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

(handwritten annotations: A pointing to "Foo"; E and F pointing to moveForward(25) line; G pointing to class block)

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
b) Return type of a method
c) Name of a method
d) Parameter list

e) Method call
f) Method body *(handwritten: f) method definition)*
g) Class definition

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

```
public School getSchool() {

}
```

a) Which of the following is the name of the method?
   o public
   o School
   o getSchool
   o ()
   o {}
b) Which of the following is the parameter list of the method?
   o public
   o School
   o getSchool
   o ()
   o {}
c) Which of the following is the body of the method?
   o public
   o School
   o getSchool
   o ()
   o {}
d) Which of the following is the return type of the method?
   o public
   o School
   o getSchool
   o ()
   o {}

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

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

Green foot.getRandom N.

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?

No information is returned from the method.

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

Comments are notes to other humans and ignored by Java. So, their purpose is to give information to other programmers about the code.

6. Fill in the code for the following if statement so that the action given will happen 25% of the time.
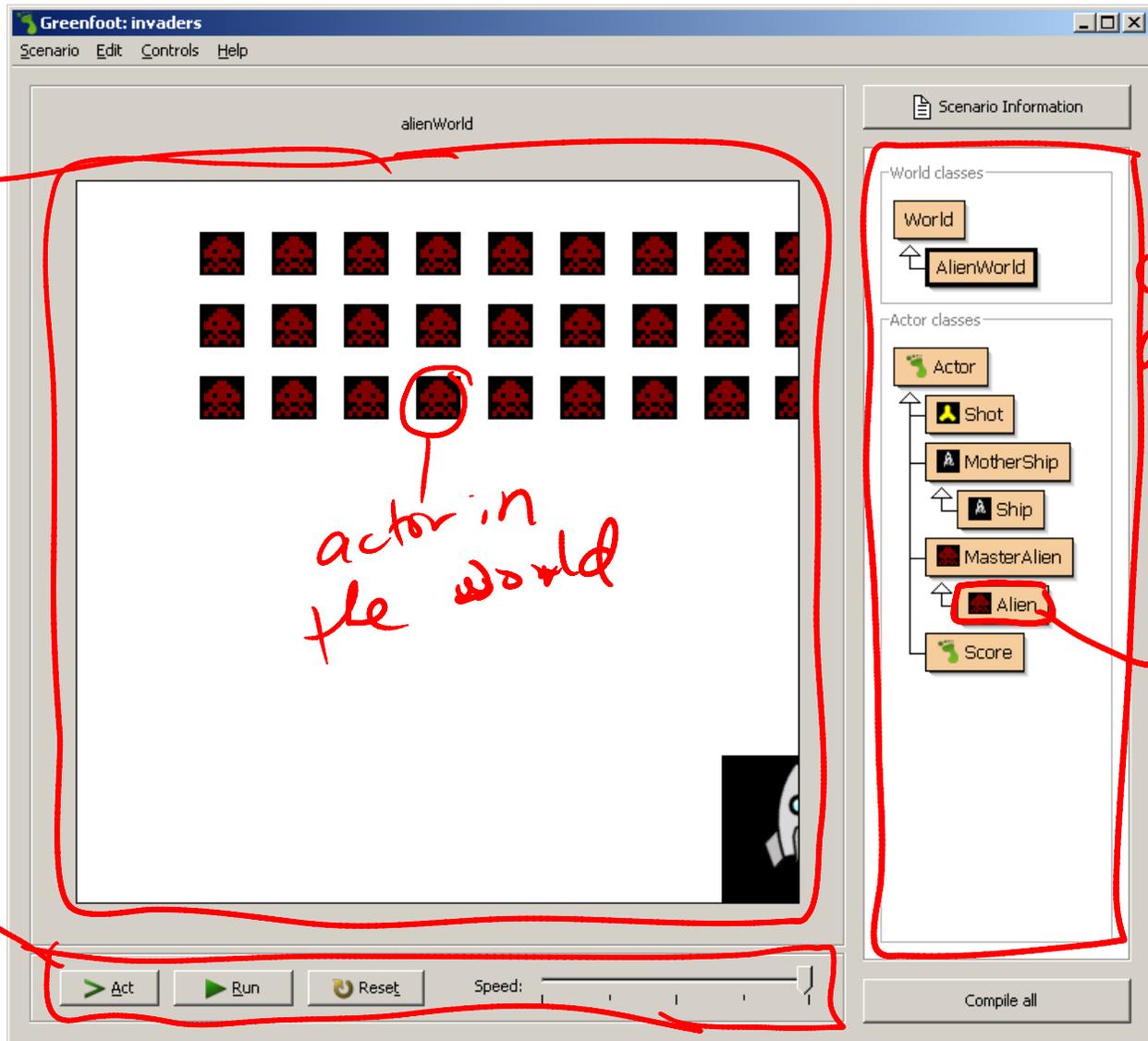
```
if(                                                                        )
{
       shout("Yeah!");
}
```

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 button on the Greenfoot screen? What does that button do?

The compile button compiles all the code in the scenario. We need to compile the code so that it is translated into a form the computer understands. We need to do this whenever we'd like to run the code.

10. What is the superclass of the class Ship?

MotherShip

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

One of: Shot, MotherShip, MasterAlien, Score

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