

## Exam Preparation Exercises

## Set1

For the following exercises, consider the declarations below, and then indicate the value that is assigned in each assignment statement. That is, show what is stored in the *iResult*, *fResult*, or *sResult* variables after each assignment. Show each floating point value to three places past the decimal point. Refer to Appendix M in your textbook as needed regarding specific methods.

```
int iResult, num1 = 25, num2 = 40, num3 = 17, num4 = 5;  
int num5 = -14, num6 = -27;  
double fResult, val1 = 17.0, val2 = 12.78;  
String sResult, title = "Java Software Solutions";
```

1. `iResult = num1 / num4;`
2. `fResult = num1 / num4;`
3. `iResult = num3 / num4;`
4. `fResult = num3 / num4;`
5. `fResult = val1 / num4;`
6. `fResult = val1 / val2;`
7. `iResult = num1 / num2;`
8. `fResult = num1 / num2;`
9. `fResult = (double) num1 / num2;`
10. `fResult = num1 / (double) num2;`
11. `fResult = (double) (num1 / num2);`
12. `iResult = (int) (val1 / num4);`
13. `fResult = (int) (val1 / num4);`
14. `fResult = (int) ((double) num1 / num2);`
15. `iResult = num3 % num4;`
16. `iResult = num2 % num3;`
17. `iResult = num3 % num2;`
18. `iResult = num2 % num4;`
19. `iResult = num5 % num4;`
20. `iResult = num6 % num5;`
21. `iResult = title.length();`
22. `fResult = title.length();`
23. `iResult = title.indexOf('t');`
24. `iResult = title.indexOf('q');`
25. `iResult = title.lastIndexOf('a');`
26. `sResult = title.toUpperCase();`
27. `sResult = title.replace('o', 'X');`
28. `sResult = title.substring(8);`
29. `sResult = title.substring(8, 16);`
30. `iResult = (title.substring(8, 16)).length();`
31. `sResult = title + num1;`

```

32. sResult = title + num1 + num2;
33. sResult = title + (num1 + num2);
34. iResult = Math.abs(num6);
35. iResult = Math.abs(num1 - num2);
36. fResult = Math.sqrt(num2);
37. fResult = Math.pow(num4, 3);
38. iResult = Math.max(num2, num3);
39. iResult = Math.floor(val2);
40. iResult = Math.ceil(val2);
41. fResult = Math.sin(num2 + num1 * 2);
42. fResult = Math.PI * num4;
43. fResult = Math.pow(title.length(), 2) + num3 * Math.sqrt(num3 / num4);

```

*For exercises 1 to 12, indicate the range of the possible result of each expression. Assume the following declaration:*

```
Random rand = new Random();
```

```

1. rand.nextInt()
2. Math.abs (rand.nextInt()) % 20
3. Math.abs (rand.nextInt() % 20)
4. Math.abs (rand.nextInt()) % 8 + 1
5. Math.abs (rand.nextInt()) % 45 + 10
6. Math.abs (rand.nextInt()) % 100 - 50
7. rand.nextInt() % 50
8. rand.nextFloat()
9. Math.random()
10. Math.random() * 8
11. (int) (Math.random() * 20)
12. (int) (Math.random() * 20) + 1

```

*For exercises 13 to 18, write an expression using the Random object declared below that generates a random number in the specified range (inclusive).*

```
Random gen = new Random();
```

```

13. 0 to 10
14. 0 to 500
15. 1 to 10
16. 1 to 500
17. 25 to 50
18. -10 to 15

```

*For exercises 19 to 20, write an expression using the random method of the Math class that generates a random number in the specified range (inclusive).*

```

19. -5 to 10
20. 0 to 500
21. 25 to 50
22. 1 to 500

```