

# CS239

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# Reading Quiz 1/3

Which of the following is syntactically correct code for throwing an exception in Java?

- 1 `throw new NullPointerException("There was a null pointer.");`
- 2 `throws new NullPointerException("There was a null pointer.");`
- 3 `throw NullPointerException;`
- 4 

```
try
{
    ...
}
catch (NullPointerException e)
{
    ...
}
```

## Reading Quiz 2/3

Which of the following best describes enumerated types in Java?

- 1 Specialized classes that represents a set of pre-defined values.
- 2 Any numerical type, including int, float, double etc.
- 3 Specialized classes, such as arrays, that contain collections of objects or primitive types.

## Reading Quiz 3/3

Which of the following is a syntactically correct declaration of an enumerated type?

- 1 `enum Grades {A, B, C, D};`
- 2 `enum Grades {"A", "B", "C", "D"};`
- 3 `enum [] Grades {A, B, C, D};`

# Clicker Question

```
1 public static double getTotal(double [][] matrix)
2 {
3     if (matrix == null)
4         throw new NullPointerException("Null matrix.");
5
6     double total = 0;
7     for (int row = 0; row < matrix.length; row++)
8     {
9         if ???????????
10        {
11            for (int col = 0; col < matrix[row].length; col++)
12            {
13                total += matrix[row][col];
14            }
15        }
16    }
17    return total;
18 }
```

- 1 (matrix[row] != null)
- 2 (matrix[row][col] != null)
- 3 (matrix[row][col].length > 0)
- 4 (matrix[row] != null && matrix[row].length > 0)

# Clicker Question

```
1 public static double getRowTotal(double [][] matrix, int row)
2     {
3         double total = 0;
4         if (matrix == null)
5             throw new NullPointerException("Null matrix.");
6
7         if ???????????
8             throw new ArrayIndexOutOfBoundsException("Row: " + row);
9
10        for (int col = 0; col < matrix[row].length; col++)
11            {
12                total += matrix[row][col];
13            }
14        return total;
15    }
```

- (1) (matrix[row][0] == null)
- (2) (row < 0 && row >= matrix.length && matrix[row] == null)
- (3) (matrix[row] == null || matrix[row].length == 0 || row >= matrix.length || row < 0)
- (4) (row < 0 || row >= matrix.length || matrix[row] == null || matrix[row].length == 0)