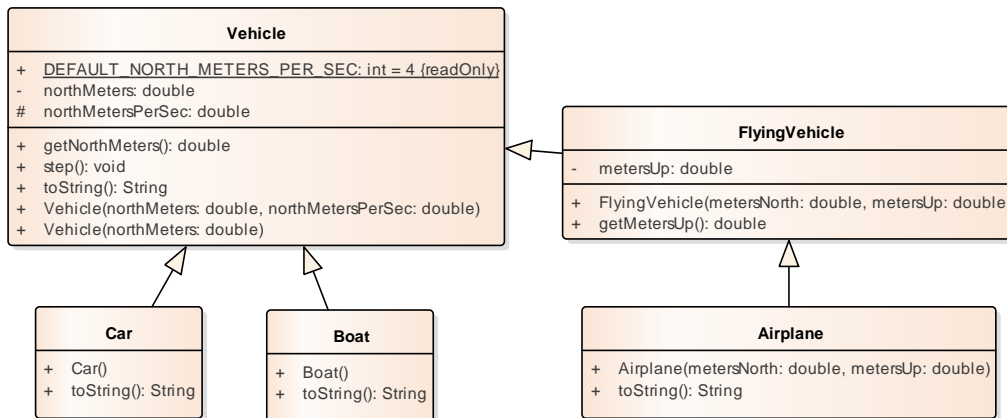


Use only your pen/pencil/eraser (for example, no note-sheet). Review all questions before you get started. The exam is printed double-sided. Show all work. You do not need to comment your code. Problems throughout the exam refer to this class hierarchy:



- (25 points) Consider the code-snippet below:


```
Airplane airplane = new Airplane();
Car car = new Car();
```

Write code to **create** one list and **place** both the car and airplane in it. Then **write a loop** to make them both move one time-step forward (with the `step` method). **Use** interfaces where possible.
- (20 points) **Write** the constructor for the Airplane class shown in the UML diagram.
- (5 points) The `northMetersPerSecond` is declared protected, while `northMeters` is declared private. For each letter, circle either true or false
 - True / False** `northMetersPerSecond` is inherited by the same classes that inherit `northMeters`
 - True / False** `northMetersPerSecond` is directly accessible by the same class(es) that can directly access `northMeters`

4. (20 points) For each assignment below, **write** whether the code will compile and, if it will compile whether it will run successfully. **Explain** anything that either doesn't compile or doesn't run. (Only consider type-casting errors.)

Compiles Runs Explain

- a. Car car = new Airplane();
- b. Car car = new Vehicle();
- c. Vehicle vehicle = new Car();
Car car = (Car) vehicle;
- d. Vehicle vehicle = new Boat();
Car car = (Car) vehicle;
5. (20 points) Consider the code below.

```
Car c1 = new Car();
Car c2 = new Car();
Car c3 = c2;
c1.step();
c2.step();
c3.step();
System.out.println("c1: "+c1);
System.out.println("c2: "+c2);
System.out.println("c3: "+c3);
```

Consider also this implementation for Car.toString():

```
@Override public String toString() {return "car at
"+super.getNorthMeters()+ "m";}
```

Complete what will be printed when this program runs. All vehicles start at 0 and increase their metersNorth by 4 each time step is called. Draw a memory diagram for partial credit.

c1:
c2:
c3:

6. (10 points) In an event-driven framework, there are event sources and event handlers.
- a. **Give** an example of a JavaFX class that could act as an event source.
- b. **Give** an example of a JavaFX class that could act as an event handler.