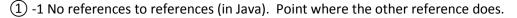
Exam 2 Sec 011 Feedback (SE1011)

Problem 4



- ② -1 When you reassign one reference, it does not change other references that point to the same object. (They don't point to the new object, and they don't become null.)
- 3 ±0 Missing reference arrow, but where it should be is obvious.
- 4 Name: Reference missing or null. What should be here?
 - -1 missing
 - -1 null
- (5) -0.5 New rocket's fuel: missing or wrong value.
- (6) -1 Numeric types are not references, and don't use arrows.
- They do use arrows and don't store numbers, except for the numeric address that tells where the object is. (But you don't have to write this!)
 - ±0 If arrow used
 - -1 if no arrow (and perhaps no box for the string object)
- (8) -2 The new constructor creates a new instance of the object.
- (9) -1 Missing reference arrows, but not at all obvious where the arrows should go.
- (10) -1 Missing variable types.
- 1 -1 Numeric types cannot be "null"
- (12) Copy

Problem 5

- 1 Better to drop else and put print outside loop
- (2) Indentation!