

SE1021 Final Exam Review

1. (10-15 pts/100 pts) In your final project, you have a Gui class that extends JFrame, and a Game class that has a startGame() method. Write an anonymous inner class and add it to this button within the constructor. The class should cause the startGame() method to be called when the button is pressed.

```
 JButton b = new Button("Start game");
```

2. (5-15 pts/100 pts) What does the following program print? (Remember to include what is printed by the constructors.)

```
public class A {
    public void m() {
        System.out.print("Am ");
    }
}

public class B extends A{
    public void m() {
        System.out.print("Bm ");
    }
}

public class C extends A{
    public C() {
        System.out.print("CC ");
    }

    public void m() {
        System.out.print("Cm ");
        super.m();
    }
}

public class Exam {
    public static void main(String [] ignored) {
        A a1 = new A();
        A a2 = new B();
        A a3 = new C();
        B b = new B();
        C c = new C();
        a1.m();
        a2.m();
        a3.m();
        b.m();
        c.m();
    }
}
```