CS 159 Jeopardy!

Decisions	Loops	Methods	Objects	Arrays
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300

Decisions for 100

This type of statement may be more appropriate than an if-statement for handling a large set of alternatives.

Decisions for 100

What is a switch statement?

```
switch (value) {
        case 1:  doThingOne();
                 break;
        case 2:  doThingTwo();
                 break;
        case 3:  doThingThree();
                 break;
        default: doSomethingElse();
        }
```

Decisions for 200

The following conditional statement appears to suffer from this common programming error.

```
if (monster.getScariness() > 10)
        person.runAway()
        person.hide()
```

Decisions for 200

What is: failing to use braces to enclose the entire body of a conditional statement?

Decisions for 300

After the following code executes c will contain this integer value.

```
int a = 3;
int b = 7;
int c = 9;


if ((a < b && a == b) || a != c )
    c = a;
else
    c = b;
```

Decisions for 300

What is 3?

Loops for 100

This type of loop is most appropriate for executing a block of code
a fixed number of times.

Loops for 100

What is a for loop?

Loops for 200

The loop below suffers from this serious problem.

```
for (int i = 0; i >= 0; i++)
{
   //do something
}
```

Loops for 200

What is: it will never exit?

Loops for 300

The body of the loop below will execute exactly this many times.

```
for (int i = 0; i <= 100; i += 2)
{
    //do something
}
```

Loops for 300

What is 51?

Methods for 100

The methods below can be described using these two technical terms.

```
public double getHeight()
{
    return this.height;
}
public void setHeight(double height)
{
    this.height = height;
}
```

Methods for 100

What are accessor and mutator?

Methods for 200

A constructor serves this purpose.

Methods for 200

What is: to initialize the state of an object, generally by giving instance variables appropriate initial values?

Methods for 300

This term describes two methods in the same class that have the same name, but take different parameter types.

Methods for 300

What is "overloaded"?

Objects for 100

This is the number of objects created in the following code segment:

```
int a = 3;
double = 17.1;
Person p1 = new Person("Bob");
Person p2;
```

Objects for 100

What is one?

Objects for 200

This string will be printed when the following code executes.

```
Person bob = new Person("Bob");
Person jane = bob;
jane.setName("Jane");
System.out.println(bob.getName());
```

Objects for 200

What is "Jane"?

Objects for 300

This string will be printed when the following code executes.

```
String s1 = "Hello There!";
String s2 = "Hello";
String s3 = s2 + " There!";
if (s1 == s3)
{
    System.out.println(s1);
}
else
{
    System.out.println(s2);
}
```

Objects for 300

What is "Hello"?

Arrays for 100

This (or these) statement(s) below are *not* correct examples of declaring and instantiating an array.

```
public static void main(String[] args)
{
    int[] a1 = {1, 2, 3};      // A
    int[] a2 = new int[5];     // B
    int[] a3 = new int[](5); // C
}
```

Arrays for 100

What is C?

Arrays for 200

The following code segment performs this calculation.

```
int v = values[0];
for (int i = 1; i < values.length; i++)
{
    if (v < values[i])
    {
        v = values[i];
    }
}
```

Arrays for 200

What is: finds the maximum value in the integer array values?

Arrays for 300

The following code segment suffers from this grievous error.

```
Person[] people = new Person[10];
people[0].setName("Bob");
```

Arrays for 300

What is attempting to call a method on a null reference?