

Topics for exam:

if-statements

if-else statements

for-loops (not for-each loops)

(1) Given this block of Java-like code, describe in English when each of code blocks a-d would execute:

```
if(booleanExpressionX) {
    //code block a
}
else if (booleanExpressionY) {
    //code block b
}
else if(booleanExpressionZ) {
    //code block c
}
else {
    //code block d
}
```

(2) Given this block of Java-like code, describe in English when each of code blocks a-d would execute:

```
if(booleanExpressionX || booleanExpressionX2) {
    //code block a
}
else {
    //code block b
}

if(boolean ExpressionY) {
    //code block c

    if(booleanExpressionZ) {
        //code block d
    }
}
```

(3) Given this block of Java-like code, describe in English when each of code blocks a-d would execute:

```
if(booleanExpressionX) {
    //code block a
}
if(booleanExpressionY && booleanExpressionY2) {
    //code block b
}

if(boolean ExpressionZ) {
```

```
    //code block c
}
else {
    //code block d
}
```

(4) Use the following for-loop definition to answer parts a – d. Parts e & f do not use the same code.

```
for(int count = 1; count < 9; count++) {
    _canvas.add(new graphics.Rectangle());
}
```

- What is the initial value of this loop's counter variable?
- What is the value of this loop's counter variable when the loop is done executing?
- Circle the part of the code above that is considered the loop body.
- How many times would this loop execute?

(5) Which of the following would be the correct choice to fill in the blank in the code to make this loop execute 5 times?

```
for (int count = 1; _____; count++) {
    //some code for loop
}
```

- count < 5
- count <= 5
- count <= 6

(6) Write a loop that puts 10 rectangles into a drawing canvas named canvas.

(7) Given the following declaration of a variable named map, answer parts a-d that follow:

```
java.util.HashMap<Student, Grade> map = new java.util.HashMap<Student,Grade>();
```

- What is the type of the keys used in map?
- What is the type of the values stored in map?
- Write the code to put something into map?
- Suppose you had a reference to a student named stu. How would you write the code to retrieve the Grade object associated with stu from the map?