

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,b};

for (int j = 0, j > arr.length(); i++)
{
    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).

```
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).

```
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 = _(Angle)o[0]_____
```

```
    double p = (double)o[1]_____
```

```
}
```