W12:Homework:H07

From 56wiki

CS56—Advanced Applications Programming—W12

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| First name (color-in initial) | A | в | с | D | E | F | G | н | Ι | J | к | L | м | N | 0 | Р | Q | R | s | Т | U | v | w | x | Y | z | section (2,3,or 9) | first name initial | last name initial |
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| Last name (color-in initial) | A | в | с | D | E | F | G | н | Ι | J | к | L | м | N | 0 | Р | Q | R | s | т | U | v | w | x | Y | z | | | |

H07: Due Thu/Fri 01.26/01.27 in your ASSIGNED lab. Total Points: 50

MAY ONLY BE TURNED IN DURING THE CLASS INDICATED ABOVE, or offered in person, for in person grading, during instructor or TAs office hours.

See the course syllabus at https://foo.cs.ucsb.edu/56wiki/index.php/W12:Syllabus for more details.

Reading Assignment:

Read:

- HFJ:Chapter_9, 235 Life and Death of an Object (Constructors)
- If there are reading notes on the wiki, consult those too—sometimes they contain helpful hints.

(1) (10 pts) Fill in the information below. Also, fill in the A-Z header by

- coloring in the first letter of your first and last name (as it would appears in Gauchospace),
- writing either 2, 3 or 9 to indicate your discussion section meeting time
- writing your first and last initial in large capital letters.

All of this helps us to manage the avalanche of paper that results from the daily homework.

| name: | |
|----------------|-----------------|
| umail address: | @umail.ucsb.edu |

(2) (5 pts) Under what conditions does the compiler create a no-arg constructor for you?

(3) (5 pts) Under what conditions does the compiler NOT create a no-arg constructor for you?

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(4) (10 pts) Given the following code excerpts:

```
public class Person {
    private String name;
    public Person (String name) {this.name = name;}
    public String getName() { return this.name;}
}
```

Write a class for Student that extends Person. Include a private attribute perm of type int. Include a constructor with the following signature:

public Student(String name, int perm) { ...

Use the proper technique (pp. 250-257) for invoking the parent class constructor (with a parameter) to initialize the name attribute.

(5) (20 pts) Based on what you learned from Chapter 9: Write a Java class that will compile and run (i.e. it needs a main() method) that has (ateast) the following four variables: a, b, c, and d, each instance of which will have the properties indicated. The class doesn't have to do any useful work---it is only to illustrate that you understand these concepts.

- a should be a primitive variable that will be stored on the stack
- b should be an object reference that will be stored on the stack (note: the references is on the stack, even though the object it refers to will always be on the Heap in Java.)
- c should be a primitive variable that will always be stored on the heap.
- d should be an object reference that will always be stored on the heap (note: here I want the reference variable itself to be on the heap, not just the object it refers to.)

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