Answer = _______positive__________
   n = “INSECT”.compareTo(“she”); // Answer = _______negative__________
   n = “bee”.compareTo(“bee”); // Answer = _______zero__________

2) What is var6 equal to? (10 points)
   int var6 = (16%5)>2?12:18;
   var6 = 18

3) Correct the 5 errors (syntax or logic) in the following snippet of code. Use an
   arrow to point to the error. Place your correction at the tail of the arrow. (20
   points)
   int[ ] arr = {2,5,77,90,11,5};
   for (int j = 0, j < arr.length(); j++)
   {
      System.out.println(“Integer value is: “ + j)
   }

4) Write the output produced when the following statement is executed. (10
   points)
   System.out.print(“The professor said \“Here’s the directory.\” “ + “He then
   wrote C:\temp on the board.”);
   Technically this won’t compile, because of the single quote in “Here’s”
   The professor said “Here’s the directory.”He then wrote C:\emp on the
   board.
5) Referring to the following snippet write the exact output produced. (15 points).

```java
public class Test {
    public static void main(String[] args) {
        int k = 17;
        char input = 'd';
        input++;

        switch (input) {
            case 'c': k++; break;
            case 'd': k = k*2; break;
            case 'e': k = k%3; break;
        }
        System.out.println("Value of k is: " + k);
    }
}
```

Answer: **Value of k is 2**

6) The fifth element of an integer array named dataPoints is passed to a method called setData. Which of the following answers (only one) represents what was passed? (10 points)

i) `dataPoints`

ii) `setData[4]`

iii) `dataPoints(4)`

iv) `dataPoints[4]`

v) none of the above
7) Referring to the snippet of code below fill in the blanks with code used to initialize the two objects in the setRocketEngine method. (15 points).

```java
Angle ang = new Angle(20,30);
double power = 150000.00;

Object[ ] obj = {(Object)ang, (Object)power};

setRocketEngine(obj);
:
:
private void setRocketEngine(Object[ ] o)
{
    Angle a = _______________
    double p = _______________
}
```