Quiz 1

This quiz is to be taken **by yourself** with closed books, closed notes, no calculators.

Which of the following <u>are not</u> valid Java identifiers? (Circle your answer(s).)
[+1 – correct; -1 – incorrect; No negative score]

```
    this&that          thisRthat          This_2_That          integer

    nine2five          n!ne_2_5           9_2_5                int
```

What does the statement `System.out.println( "The answer is: " + 3 + 2 + 1 );` print?

_____

What does the statement `System.out.println( 2 >= 3 );` print?

_____

What does `int x = 5 / 3; System.out.println( x );` print?

_____

What does the statement `System.out.println( "The answer is: " + 3 + (2 + 1) );` print?

_____

Given this (incorrect) method definition:

```
public int drawSquare( int size )
{
  turtle1.turnLeft();
  turtle1.forward( 100 );
  turtle1.turnLeft();
  turtle1.forward( 100 );
  turtle1.turnLeft();
  turtle1.forward( 100 );
  turtle1.turnLeft();
  turtle1.forward( 100 );
}
```

As discussed in class, what do we need to change to correct this code?

Change the return type to _____

Change all of the 100s to _____

Change all the turtle1s to _____

What is stored in the memory location allocated for the variable x for the following:

```
int x = -99;
```

A) x
B) a reference (or address in memory) to where the value -99 is stored
C) the value -99
D) int

What is printed by the following code?

```
int foo = 42;
int bar = 42;
boolean foobar = ( foo == bar );
System.out.println( foobar );          _____
foo = 37;
System.out.println( foobar );          _____

System.out.println( foo == bar );      _____
```


What is stored in the memory location allocated for the variable x for the following:

```
String x = "-99";
```

A) x
B) a reference (or address in memory) to where the string "-99" is stored
C) the value -99
D) int

Using only the statements below, select the order of the statements to draw a T such that the width of the T is size pixels and the height of the T is twice size pixels. Do not worry about where it is drawing. Assume the turtle is pointing up when the method is called and is positioned at the upper left corner of where we want to draw the T. Start drawing the T at the upper left corner of the T. Have the turtle end at the bottom of the T.

Write the letter corresponding to each statement in the correct order to draw a T. Do it in exactly 5 statements.

```
A) this.forward( 2 * size );
B) this.forward( size );
C) this.turn( 90 );
D) this.forward( -(size/2) );

public void drawT( int size )
{
   _____

   _____

   _____

   _____

   _____
}
```