

True/False

1. Two methods with the same name but different parameter lists are examples of overloaded methods.
2. It is a good idea to alias object variables especially as a beginner programmer.
3. `System` is capitalized in our hello world program because `System` is a class.
4. An object reference is sometimes referred to as a memory address.
5. The statement
`Bug bug1 = new Bug();`
is valid and compiles with no errors assuming there is a `Bug` class with a default constructor.
6. All packages from the `java.lang` class are imported automatically.
7. Properties are generally public rather than private.

Fill-in-the-Blank

8. Another name for a modifier method is a(n) _____ method.

Write the Code

9. Write a complete class named `Parallelogram` that includes two `int` properties named `myBase` and `myHeight`, a default constructor, an “other” constructor that accepts two `int` parameters and uses them appropriately, a method named `computeArea` that returns the computed area of the `Parallelogram` object, a static method named `loveParallelograms` that displays the message “Everyone loves a parallelogram” and a modifier method for each instance field.

10. ON THE BACK OF THIS PAPER, write a client program named `ParallelogramTest` that instantiates a `Parallelogram` object named `object1` using the default constructor. The client should also use the modifier methods to set the height and base of `object1` to 30 and 50, respectively. Then, the test class must display the area of `object1` with an appropriate output message. Finally, it must call the static method `loveParallelograms`.