Prizes!

Wow!

Who wants to win some extra Late Time? Lecture Quiz

Excitement!

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Rules

1 question right : 6 hours of extra late time
2 questions right: 12 hours of extra late time
3 questions right: 24 hours of extra late time

You lose everything if you get a question wrong!

You may decide not to answer the next question (without seeing it!), and walk away with your winnings.

What is the return type of the **mousePressed()** function?

Which one of these statements will print A, B, and C on three separate lines?

a) `print("A B C");`

b) `println("A B C");`

c) `print("A\nB\nC");`

d) `println("A\\nB\\nC");`

What does this print?

```
println("\\\"\\\"");
```

What does this print?

```
println("2" + 3);
```

What does this print?

```
String s = "";
String t = "\"";
println((s + t).length());
```

What does this print?

```
String a = "cat";
String b = "cat";
String c = "cat";

if (a.equals(b).equals(c)) {
  println("all same");
} else {
  println("some different");
}
```

What does this print?

```
String s = "apple";

println(s.charAt(s.length()));
```

a) e
b) it compiles and runs without error, but prints nothing
c) it compiles, but it has a run-time error
d) it doesn’t compile

Which one of the following is **not** usually an advantage of using a class like **Sprite** to represent animated objects?

a) Using Sprite usually results in faster code.
b) Using Sprite usually requires defining fewer variables.
c) Using Sprite usually results in more readable code.
d) Using Sprite lets you group the variables for a particular sprite into one place.

```
class Sprite {
   float x;
   float y;
   float dx;
   float dy;
}
```

After the following code fragment runs, what happens to the `Sprite` object that variable `a` was pointing to?

```
Sprite a = new Sprite();
Sprite b = new Sprite();
a = b;
```

```
class Sprite {
   float x;
   float y;
   float dx;
   float dy;
}
```

a) It is immediately deleted after “a = b;” is executed.
b) Nothing: it sits in memory until the program ends.
c) It might be eventually deleted, or it might not.
d) Nothing, because the compiler realizes that the object `a` points to is never used, and so it never creates the object at all.

In Processing, what is **null**?

a) A class.
b) An object.
c) Another name for the empty string.
d) None of the above.

What does this print?

```
Sprite s;
println(s.x);
```

```
class Sprite {
   float x;
   float y;
   float dx;
   float dy;
}
```

a) 0.0
b) Some **float** value that may be 0.0, or may not. We don't know until the code runs.
c) Nothing: it does not compile.
d) Nothing: it causes a run-time error.

Which one of these statements is true?

a) Some local variables are global variables.
b) Some global variables are local variables.
c) Local variables in different functions can’t have the same name.
d) A local variable can have the same name as a global variable.