The questions on this exam will be concerned with:

- if-statements
- if-else statements
- for-loops
- for-each loops

Any new material covered by Chapter 7 will not be covered on Exam 3.

(1) After this code is run, which Actor is added to the world?

```
int sum = 4 + 6;
if (sum < 10 && sum > 0) {
    addObject(new Shape(), 45, 45);
}
else {
    addObject(new Flower(), 45, 45);
}
```

- a) Shape
- b) Flower
- c) Actor
- d) Nothing is added to the world.
- (2) 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
}
```

(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
}
else {
   //code block b
}
if(boolean ExpressionY) {
```

```
//code block c

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

(4) 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) {
   //code block b
}
if(boolean ExpressionZ) {
   //code block c
}
else {
   //code block d
}
```

(5) 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++) {
   addObject(new Question(), 34, 34);
}</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?
- c) Circle the part of the code above that is considered the loop body.
- d) How many times would this loop execute?
- **(6)** 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
    d) count <= 6</pre>
```

(7) Write the code that g pixels to its right.	ets all the Flowers f	rom the scenario a	and then moves ea	ach flower 5