This exam totals to 100 points. Follow the instructions. Good luck!

Chapter 5
This chapter was mostly dealt with objects expect questions similar to these.

1. Create accessors and mutators for the following class. Make sure to check for valid values

```java
public class Person {
    private String name;
    private int age;
    //Put accessors and mutators here
    //Accessors
    public String getName() {
        return this.name;
    }
    public int getAge() {
        return this.age;
    }
    //Mutators
    public void setName(String aName) {
        this.name = aName;
    }
    public void setAge(int anAge) {
        if(anAge > 0) {
            this.age = anAge;
        } else {
            System.out.println("This age is invalid");
        }
    }
}
```
2. Write a method that converts the instance variable “feet” to a measurement in meters. The conversion between feet and meters is 1 ft = 0.3048 m.

```java
public class Measurement
{
    private double feet;
    // put the method here
    public double inMeters()
    {
        return this.feet*0.3048;
    }
}
```

3. Write a method that adds all the elements of an instance variable array together and then prints the result.

```java
public class ArrayOfStuff
{
    private int[] array = {1,2,3,4,5};
    // Put the method here
    public void printArray()
    {
        int result = 0;
        for(int i=0; i<array.length; i++)
        {
            result += array[i];
        }
        System.out.println("The sum of the array is "+result);
    }
}
```
Chapter 6
This chapter further expanded the concept of objects by introducing Constructors, Static methods, and Overloading methods.

1. Write a default constructor and a constructor that takes in parameters to set all the instance variables for the following class. Make sure to check for correct values.

```java
public class TaterChips {
    private int numberOfChips;
    private String brandName;
    private double netWT;
    //Write your constructors here
    public TaterChips() {
        numberOfChips = 30;
        brandName = “Funyuns”;
        netWT = 26.5;
    }
    public TaterChips(int aNumOfChips, String aBrandName, double aNetWT) {
        numberOfChips = aNumOfChips;
        brandName = aBrandName;
        netWT = aNetWT;
    }
}
```

2. Write a static method that takes in two integers and returns the sum. Then implement that in the main method provided.

```java
public class MathSum {
    //Put your static method here
    public static int Sum(int n1, int n2) {
        return n1+n2;
    }
    public static void main(String[] args) {
        int number1 = 30;
        int number2 = 12;
        //Implement your method after the equals sign right here
        int number3 = MathSum.Sum(number1,number2);
    }
}
```
3. Create two overloaded methods that set the value of a password instance variable. One method should take in a string and the other should take in an integer. 
   Hint(Integer.parseInt())

```java
public class BriefcaseSecuritySoftware {

    // Assumes passwords can only be numbers
    int password;

    // Put your methods here
    public void setPassword(int aPassword) {
        password = aPassword;
    }

    public void setPassword(String aPassword) {
        password = Integer.parseInt(aPassword);
    }
}
```
Big Long Question
There will be one question that will require you to write a class from start to finish. Creating all constructors, accessors, mutators, and methods specified. It will be similar to what you have done in lab.

1. Create a class **Light** that has the following
   a. Two instance variables
      i. isOn – true or false the light is on
      ii. bulbWattage – an integer value corresponding to the number of watts in the bulb
   b. Two constructors
      i. Default – set the instance variables to a default value
      ii. One that takes in two parameters that will set the instance variables
   c. Accessors and Mutators for both variables
   d. A method turnOnLight that sets the value isOn to true
   e. A method turnOffLight that sets the value of isOn to false

```java
public class Light //define the class
{
    //instance varaibles
    private boolean isOn;
    private int bulbWattage;
    //default constructor
    public Light()
    {
        isOn = false;
        bulbWattage = 50;
    }
    public Light(boolean aIsOn, int aBulbWattage)
    {
        this.setIsOn(aIsOn);
        this.setBulbWattage(aBulbWattage);
    }
    //Accessors
    public boolean getIsOn()
    {
        return isOn;
    }
    public int getBulbWattage()
    {
        return bulbWattage;
    }
    //Mutators
    public void setIsOn(boolean aIsOn)
    {
        isOn = aIsOn;
    }
    public void setBulbWattage(int aBulbWattage)
    {
        bulbWattage = aBulbWattage;
    }
}```
public void setBulbWattage(int aWattage)
{
    bulbWattage = aWattage;
}

//Methods
public void turnOnLight()
{
    isOn = true;
}
public void turnOffLight()
{
    isOn = false;
}

Chapter 8
This chapter was about inheritance, polymorphism, interfaces and abstract classes. I won’t be testing anything on abstract classes.

1. We have a class Person that has the instance variable name and age, and has a constructor that takes both of those values in as parameters. Fill in the rest of the class Employee with the proper constructors: A default constructor that sets the employee number to a default value and also calls the Person’s default constructor, and another constructor that takes in the employee number along with the name and age. Make sure they call the parent’s constructor.

public class Employee extends Person //don’t forget to put something here
{
    int employeeNumber;
    //Put your constructors here
    public Employee()
    {
        super();
        employeeNumber = -1;
    }
    public Employee(int aNumber, String aName, int anAge)
    {
        super(aName,anAge);
        employeeNumber = aNumber;
    }
}

2. We have a class Animal that contains the method public void printInfo(). Fill in the rest of the class Gopher by overriding the parent’s printInfo() method. It
should call the Animal’s printInfo() method along with also printing the gopher’s address.

