```
public class Foo {
    public void fooBar() {
       moveForward(25);
    }
}
```

1. Use the class definition above to circle and identify the parts of code from the list given in parts a – g.

   a) The name of the class   e) Method call

   b) Return type of a method   f) Method body

   c) Name of a method   g) Class definition

   d) Parameter list

2. Based on this method definition, answer parts a –d.

```
public School getSchool() {

}
```

   a) Which of the following is the name of the method?
- public
- School
- getSchool
- ()
- {}

   b) Which of the following is the parameter list of the method?
- public
- School
- getSchool
- ()
- {}

   c) Which of the following is the body of the method?
- public
- School
- getSchool
- ()
- {}

   d) Which of the following is the return type of the method?
- public
- School
- getSchool
- ()
- {}

3. Given the following method call, circle your answer for parts a – c.

```
getUpAndDance("tango.wav");
```

a) Which of the following is the argument list of the method call?
   - getUpAndDance
   - ("tango.wav")
   - String
   - ;

b) Which of the following is the name of the method being called in the method call?
   - getUpAndDance
   - ("tango.wav")
   - String
   - ;

c) Is the method that is being called inside the current class or outside the current class?
   - inside
   - outside

4. What does it mean when a method's return type is void?

5. Why do we put comments in a Java file?

6. Fill in the code for the following if statement so that the action given will happen 25% of the time.

```
if(                                                              )
{
      shout("Yeah!");
}
```

7. Fill in the parameters to turn so that the number of degrees to turn will be a random number between 1 and 100.
```
turn(                                          )
```

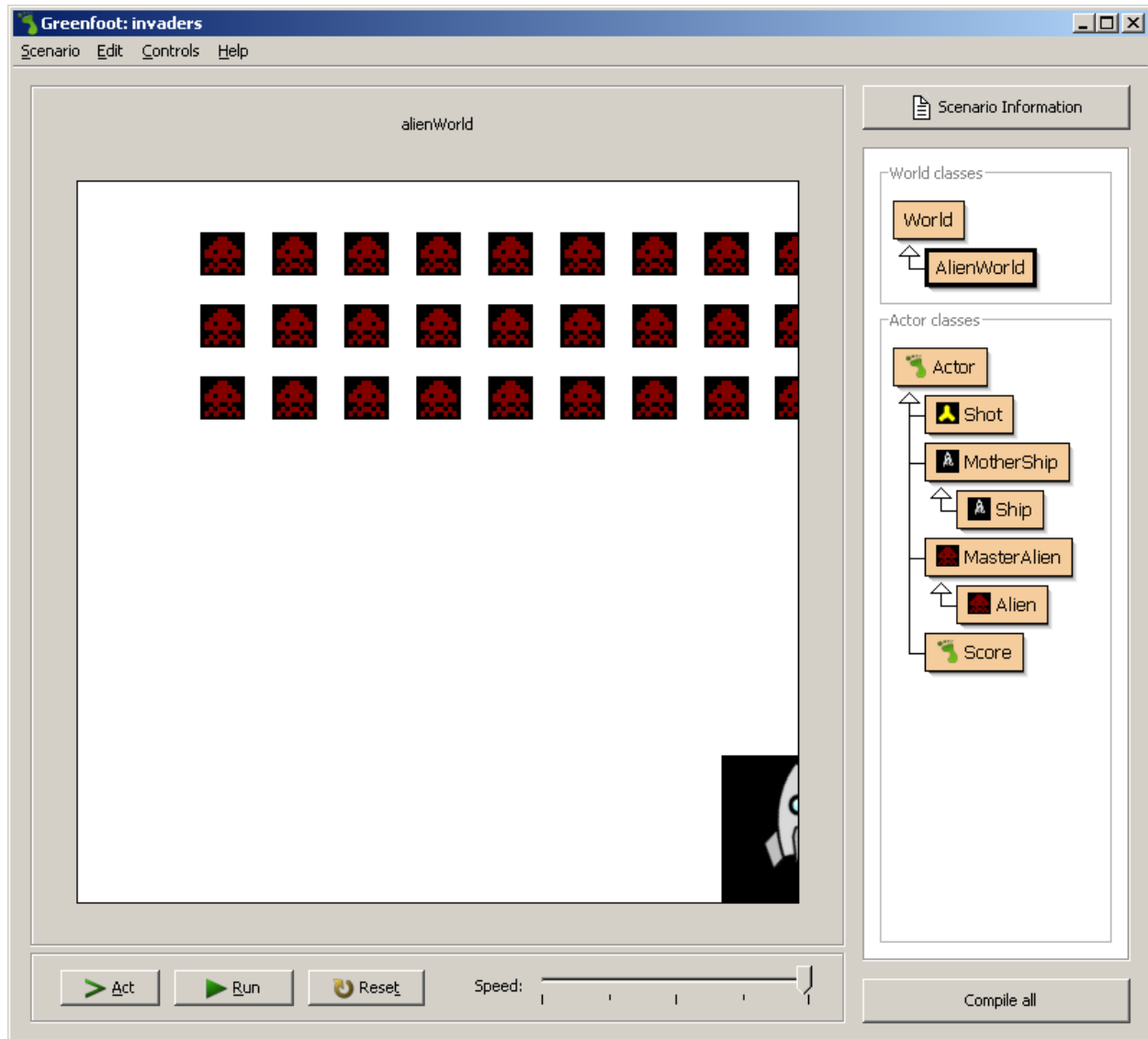8. Given the following screenshot of Greenfoot, label the following elements:
The world
An actor in the world
The class diagram panel
A class box

The execution controls

9. When would you hit the Compile All button on the Greenfoot screen? What does that button do?

10. What is the superclass of the class Ship?

11. Give the name of a subclass of the class Actor.

There will be questions about Scratch as well – similar to those on the worksheets about Scratch covered in lecture.