

Exam 2 Sec 011 Feedback (SE1011)

Problem 4

- ① -1 No references to references (in Java). Point where the other reference does.
- 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.
- ⑦ String and Rocket types are references, not primitives. 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.
- ⑪ -1 Numeric types cannot be "null"
- ⑫ Copy

Problem 5

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