```java
public class Gopher extends Animal //don’t forget to put something here
{
    String holeAddress;
    //Put the overridden method here
    public void printInfo()
    {
        super.printInfo();
        System.out.println("Address: "+holeAddress);
    }
}
```

3. Write an interface called Camera with the following methods getBrand, setBrand, takePicture. The methods getBrand and setBrand return and set the brand (Assumed to be a string).

```java
public interface Camera
{
    public String getBrand();
    public void setBrand(String aBrand);
    public void takePicture();
}
```

4. What is the difference between overloading and overriding methods?

Overloading is when a method in a class has the same signature, but with different parameters. Overriding deals with inheritance, and it is when a child class has the same method signature as the parent’s but with added or modified methodality.
Chapter 9
This chapter was on exceptions. You may expect to have questions creating exceptions, writing methods that throw exceptions, or writing code that uses methods that throw exceptions that require a try and catch block.

1. Create an exception class called FatalCheeseException that has two constructors: the default that calls the parent’s constructor with an error message, and another one that takes in a message string that is passed to the parent’s constructor.

```java
public class FatalCheeseException extends Exception //Don’t forget to put stuff here
{
    public FatalCheeseException()
    {
        super("Fatal Cheese Exception! It’s gone bad!");
    }
    public FatalCheeseException(String message)
    {
        super(message);
    }
}
```
2. Write a method `eatCheese` in the given class `Cheese`. This method returns no values and takes in two parameters corresponding to the current month and year. Furthermore, this method could raise an exception if the current year or month is greater than the expiration date.

```java
public class Cheese {
    private String name;
    private int expMonth;
    private int expYear;

    //Write Method here
    public void eatCheese(int currentMonth, int currentYear) throws FatalCheeseException {
        if (currentYear < expYear) {
            System.out.println("Mmm that's some good cheese");
        } else if (currentYear == expYear && currentMonth <= expMonth) {
            System.out.println("Mmm that's some good cheese");
        } else {
            throw new FatalCheeseException();
        }
    }
}
```
3. We have a class **Cheese** that has three instance variables `name`, `expMonth`, `expDate`. Along with those variables it has all of the accessors and mutators with error checking. This class also has a method **eatCheese** that can throw a **FatalCheeseException**. The method takes in a month and a year that corresponds to the current month and year. In the provided main method create a new instance of cheese setting its `name`, `expMonth`, and `expYear`. Also call its `eatCheese` method. Make sure if an exception occurs make sure to print the exception's message.

```java
class Cheese {
    private String name;
    private int expMonth;
    private int expYear;

    public Cheese() {
        // Default constructor
    }

    public void setExpMonth(int month) {
        // Error checking
    }

    public int getExpMonth() {
        // Accessor
    }

    // Other methods...

    public void eatCheese(int currentMonth, int currentYear) throws FatalCheeseException {
        // Method implementation
    }
}
```

```java
public static void main(String[] args) {
    Scanner keyboard = new Scanner(System.in);
    System.out.println("I'm going to eat this cheese, but let me check if it's good. Enter the current month and year");
    int month = keyboard.nextInt();
    int year = keyboard.nextInt();
    //Put your code here calling eatCheese and handling the possible exception
    Cheese brie = new Cheese();
    brie.setExpMonth(12);
    brie.setExpYear(2012);
    try {
        brie.eatCheese(month,year);
    }
    catch(FatalCheeseException e) {
        System.out.println(e.getMessage());
    }
}
```
Chapter 10
This chapter focused on file input and output (File I/O). Understand how to read and write to and from a file.

1. In the method provided below, write code that will read a text file and count the number of times the word, “deer” appears. This should ignore any type of punctuation that may come at the beginning end of the word. Also make sure to print out any error message to the console if one were to occur.

```java
public static int deerCounter(String fileName)
{
    //Enter your code here
    int counter = 0;
    try
    {
        Scanner fileReader = new Scanner(new File(fileName));
        while(fileReader.hasNext())
        {
            String currToken = fileReader.next();
            if(currToken.toUpperCase().contains("DEER"))
            {
                counter++;
            }
        }
        fileReader.close();
    }
    catch(Exception e)
    {
        System.out.println(e.getMessage());
    }
    return counter;
}
```

2. In the method provided below, write code that will write to a given 2D matrix of numbers. You may assume that a normal space separates the numbers from left to right and a new line appears for every row. Make sure to print out a message to the console if an exception occurs.

```java
public static void matrixWriter(int[][] matrix, String fileName)
{
    //Put your code here
    try
    {
        PrintWriter fileWriter = new PrintWriter(new FileOutputStream(fileName));
    }
    catch(Exception e)
    {
        System.out.println(e.getMessage());
    }
    return;
}
```
for(int i=0;i<matrix.length;i++)
{
    for(int j=0;j<matrix[i].length;j++)
    {
        fileWriter.print(matrix[i][j]+" ");
    }
    fileWriter.println();
}
fileWriter.close();

} catch(Exception e)
{
    System.out.println(e.getMessage());
}
}