```
Name: _____
```

1. A class "Student" has fields for name, grade\_level, and gpa. Mr. Hays writes code to create a Student object bobby\_hays. Which of these statements is true (there may be one or more correct answers)?

Student class is an instance of bobby_hays	bobby_hays is an instance of Student class		
an attribute of the bobby_hays object is gpa	an attribute of the Student instance is grade_level		
2. Mr. Hays writes code to create a Student object emma. Which of these statements is true?			
gpa is an instance of emma	emma is an instance of three attributes		
grade_level is an attribute of the emma object	Student class has three attributes		
emma is an instance of Student class	Student is an instance of the emma object		

3. Given the following Book class, which of the following lines of code would compile in another class?

<pre>public class Book {     private String title;</pre>	Book a;
<pre>private String author; private int year;</pre>	Book b = new Book();
<pre>public Book() {    title = "Unknown";</pre>	Book c = new Book(2019);
<pre>author = "Unknown"; year = 0; }</pre>	<pre>Book d = new Book("Hammer Time");</pre>
<pre>public Book(String t) {    title = t;    author = "Unknown";</pre>	Book e = new Book(1999,"A Deepness in the Sky","Vinge");
year = 0; }	Book f = new Book("My Years At Analy","Hays",2025);
<pre>public Book(String t, String a, int y) {     title = t;     author = a;     year = y; }</pre>	Book g = new Book("","Hays",2020);
1	

4. Which of the following would NOT be a possible new constructor that we might add to the Book class?

public Book(int Year, boolean best\_seller, String Title, String Author)
public Book(String Author)
public Book(String Author, String Title, int Year)

(Continued on back)

5. What is <u>constructor overloading</u> in one or more complete sentences?

6. What do all constructors share with the class that they reside in?

7. What do we call the order and type of variables listed in a constructor header?

8. Circle the legal variable names shown in the following list:

2data	data2	data_2	data-2
my f	int	my%	myDog

9. Given the class shown below to the left, write a constructor for this class that accepts an int value and sets the brightness variable to that value with the light turned on (that is, sets poweredOn to true). After you have written your constructor please discuss your answer with a classmate who has also finished. Discuss if either of you should make changes.

```
class LED_Light
{
    private int brightness;
    private Boolean poweredOn;
    public String toString()
    {
        return "Light level: "+brightness;
    }
}
```