(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
  //Will execute when booleanExpressionX is true
}
else if (booleanExpressionY) {
  //code block b
  //Will execute when booleanExpressionX is false and booleanExpressionY is true
}
else if(booleanExpressionZ) {
  //code block c
  //Will execute when booleanExpressionX is false and booleanExpressionY is false and booleanExpressionZ is true
}
else {
  //code block d
  //Will execute when all of booleanExpressionX, booleanExpressionY, and booleanExpressionZ are false
}
```

(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
  //Executes when expression above is true. Note that the expression above is an or, so the
 //expression is true when booleanExpressionX is true or booleanExpressionX2 is true or when
 //both are true.
}
else {
  //code block b
  //Executes when the expression above is false. The expression above is false when both
 //booleanExpressionX and booleanExpressionX2 are false.
}
if(booleanExpressionY) {
  //code block c
  //Executes when booleanExpressionY is true
  if(booleanExpressionZ) {
      //code block d
      //Executes when both booleanExpressionY and booleanExpressionZ are true
  }
}
```

(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
  //Executes when booleanExpressionX is true.
}
if(booleanExpressionY && booleanExpressionY2) {
  //code block b
  //Executes when expression above is true. Note that the expression above is an "and"
 //expression. In order for it to be true, booleanExpressionY and booleanExpressionY2 must be
 //true.
}
if(booleanExpressionZ) {
  //code block c
  //Executes when booleanExpressionZ is true.
}
else {
  //code block d
  //Executes when booleanExpressionZ is false.
}
```

(4) Use the following for-loop definition to answer parts a - d.

```
for(int count = 1; count < 9; count++) {
    _____canvas.add(new graphics.Rectangle());
}</pre>
```

- a) What is the initial value of this loop's counter variable?
- b) What is the value of this loop's counter variable when the loop is done executing?9
- c) Circle the part of the code above that is considered the loop body.
- d) How many times would this loop execute?8

(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
}
a) count < 5
b) count <= 5
c) count <= 6</pre>
```

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

```
for(int count = 0; count < 10; count++) {
    canvas.add(new graphics.Rectangle());
}</pre>
```

(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>();

- a) What is the type of the keys used in map? **Student**
- b) What is the type of the values stored in map? Grade
- c) Write the code to put something into map? map.put(new Student(), new Grade());
- d) 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?
 map.get(stu);